Druid

Members of an ancient priesthood, druids commune with the spirits of nature and protect the common folk who live in harmony with the land. After being initiated in mysterious rites, a druid calls on the gods to wield the magic of the moon, the sun, the storm, the forest, and the beast.

# Creating a Druid

When you create a character whose first class is druid, you gain these benefits.

**Ability Adjustment:** +1 to your Wisdom or Constitution score. You use Wisdom to cast spells and Constitution to augment your ability to transform into a variety of creatures.

**Starting Hit Points:** 8 + your Constitution modifier

**Armor and Shield Proficiencies:** Padded armor, leather armor, dragon leather, hide armor, wooden shields

**Weapon Proficiencies:** Club, dagger, dart, greatclub, javelin, mace, scimitar, sickle, sling, spear, quarterstaff

You can make a druid quickly by following these suggestions.

**Suggested Background:** Priest **Suggested Specialty:** Hedge magician **Equipment:** Leather armor, shield, spear,

adventurer’s kit, sprig of mistletoe, and 55 gp.

**THE DRUID**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Level**  1 | **Attack Bonus**  +0 | **Spellcasting Bonus**  +1 | **Wild Shape** 1/day | **Class Features**  Circle Initiate, Druid Lore, Spellcasting, Wild Shape (Hound) |
| 2 | +0 | +1 | 2/day | Wild Shape (Rodent) |
| 3 | +0 | +1 | 2/day | Woodland Stride |
| 4 | +0 | +2 | 2/day | Wild Shape (Steed, Fish) |
| 5 | +0 | +2 | 3/day | — |
| 6 | +1 | +2 | 3/day | Wild Shape (Bird of Prey), Weapon Attack Bonus |
| 7 | +1 | +2 | 3/day | Nature’s Endurance |
| 8 | +1 | +2 | 4/day | — |
| 9 | +1 | +3 | 4/day | Nature’s Ward |
| 10 | +1 | +3 | 4/day | Healing Trance |
| 11 | +1 | +3 | 4/day | Thousand Faces |
| 12 | +2 | +3 | 4/day | — |
| 13 | +2 | +3 | 4/day | Evergreen |
| 14 | +2 | +4 | 5/day | — |
| 15 | +2 | +4 | 5/day | — |
| 16 | +2 | +4 | 5/day | — |
| 17 | +2 | +4 | 5/day | — |
| 18 | +2 | +4 | 5/day | — |
| 19 | +2 | +5 | 5/day | — |
| 20 | +2 | +5 | 5/day | — |

**DRUID SPELLS PER DAY**

**Druid —Spell Slots per Spell Level—**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| 1 | 2 | — | — | — | — | — | — | — | — |
| 2 | 3 | — | — | — | — | — | — | — | — |
| 3 | 4 | 2 | — | — | — | — | — | — | — |
| 4 | 4 | 3 | — | — | — | — | — | — | — |
| 5 | 4 | 3 | 2 | — | — | — | — | — | — |
| 6 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 19 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 20 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |

# Class Features

A druid gains the following class features.

**Hit Dice:** 1d8 per druid level

**Hit Points:** 1d8 (or 5) + your Constitution modifier per druid level gained after 1st level

## Level 1: Spellcasting

As a druid, you learn divine spells through prayer and ancient rites and draw on the primal strength of nature itself. You use this power to protect the wilderness, driving away those who would despoil it and fortifying those who would protect it.

**Benefit:** You can cast a number of druid spells per day based on the number of spell slots you receive for your druid level, as noted in the Druid Spells per Day table. You can also cast cantrips. Wisdom is your magic ability.

*Cantrips:* Your choice of druid circle determines

the cantrips available to you.

*Spell Preparation:* You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of druid spells equal to 1 + your druid level. You can choose any spell from the druid’s spell list,

provided you can cast druid spells of that level. You will usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

*Casting a Spell:* When you cast a spell, choose one of your prepared spells and use a spell slot of that spell’s level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any

combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *entangle* and *animal friendship* prepared and have two 1st-­‐ level spell slots available, you can cast each spell once or cast one of those spells twice.

