

Circle of Dark Star Druid

Out there in the Chrome there are stars and planets, timelines, unstable and stable worlds. So many things can be found and seen there, dangerous, but beautiful. However... there are things that cannot be seen, things that lurk at the edge of sight, things older than the Chromaverse itself.

These incomprehensible phenomena are known as Dark Stars or otherwise known by sages as Eldritch Emanations. As all forces have an aura in this world and the bigger it is the more it influences, akin to Kel'rils Golden Eye that warms the planet of Eirin, these Dark Stars emanate weirdness and all that is beyond understanding can be attributed to their influence.

These Dark Stars are not evil or good, they are way beyond that, way older than that and much beyond the understanding of mortals. If one were to attempt to fully understand, no matter who they were, maybe even Gods they would fall to madness.

However, these powers can be harnessed and used as long as they are not questioned, not because they do not give answers, but because the answer they give nobody wants to hear. Druids are especially good at this and Circle of the Dark Stars Druid use some of the most weird powers out there, there are others like some sorcerers or wizards who can tap into this, but mostly it is these Druids of the Dark Stars.

Forbidden Forms

Starting at 2nd level, you can use your Wild Shape to transform into an aberration or ooze with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there). Additionally, you may turn into up to 4 of any aberration or ooze with a challenge rating of less than 1 as long as the total challenge rating does not exceed 1. You may only take an action as one of these

creatures at any time, though your consciousness is shared with all of the creatures that you create from yourself. You only revert to your original form if all of the forms are unconscious, drop to 0 hit points, or die. When one of the creatures created in this way reaches 0 hit points, it fades from existence.

Starting at 6th level, you may transform into an aberration or ooze with a challenge rating as high as your druid level divided by 3, rounded down.

Dark Star Eye

Beginning at 2nd level, you begin to manifest eye stalks that look different depending on your Dark Star. These eye stalks remain hidden inside your body until you spend a spell slot of the stated level to activate the eyestalk as an action. Once an eyestalk has been activated, it remains external and unusable until you complete a long rest.

1st-Level Spell Slot – Fear Ray: Choose a creature within 60 feet you can see and that can see you, the creature must succeed against on a Wisdom saving throw, or be frightened for 1 minute. The target may repeat the saving throw at the end of each of its turns, with disadvantage if you are visible to the target, ending the effect on a success.

2nd-Level Spell Slot – Confusion Ray: Choose a creature within 60 feet you can see and that can see you, the creature must succeed on a Wisdom saving throw, or become restrained and unable to make reactions until the end of its next turn. On its turn the creature uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn. The target may repeat the saving throw at the end of each of its turns, with disadvantage if you are visible to the target, ending the effect on a success.

3rd-Level Spell Slot – Paralyzing Ray: Choose a creature within 60 feet you can see and that can see you, the creature must succeed on a Constitution saving throw, or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself.

4th-Level Spell Slot – Telekinetic Ray: Choose a target within 60 feet you can see. If the target is a creature, it must succeed on a Strength saving throw, or be moved up to 30 feet in any direction you choose. It is restrained by the ray's telekinetic grip until the start of your next turn, ending immediately if you become incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or container.

5th-Level Spell Slot – Enervation Ray: Choose a creature within 60 feet you can see and that can see you. The creature must succeed against a Constitution saving throw, or suffer 8d8 necrotic damage and become poisoned until the end of its next turn, or half damage and is not poisoned on a successful saving throw.

Primordial Stride

At 6th level, you may move through magical difficult terrain at no extra movement cost. You also have advantage against hazards posed by magical terrain, such as being slowed, or suffering damage.

In addition, you have advantage on saving throws against aberrations and oozes that seek to impede movement, such as tentacles grabbing you, the Slowing Ray of a beholder, or similar.

Incomprehensible Shape

At 10th level, you can expend two uses of Wild Shape at the same time to transform into any aberration or monstrosity. Transforming into one of these shapes is limited to a CR equal to half of your druid level.

Druid of the Dark Star

Beginning at 14th level you may breathe both air and water. While underwater, you are surrounded by a miasma. Any creature that touches

you or hits you with a melee attack while within 5 feet of you must succeed on a Constitution saving throw, or become diseased for 1d4 hours. The diseased creature may only breathe water for the duration.

You also may transform your arm into a tentacle as a bonus action. The tentacle has a reach of ten feet, acts as a melee attack with which you are proficient, and deals 1d12 + your choice of your Strength or Dexterity modifier on a hit.

