

# DRUID

A PRIEST OF THE OLD FAITH, WIELDING THE POWERS OF NATURE—  
MOONLIGHT AND PLANT GROWTH, FIRE AND LIGHTNING—AND  
ADOPTING ANIMAL FORMS

## HIT DIE:

# 1D8

At first level, you have 8 hit points, plus your Constitution modifier.



## PROFICIENCIES

+2

<b>Armor</b>	You can effectively wear <b>light armor</b> , <b>medium armor</b> , and <b>shields</b> . If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You eschew armor and shields made of metal.
<b>Weapons</b>	Add your proficiency bonus to the attack roll for any attack you make with <b>clubs</b> , <b>daggers</b> , <b>darts</b> , <b>javelins</b> , <b>maces</b> , <b>quarterstaves</b> , <b>scimitars</b> , <b>sickles</b> , <b>slings</b> , and <b>spears</b> .
<b>Tools</b>	You are proficient with the <b>herbalism kit</b> . Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and <i>potions of healing</i> .
<b>Saving Throws</b>	Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

## FEATURE

**Druidic** (PHB 66): You know the secret language of the druids. While this may sound like an interesting, flavorful ability, unless you have another druid in the party, or know a recurring druid NPC, it won't be of much use.

CHOOSE

### CIRCLE OF DREAMS

IF YOU WANT TO MEND WOUNDS AND HARNESS THE POWER OF DREAMS



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### CIRCLE OF THE LAND

IF YOU WANT TO UNLEASH THE FORCES OF NATURE MAGIC



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### CIRCLE OF THE MOON

IF YOU WANT TO DIVE INTO BATTLE IN BEAST FORM



CHOOSE

### CIRCLE OF THE SHEPHERD

IF YOU WANT TO SUMMON NATURE SPIRITS AND CONJURE ANIMALS AND POWERFUL FEY



CHOOSE

### CIRCLE OF SPORES

IF YOU WANT TO FOCUS ON THE NATURAL FORCES OF DEATH AND DECAY



## CIRCLE OF DREAMS



*Druid*  
(XGtE 22)

- Help allies with a font of restorative energy
- Ward and hide allies during rests and sleeping
- Teleport yourself or an ally
- Walk through dreams to go to where you last slept

Airborne **arakocra**, meditative **wood elves**, elusive **ghostwise halflings**, and mysterious **kenku** all make good dream druids. Sylvan **firbolg** and interplanar **githzerai** also inhabit dreamscapes easily. As always, versatile **half-elves** and **humans** nicely fill this role as well.

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## CIRCLE OF THE LAND



*Druid*  
(PHB 68)

- Recover some spent spells after just a short rest
- Learn additional spells tied to the land
- At home in rough terrain
- Warded from nature's harm
- Beasts and plants won't hurt

Naturally, **firbolg** and **wood elves** are iconic druids. But don't discount **arakocra**, **ghostwise halflings**, **kenku**, and **githzerai**. The wisdom and nimbleness of these races make them each a natural fit. As always, versatile **half-elves** and **humans** also nicely fill this role.

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## CIRCLE OF THE MOON



*Druid*  
(PHB 69)

- Transform quickly and heal magically in beast form
- Shapeshift into deadlier and deadlier beasts
- Your claws burn like magic
- Transform into many things, including elementals

Moon druids should be both perceptive and hardy. That makes **hill dwarves**, **water genasi**, and **lizardfolk** great choices. **Firbolg**, naturally at home in the wild places of the world, also feel the call of the moon. As always, versatile **half-elves** and **humans** also nicely fill this role.

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## CIRCLE OF THE SHEPHERD



*Druid*  
(XGtE 23)

- Communicate with beasts
- Summon nature spirits
- Creatures you summon are especially potent
- Falling unconscious immediately summons aid
- Cast nature spells

**Hill dwarves** watch over deep rothé. **Water genasi** swim with schools of fish. **Lizardfolk** attract other reptiles. All of these races make expert shepherd druids. Not surprisingly, **firbolg** too have a natural affinity for beasts. Finally, as always, **half-elves** and **humans** also nicely fill this role.