*Rituals:* You can cast any druid spell you have

prepared as a ritual, provided that the spell has a ritual version.

*Saving Throw DCs:* When a druid spell that you cast calls for a saving throw, the save DC equals 10

+ your Wisdom modifier + the spellcasting bonus for your level, as noted in the Druid table.

## Level 1: Druid Lore

The wilderness is your home. You have acquired the skills needed to survive off the land.

**Benefit:** You have advantage on Intelligence checks to recall natural lore.

In addition, you know the secret language of

druids. You can speak the language and use it to leave hidden signs for other druids. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages. Others spot the messages’ presence with a successful DC 15 Wisdom check but cannot decipher it without magic.

## Level 1: Wild Shape

A druid learns that life is an elaborate web of energy that binds all creatures together. This knowledge allows you to assume new forms simply by using your magic to express your life energy in a new way.

**Benefit:** Once per day, you can use your action to magically transform into another creature. Alternatively, you can transform as part of another action, provided that action doesn’t involve casting a spell or activating a magic item. As you gain levels, you gain additional uses of this feature per day, as noted in the Druid table.

At 1st-­‐level, you have access to the shape of the hound. As you gain levels, you gain additional shapes that you can change into, as noted in the Druid table.

When you transform, you choose from the creature options available to you and assume that creature’s shape for a number of hours equal to your Constitution modifier + your druid level (minimum of 2 hours), after which time you revert to normal (use your Constitution modifier, not the creature’s).

You can use your action to revert to your normal shape earlier. You automatically revert to normal if you drop to 0 hit points or fewer or if you die.

While you are in the creature’s shape, the following rules apply.

* Your game statistics are replaced by the statistics of the creature. You retain your Intelligence, Wisdom, and Charisma scores.
* Transforming into or out of the creature’s shape has no effect on your hit points, even if the shape’s Constitution score is different from yours.
* You cannot cast spells or take any other actions that require hands or speech. Transforming does not break your concentration, however, on a spell you cast beforehand.
* Your gear is subsumed by the creature’s shape, so you cannot access it. You cannot activate a magic item on your person, but a magic item that confers a passive effect, such as a *ring of protection*, continues to do so.

### Shape of the Hound

You can take the form of a Small or Medium dog you are familiar with, typically a coyote, a fox, a jackal, or a wolf.

Tall wolfhounds are popular in Celtic lands, jackals are prevalent in Pharaonic regions and near DARKSUN city-­‐states, mastiffs guard the castle gates of many lords in GREYHAWK, and plains wolves range all across the FORGOTTEN REALMS.

A hound form provides you with natural weaponry and a better chance of finding what would otherwise remain hidden.

|  |  |  |
| --- | --- | --- |
| **Hound** |  | |
| **Medium Beast** |  |  |
| **Armor Class** 12  **Speed** 50 ft. |  |  |
| **Str** 13 (+1) | **Dex** 15 (+2) | **Con** 10 (+0) |

**Senses** low-­‐light vision

**Keen Senses:** You gain a +5 bonus to all checks to detect hidden creatures.

**Melee Attack—Bite:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 1d8 + 1 piercing damage.

### Shape of the Fish

You can take the form of a Tiny fish you are familiar with, typically a catfish, a pike, a salmon, or a trout.

Other fish include whitefish from Asgardian climes; the knucklehead trout that swims in the lakes of Icewind Dale, a region of the FORGOTTEN REALMS; and even the sandwrigglers of DARKSUN.

A fish form allows you to breathe and move easily underwater.

#### Fish

**Tiny Beast Armor Class** 11 **Speed** swim 40 ft.

**Str** 6 (-­‐2) **Dex** 14 (+2) **Con** 10 (+0)

**Water Breathing:** You can breathe underwater.

**Melee Attack—Bite:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 1 piercing damage.

### Shape of the Bird

You can take the form of a Tiny or Small bird that you are familiar with, typically a crow, a sparrow, an eagle, a hawk, a raven, or a vulture.