A creature hit by your tentacle must succeed against your on a Constitution saving throw, or become diseased. The disease has no effect for 1 minute, and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain any hit points unless its underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 1d10 acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Unlike patrons or deities Dark stars do not care for who or what follows them. If you can survive an interaction with them you may change your Dark Star. Changing a Dark Star does not affect any mechanics you get from this class, it just affects the appearance of your abilities and the story/interactions with your Dark Star.

There are many Dark Stars out there but below we will go through the 5 most powerful ones:

5- **ANDROMEDA**

The Mother of Dark Stars, The Birthwomb of the Great Old Ones.

This Dark Star planetary size surrounded by a ring of smaller satellites is made up of skin and flesh, eyes and mouths, millions of hands and feet, it wanders the Chrome in pursuit of weak patrons or Forgotten Gods. Any that it finds it eats and transforms into it's Spawn as small satellites around it. In all, actually most druids draw from one of the satellites instead of ANDROMEDA as her power is incredibly dangerous to anyone that interacts with it. While not the strongest of the Dark Stars it is one of the most dangerous and any encounter with it leaves unrepairable and cancerous scars on both mind and body. Inside of ANDROMEDA are dozens of country sized cocoons filled with Dark Stars in their larva form. If she ever dies they will spawn from her.

4- **MAYALL'S OBJECT**

The Harbinger

This Dark Star looks like a gigantic eye with veins of pure black all over it. The Eye is yellow with a red pupil both looking sick and cancerous. This Dark Star floats aimlessly around the Chromaverse and anyone unfortunate enough to meet its path and can detect it is attacked immediately. He follows a prophecy that if anyone ever meets him knowingly and escapes the end of the world must start and he starts maddening entire planets with his corrupting gaze, turning them mad and into abominations most of the time after longer exposure. The surface of the planet is a red rusty colour besides the black veins of black that are pools of pure corruption. MAYALL'S OBJECT also sings a song if he ever awakens to his prophecy, any Dark Star, Old One or Eldritch horror immediately wakes if it hears it and joins in fulfilment of his prophecy.

3- **MALIN 1**

The black goat of the woods with a thousand young

The original Abomination, this Dark Star is smaller than others, appearing like a Massive Cloud like entity made from claws and sharp mouths and tentacles and goat feet and tits. Anything she touches. Anything she touches turns into an abomination imbued with the power of a Dark Star. Because of this, MALIN 1 is one of the most known Dark Stars and worshipped by many dark civilizations out there. In Teresyum MALIN 1 was the progenitor of the Liandri curse as any she touches become Black like obsidian body, unbreakable skin and the ability to consume any energy it comes across. Her milk is pure corrupted essence and can only be consumed by its children, it must be or they go mad.

2- **THE SCULPTOR**

The Ancient Evil that walks on two legs, The Black Wind, The Crawling Mist, the God of the Bloody God.

This Dark Star is the most cunning of all, small and hidden inside the Heart of a Host, this Dark Star is one of the only ones that directly interacts with the world appearing as a dark, talk and handsome man with welcoming features. However this is all a ruse, he has a thousand other forms that would invoke madness to anyone to witness them. He is one of the only Dark Stars that show a direct influence in the world and an agenda of sorts, making him the most humanlike of the Dark Stars. His agenda is simple, without revealing himself too much his simple goal is to spread madness to all corners of the Chromaverse as he finds it more enjoyable than death and destruction. He avoids ANDROMEDA and other Dark Stars at all cost.

1- SUPERANTENNAE

“It was an All-in-One and One-in-All of limitless being and self—not merely a thing of one Space-Time continuum, but allied to the ultimate animating essence of existence's whole unbounded sweep—the last, utter sweep which has no confines and which outreaches fancy and mathematics alike. It was perhaps that which certain secret cults of Teresyum have whispered of as SUPERANTENNAE, and which has been a deity under other names; that which the crustaceans of *(%*(% worship as the Beyond-One, and which the vaporous brains of the spiral nebulae know by an untranslatable Sign... If SUPERANTENNAE is ever to meet ANDROMEDA the end of the world will come and nobody will be able to stop it, not even the Gods.”

This is one of the most powerful Dark Stars out there. SUPERATTENAE sees all and knows all. To "please" this deity could bring knowledge of many things. However, like most Dark Stars, to see it or learn too much about it is to court disaster. It has the power to see into possible futures, the past and all present things in the Chromaverse, nothing short of deific power can stop his influence. Even though many seek deals, power and knowledge from this Dark Star, even the darkest of civilizations out there barely mention the name in a whisper and fear attracting any of its attention. The deal most make is sacrificing part of their minds and memories, losing them or carrying her corruption in them for a glimpse at their possible futures and how they may achieve them, though other darker deals can be made, those cannot be discussed for they are too vile to be put into words.