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## CIRCLE OF SPORES



*Druid*  
(GGtR 26)

- Surround yourself with a nimbus of deadly spores
- Animate corpses, fungally
- Ward an area with spores
- Permanently change your body, fungally
- Cast nature spells

All who see death and decay as necessary to nature as life itself can walk the spore druid path. Shady **kenku** and alien **arakocra**, deep **wood elves** and mistrustful **ghostwise halflings**. Some **firbolg** do not fear undeath. And **githzerai** seek balance, in nature, as with all things. As always, versatile **half-elves** and **humans** also nicely fill the assassin role.

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## 1ST LEVEL



**Ability Scores** You are primarily a spellcaster. **Wisdom** is your spellcasting ability for your druid spells, so you want it to be your highest score. Your next highest score should be **Dexterity**, which, together with your shield, can help you avoid some damage in combat.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Insight**, **Medicine**, and **Perception**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Consider starting with the following, in addition to the equipment granted by your background.

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- leather armor, an explorer's pack, and a sprig of mistletoe (druidic focus).

**Spells** You can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *druidcraft*, *frostbite*, *guidance*, *produce flame*, or *thunderclap*. Consider preparing healing spells *goodberry* or *healing word*. Or consider spells like *charm person*, *faerie fire*, *fog cloud*, or *ice knife*.

## 2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

**Wild Shape** (PHB 66) As an action, you can transform into any beast with a challenge rating of 1/4 or lower if it has no swimming or flying speed, such as a **wolf**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their abilities so you'll have them at hand when you use this ability.

**Balm of the Summer Court** (XGtE 22) You have a font of fey energy that can heal others, even from afar.

**Spells** You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

## 3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *barkskin*, *healing spirit*, *hold person*, or *moonbeam*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

## 4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

**Ability Score Increase** (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Fade Away (if gnome), Fey Teleportation (if high elf), Healer, or Wood Elf Magic (if wood elf).

**Wild Shape** The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1/2 or lower, if it doesn't have a flying speed, such as the **crocodile**.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

## 5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

**+3**

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *call lightning*, *conjure animals*, or *plant growth*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

## 6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

**Hearth of Moonlight and Shadow** (XGtE 22) You can call on the power of the Feywild to guard your places of rest. Firelight does not give you away. And enemies have a more difficult time detecting you even while you have an easier time spotting them.

**Spells** You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

## 7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

### Spells

You gain one 4th-level spell slot. Consider preparing one of the following 4th-level spells: *confusion*, *conjure woodland beings*, or *hallucinatory terrain*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

## 8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Wild Shape** The flying restriction is lifted. You can now take the form of any beast of challenge rating 1 or lower, such as a **giant eagle**.

**Spells** You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.



## 9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

**+4**

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 5th-level spell slot. Consider preparing one of the following 5th-level spells: *geas*, *mass cure wounds*, or *reincarnate*. You can prepare a number of spells equal 9 + your Wisdom modifier.

## 10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

### Hidden Paths

(XGtE 22)

You can teleport another creature thirty feet, or yourself twice as far in half the time.

### Spells

You gain one additional cantrip and one additional 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

## 11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

### Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *conjure fey*, *heal*, or *heroes' feast*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

## 12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

## 13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

**+5**

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *mirage arcane* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

## 14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

**Walker in Dreams** You gain three spells that allow you to enter the dreamlands or return you to the place you last slept. (XGtE 22)

### Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

## 15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

### Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antipathy/sympathy* or *feblemind*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

## 16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.



## 17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

**+6**

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 9th-level spell slot. Consider preparing one of the following 9th-level spells: *shapechange* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

## 18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

**Timeless Body** Your body ages at one-tenth its normal rate. (PHB 67)

**Beast Spells** You can cast spells while in beast shape now, provided the spells have no material components. (PHB 67)

**Spells** You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

## 19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

## 20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Archdruid** You can wild shape as often as you want. (PHB 67)

**Spells** You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

## 1ST LEVEL



**Ability Scores** You are primarily a spellcaster. **Wisdom** is your spellcasting ability for your druid spells, so you want it to be your highest score. Your next highest score should be **Dexterity**, which, together with your shield, can help you avoid some damage in combat.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Medicine**, and **Nature**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Consider starting with the following, in addition to the equipment granted by your background.

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- leather armor, an explorer's pack, and a yew wand (druidic focus).