Vultures often live in desert regions, including in DARKSUN; greyhawks give the realm of GREYHAWK its name; and goat-­‐sucker birds (allegedly) trouble some kender communities in DRAGONLANCE.

A bird form gives you wings, allowing you to fly high.

#### Bird

**Tiny or Small Beast Armor Class** 14 **Speed** 5 ft., fly 50 ft.

**Str** 6 (-­‐2) **Dex** 17 (+3) **Con** 10 (+0)

**Nimble Flier:** You don’t provoke opportunity attacks when you fly out of a hostile creature’s reach.

**Keen Senses:** You gain a +5 bonus to all checks to detect hidden creatures.

**Melee Attack—Talons:** +5 to hit (reach 5 ft.; one creature).

*Hit:* 1d4 + 3 slashing damage.

### Shape of the Rodent

You can take the form of a rodent you are familiar with, typically a chipmunk, a mouse, a rat, or squirrel. Alternatively, you take the form of an animal like a ferret or a weasel. Rodents and similar mammals abound in all D&D worlds.

A rodent form allows you to slip away from a dangerous situation, or move stealthy into one.

**Rodent Tiny Beast Armor Class** 11

**Speed** 30 ft., climb 15 ft., swim 15 ft.

**Str** 6 (-­‐2) **Dex** 16 (+3) **Con** 10 (+0)

**Hide:** You gain a +8 bonus to all checks to sneak.

**Melee Attack—Bite:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 1 piercing damage.

### Shape of the Steed

You can take the form of a horse breed you are familiar with. Thousands of horse breeds exist, though only a handful are usually found in a particular region. Examples include the Thessalian horse of Olympian fame, the fjord horse of Asgardian descent, and the Baklunish charger of GREYHAWK.

A steed form allows you and one or two allies to move great distances quickly.

**Steed Large Beast Armor Class** 13 **Speed** 60 ft.

**Str** 15 (+2) **Dex** 14 (+2) **Con** 10 (+0)

**Steed:** You can carry up to two Medium creatures on your back and still move at your speed.

**Melee Attack—Hoof:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 2d6 + 2 bludgeoning damage.

## Level 1: Circle Initiate

Druids are mystically tied to the land and its spirits. This tie is shaped by a druid’s circle, a group of druids who follow similar traditions. Within a circle, a druid learns esoteric rites that guide his or her use of magic.

**Benefit:** Choose a druid circle. Your choice

grants you various special abilities.

The circle choices available to you are broad philosophical designations. Depending on your DM’s campaign, these circles might have different names.

### Circle of the Oak

The oak is a mighty conduit of worldly magic. When lightning falls from the sky, the sturdy tree channels elemental fury into itself. The strike may burn away a limb or blow off bark, but an oak has hidden reserves and may recover in time. And even if it falters, the oak’s sacrifice protects other trees and creatures, ensuring the continuity of life.

As an initiate of the oak, your magic focuses on elements and weather, plants, and foresight. You focus most on improving your ability to cast spells.

The oak initiate is most often neutral, but can have any alignment.

**Cantrips:** You know the *druidcraft* and *fire seeds*

cantrips, plus two other cantrips of your choice from the druid’s cantrip list.

**Nature’s Prescience:** Your mastery over your spells is so great that you waste little magical energy. Once per day, you can recover one of your expended 1st-­‐level spell slots during a short rest.

Starting at 3rd level, you can use this feature twice per day, and one of the slots you recover can be 2nd level. Starting at 5th level, you can use this feature three times per day, and one of the slots you recover can be 3rd level.

**Circle Spells:** You always have the following

spells prepared, provided you are able to cast druid spells of the given level. They do not count against the number of spells you can prepare each day. If a circle spell does not appear on the druid spell list, the spell is, nonetheless, a druid spell for you.