**Spells** You can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider helpful ones like *druidcraft* or ranged cantrips such as *frostbite*, *produce flame*, or *thunderclap*. Consider preparing healing spells *goodberry* or *healing word*. Or consider combat spells like *entangle*, *fog cloud*, or *ice knife*.

## 2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

**Wild Shape** (PHB 66) As an action, you can transform into any beast with a challenge rating of 1/4 or lower if it has no swimming or flying speed, such as a **wolf**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their abilities so you'll have them at hand when you use this ability.

**Natural Recovery** (PHB 68) Just like a wizard, after a short rest, you can regain spell slots.

**Spells** You gain another 1st-level spell slot and a new cantrip. You can prepare a number of spells equal to 2 + your Wisdom modifier.

## 3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *flaming sphere*, *gust of wind*, or *spike growth*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

**Circle Spells** You also gain two 2nd-level spells associated with the land where you became a druid. You always have these spells prepared.

## 4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

**Ability Score Increase** (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Observant or War Caster.

**Wild Shape** The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1/2 or lower, if it doesn't have a flying speed, such as the **crocodile**.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.



## 5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

**+3**

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *call lightning*, *dispel magic*, or *sleet storm*. You also gain two more circle spells. You can prepare a number of spells equal to 5 + your Wisdom modifier.

## 6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

### Land's Stride

(PHB 69)

You are one with the land, so it never impedes your movement and plants never harm you. Even magically created plants are easier to resist.

### Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

## 7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

### Spells

You gain one 4th-level spell slot. Consider preparing one of the following 4th-level spells: *conjure woodland beings*, *freedom of movement*, or *stoneshape*. You also gain two more circle spells. You can prepare a number of spells equal to 7 + your Wisdom modifier.

## 8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Wild Shape

The flying restriction is lifted. You can now take the form of any beast of challenge rating 1 or lower, such as a **giant eagle**.

### Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

## 9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 5th-level spell slot. Consider preparing one of the following 5th-level spells: *commune with nature*, *maelstrom*, or *wrath of nature*. You might consider *greater restoration*, *mass cure wounds*, or *reincarnate* if you are your party's primary healer. In addition, you gain two more circle spells. You can prepare a number of spells equal to 9 + your Wisdom modifier.

## 10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

### Nature's Ward (PHB 69)

You can resist the storms of elementals and the wiles of faeries. And you are immune to poison and disease.

### Spells

You gain one additional cantrip and one additional 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

## 11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

### Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *druid grove*, *move earth*, or *sunbeam*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

## 12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.



## 13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

**+5**

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm*, *reverse gravity*, or *whirlwind*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

## 14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

**Nature's Sanctuary** Nearly all beasts and plants feel compelled to leave you alive and unhurt. (PHB 69)

**Spells** You can prepare a number of spells equal to 14 + your Wisdom modifier.

## 15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

### Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather*, *earthquake*, *sunburst*, or *tsunami*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

## 16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You can prepare a number of spells equal to 16 + your Wisdom modifier.

## 17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

**+6**

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 9th-level spell slot. Consider preparing one of the following 9th-level spells: *foresight* or *storm of vengeance*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

## 18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

**Timeless Body** Your body ages at one-tenth its normal rate. (PHB 67)

**Beast Spells** You can cast spells while in beast shape now, provided the spells have no material components. (PHB 67)

**Spells** You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

## 19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

## 20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Archdruid** You can wild shape as often as you want. (PHB 67)

**Spells** You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.



## 1ST LEVEL



**Ability Scores** Though you don't have as many spells as some druids, you still benefit from a high **Wisdom** score. You take on the physical attributes of your beast forms, but a high **Constitution** score helps sop up leftover damage when you're forced to revert to humanoid form.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Animal**, **Handling**, **Perception**, and **Survival**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Casting *shillelagh* on your quarterstaff or club gives you a formidable weapon. Consider starting with the following, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a club
- leather armor, an explorer's pack, and a totem (druidic focus)

**Spells** When you're not in beast form, you can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. Select cantrips that are good at close range, like *primal savagery* and *shillelagh*. Consider preparing 1st-level spells like *animal friendship*, *beast bond*, *healing word*, *jump*, or *longstrider*.

## 2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

**Wild Shape** (PHB 66) As a bonus action, you can transform into any beast with a challenge rating 1 or lower if it has no swimming or flying speed, such as a **brown bear**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their special abilities so you'll have them at hand when you use this ability.

**Combat Wild Shape** (PHB 69) You can expend a spell slot to regain hit points.

**Spells** You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

## 3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *beast sense*, *enhance ability*, *flame blade*, or *hold person*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

## 4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

**Ability Score Increase** (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Savage Attacker, Sentinel or Tough.

**Wild Shape** The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1 or lower, if it doesn't have a flying speed, such as the **giant octopus**.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

## 5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

**+3**

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *conjure animals*, *dispel magic*, or *protection from energy*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

## 6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

### Primal Strike

(PHB 69)

Your attacks in beast form can pierce even supernatural defenses.

### Wild Shape

You can now transform into any beast of challenge rating 2 or lower if it doesn't have a flying speed, such as a **hunter shark**.

### Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

## 7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

### Spells

You gain one 4th-level spell slot. Consider preparing one of the following 4th-level spells: *guardian of nature*, *freedom of movement*, or *stoneshape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

## 8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Wild Shape

The flying restriction is lifted. You can now take the form of any beast of challenge rating 2 or lower, such as a **quetzalcoatlus**.

### Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.



## 9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

**Wild Shape** You can now transform into any beast of challenge rating 3 or lower, such as an **ankylosaurus**.

**Spells** You gain one 5th-level spell slot. Consider preparing one of the following 5th-level spells: *conjure elemental*, *insect plague*, or *planar binding*. You might consider *greater restoration*, *mass cure wounds*, or *reincarnate* if you are your party's primary healer. You can prepare a number of spells equal to 9 + your Wisdom modifier.

## 10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

**Elemental Wild Shape** You can transform into an **air elemental**, an **earth elemental**, a **fire elemental**, or a **water elemental** as if it were a beast form. (PHB 69)

**Spells** You gain one additional cantrip and one additional 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

## 11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

**Spells** You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *conjure fey*, *primordial ward*, or *wind walk*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

## 12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Wild Shape** You can now transform into any beast of challenge rating 4 or lower, such as an **elephant**.

**Spells** You can prepare a number of spells equal to 12 + your Wisdom modifier.

## 13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

**+5**

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *mirage arcane* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

## 14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

**Thousand Forms** You become an accomplished shapeshifter and can cast the *alter self* spell at will. (PHB 69)

### Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

## 15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

### Wild Shape

You can now transform into any beast of challenge rating 5 or lower, such as a **giant crocodile**.

### Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *animal shapes*, *antipathy/sympathy*, or *feeblemind*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

## 16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.



## 17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

**+6**

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 9th-level spell slot. Consider preparing one of the following 9th-level spells: *shapechange* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

## 18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

**Timeless Body** Your body ages at one-tenth its normal rate. (PHB 67)

**Beast Spells** You can cast spells while in beast shape now, provided the spells have no material components. (PHB 67)

**Wild Shape** You can now transform into any beast of challenge rating 6 or lower, such as a **mammoth**.

**Spells** You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

## 19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

## 20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Archdruid** You can wild shape as often as you want. (PHB 67)

**Spells** You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

## 1ST LEVEL



**Ability Scores** You are primarily a spellcaster. **Wisdom** is your spellcasting ability for your druid spells, so you want it to be your highest score. Your next highest score should be **Constitution**, to keep you, together with your summoned spirits, in the fight for as long as possible.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Medicine**, and **Nature**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Consider starting with the following, in addition to the equipment granted by your background.

- (a) a wooden shield or (b) any simple weapon
- (a) a quarterstaff or (b) a club
- leather armor, an explorer's pack, and a wooden staff (druidic focus).

**Spells** You can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *druidcraft*, *guidance*, *infestation*, or *shillelagh*. Consider preparing healing spells *goodberry* or *healing word*. Or consider combat spells like *beast bond*, *entangle*, *longstrider*, or *snare*.

## 2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

**Wild Shape** (PHB 66) As an action, you can transform into any beast with a challenge rating of 1/4 or lower if it has no swimming or flying speed, such as a **wolf**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their abilities so you'll have them at hand when you use this ability.