**Spell**

**Level Circle Spell**

* 1. entangle
  2. augury
  3. call lightning
  4. divination
  5. cone of cold

### Circle of the Moon

Whether showing its full face or just a sly sickle, the changeable moon caresses the world with tides and light. It’s also the conduit for your magic. The moon’s influence over all things watery, furry, and leafy waxes and wanes.

As an initiate of the moon, your magic focuses on animals and shapechanging. You delight in learning new and more dangerous creature shapes to change into.

The moon initiate is most often chaotic, but can have any alignment.

**Cantrips:** You know the *spare the dying* cantrip,

plus two other cantrips of your choice from the druid’s cantrip list.

**Beast Soul:** When you use your action to revert to your normal shape after using your Wild Shape, you regain a number of hit points equal to your level.

**Moon Adept:** You gain one extra use of your Wild Shape per day.

As you gain levels, you also gain special shapes

that you can assume using that feature.

**Druid**

**Level Shape**

1 Bear

3 Great Cat

5 Dire Beast

7 Behemoth

10 Enhanced Form

### Shape of the Bear

You can take the form of a type of bear you are familiar with, typically a black bear, a brown bear, a polar bear, or even a panda.

Silt bears are rumored in DARKSUN, grizzly bears are not unusual in the forests of GREYHAWK, and polar bears are much feared in the northern reaches of the FORGOTTEN REALMS.

A bear form provides you with natural weaponry and some ability to climb and swim.

**Bear Large Beast Armor Class** 16

**Speed** 30 ft., swim 15 ft.

**Str** 15 (+2) **Dex** 12 (+1) **Con** 16 (+3)

**Relentless:** Dropping to 0 hit points or fewer doesn’t immediately knock you unconscious or cause you to revert to your normal shape. At the end of your next turn, you do fall unconscious and revert to normal if you are still dying.

**Melee Attack—Claws:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 2d6 + 2 slashing damage.

### Shape of the Great Cat

You can take the form of great cat you are familiar with, typically a cougar, jaguar, a leopard, a lion, a panther, or a tiger.

Tigers of every stripe are populous in Persian

lands, gray lions are threats on the plains of GREYHAWK, panthers are well known in the FORGOTTEN REALMS, and ghost tigers are prized in EBERRON.

A great cat form provides you with natural weaponry and speed, and the possibility of a

particularly vicious series of attacks following a pounce.

**Great Cat Large Beast Armor Class** 16

**Speed** 40 ft., climb 15 ft.

**Str** 17 (+3) **Dex** 14 (+2) **Con** 10 (+0)

**Melee Attack—Claw:** +5 to hit (reach 5 ft.; one creature).

*Hit:* 1d6 + 3 slashing damage.

**Pounce:** If you move at least 10 feet and end your movement so that at least one creature is in reach, you can make two claw attacks. If both attacks hit the same Large or smaller target, the target also falls prone, and you can make the following bite attack against it: +8 to hit (reach 5 ft.; one creature). *Hit:* 1d6 + 3 slashing damage.

### Shape of the Dire Beast

Dire beasts are larger, tougher, meaner versions of ordinary creatures. They may have a feral, prehistoric, or even demonic appearance, which usually includes horns, spikes, bony plates, exceedingly large fangs, and long claws.

**Benefit:** When you use your Wild Shape to assume a creature’s shape, you can assume the dire version of that shape. Doing so has the following effects:

* The creature’s size increases by one category, provided it was Large or smaller to begin with.
* The creature gains a +1 bonus to Armor Class. The bonus increases to +2 at 9th level, +3 at 13th level, and +4 at 17th level.
* The creature gains a +1 bonus to attack rolls. The bonus increase to +2 at 9th level, +3 at 13th level, and +4 at 17th level.
* Once per turn, when you roll damage for an attack, you can roll the creature’s damage dice twice and add the rolls together. At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

### Shape of the Behemoth

You can take the form of a massive animal of the ancient world, such as a mammoth, a dinosaur, or a great stag.

Mammoths stalk arctic climes of the FORGOTTEN REALMS and GREYHAWK, brontosauruses graze the

jungles of EBERRON, and reptilian inixes roam the arid wastelands of DARKSUN.

An ancient behemoth is so large that it can

simultaneously crush several foes underfoot.

#### Ancient Behemoth

**Huge Beast Armor Class** 16 **Speed** 40 ft.

**Str** 18 (+4) **Dex** 9 (-­‐1) **Con** 15 (+2)

**Melee Attack—Gore or Bite:** +6 to hit (reach 10 ft.; one creature). *Hit:* 3d6 + 4 piercing damage.

**Trample:** You can combine your full movement and action to make a separate melee attack against each creature in 40-­‐foot-­‐long, 10-­‐foot-­‐wide line. *Hit:* In addition to taking the damage indicated for the attack, a target must succeed on a DC 14 Strength saving throw, or be knocked prone and be unable to make an opportunity attack against you if you leave its reach during the course of this action.

Once you use trample, you can't use it again until after your next short rest.

### Enhanced Form

You have become a master at changing your shape.

**Benefit:** When you use your Wild Shape to assume a creature’s shape, you can give the shape an enhancement of your choice (enhancing a dire version of a creature expends two uses of your Wild Shape). Choose one of the following enhancement options.

* *Leap:* As part of your movement, you can leap through the air up to 30 feet horizontally and up to 15 feet vertically without a running start. If you leap at least 10 feet, you gain a +3 bonus to the damage roll of one melee attack at the end of the leap.
* *Magic Resistance:* You have advantage on saving throws against magical effects.
* *Nimble:* Difficult terrain doesn’t cost extra feet of movement for you.
* *Poisonous Attack:* One attack of your choice becomes poisonous. When you deal damage to a target with that attack, the target must succeed on a DC 14 Constitution saving throw against poison, or its speed is reduced to 5 feet for 1 minute. The target can use its action to make a DC 14 Constitution check to end this effect.

expel. As an action, choose up to three creatures

within a 150-­‐foot cone originating from you, and make a separate ranged attack against each target, with a +6 bonus to the attack roll. On a hit, a target takes 1d6 piercing damage and 2d6 poison damage. Once you use this enhancement, you can’t use it again until after your next short rest.

## Level 3: Woodland Stride

A druid knows how to move through the wilderness, where others with less experience get scratched or tripped.

**Benefit:** Nonmagical shrubs and other

undergrowth cannot impede your movement or damage you.

Also, you have advantage on saving throws

Sylvan creatures and beings of the elemental planes recognize the power you command and cannot hope to beguile you.

**Benefit:** Elemental and fey creatures cannot

charm or frighten you.

## Level 10: Healing Trance

You have spoken with beasts that hibernate, and perhaps even assumed their form. You have learned to infuse your rest with a healing magic that mimics those beasts’ restorative slumber.

**Benefit:** When you regain hit points by spending a Hit Die during a rest, you regain 1 extra hit point for each Hit Die you roll.

## Level 11: Thousand Faces

against plants that are magically created or

manipulated to impede movement, such as the vines created by the *entangle* spell.

## Level 6: Attack Bonus

Your training has improved your proficiency with weapons.

**Benefit:** You gain a +1 bonus to your attack roll when you’re using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Druid table.

## Level 7: Nature’s Endurance

You have developed mystic protections against natural threats, namely disease and poison.

**Benefit:** You are immune to poison and disease.

Your magic allows you to assume the guise of a beast, and what are humanoids if not cultured beasts? You can now alter yourself to appear in the guise of another humanoid.

**Benefit:** You can use your Wild Shape to assume the appearance of any Medium humanoid, an appearance either of your creation or of an individual you have seen. A creature must succeed on a DC 20 Wisdom check to notice the ruse.

## Level 13: Evergreen

You discover the secret of longevity that conifers hold in their heartwood. Pine and spruce can live for great ages, unless cut down before their time. The same is now true for you.

**Benefit:** For every ten years that pass, your

body ages only one.