**Speech of the Woods** (XGtE 22) You learn to speak, read, and write Sylvan. Also, you can communicate with beasts.

**Spirit Totem** (XGtE 22) You can call upon a nature spirit to create an aura of endurance, keen sight, or protection.

**Spells** You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

## 3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *barkskin*, *enhance ability*, *gust of wind*, *healing spirit*, or *warding wind*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

## 4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

**Ability Score Increase** (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elemental Adept, Mounted Combatant, Sentinel, or War Caster.

**Wild Shape** The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1/2 or lower, if it doesn't have a flying speed, such as the **crocodile**.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.



## 5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

**+3**

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *conjure animals*, *dispel magic*, or *protection from energy*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

## 6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

### Mighty Summoner

(XGtE 22)

Beasts and fey you summon are hardier and almost magical in their attacks.

### Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

## 7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

### Spells

You gain one 4th-level spell slot. Consider preparing one of the following 4th-level spells: *conjure minor elementals*, *conjure woodland beings*, or *freedom of movement*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

## 8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Wild Shape

The flying restriction is lifted. You can now take the form of any beast of challenge rating 1 or lower, such as a **giant eagle**.

### Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

## 9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 5th-level spell slot. Consider preparing one of the following 5th-level spells: *awaken*, *conjure elemental*, *insect plague*, *planar binding*. You might consider *greater restoration*, *mass cure wounds*, or *reincarnate* if you are your party's primary healer. You can prepare a number of spells equal to 9 + your Wisdom modifier.

## 10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

**Guardian Spirit** (XGtE 22) Your conjured creatures heal automatically when they stand near you.

### Spells

You gain one additional cantrip and one additional 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

## 11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

### Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *conjure fey*, *druid grove*, or *primordial ward*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

## 12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.



## 13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

**+5**

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *regenerate* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

## 14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

**Faithful Summons** Unbidden, beasts come to your aid in your times of greatest need and fight to protect you. (XGtE 22)

### Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

## 15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

### Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *animal shapes* or *antipathy/sympathy*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

## 16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

## 17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

**+6**

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 9th-level spell slot. Consider preparing one of the following 9th-level spells: *shapechange* or *storm of vengeance*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

## 18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

**Timeless Body** Your body ages at one-tenth its normal rate. (PHB 67)

**Beast Spells** You can cast spells while in beast shape now, provided the spells have no material components. (PHB 67)

**Spells** You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

## 19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

## 20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Archdruid** You can wild shape as often as you want. (PHB 67)

**Spells** You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.



## 1ST LEVEL



**Ability Scores** You are primarily a spellcaster. **Wisdom** is your spellcasting ability for your druid spells, so you want it to be your highest score. Your next highest score should be **Dexterity**, which, together with your shield, can help you avoid some damage in combat.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Medicine**, **Nature**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Consider starting with the following, in addition to the equipment granted by your background.

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- leather armor, an explorer's pack, and a sprig of mistletoe (druidic focus).

**Spells** You can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider helpful ones like *druidcraft* or ranged cantrips such as *frostbite*, *magic stone*, or *produce flame*. Consider preparing healing spells like *goodberry*. Or consider combat spells like *charm person*, *entangle*, or *faerie fire*.

## 2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

**Wild Shape** (PHB 66) As an action, you can transform into any beast with a challenge rating of 1/4 or lower if it has no swimming or flying speed, such as a **wolf**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their abilities so you'll have them at hand when you use this ability.

**Halo of Spores** (GGtR 27) Attack your enemies with a cloud of necrotic spores.

**Symbiotic Entity** (GGtR 27) Rather than transform into a beast, channel magic into your halo of spores. The halo grows more lethal over time and your attacks deliver poison damage.

**Spells** You gain another 1st-level spell slot and the *chill touch* cantrip. You can prepare a number of spells equal to 2 + your Wisdom modifier.

## 3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *flaming sphere*, *hold person*, or *lesser restoration*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

**Circle Spells** You also gain two 2nd-level spells associated with your druid circle. You always have these spells prepared.

## 4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

**Ability Score Increase** (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Observant, or War Caster.

**Wild Shape** The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1/2 or lower, if it doesn't have a flying speed, such as the **crocodile**.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

## 5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

**+3**

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *erupting earth*, *plant growth*, or *speak with plants*. You also gain two more circle spells. You can prepare a number of spells equal to 5 + your Wisdom modifier.

## 6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

**Fungal Infestation** Animate corpses with your fungal spores. It's not exactly undeath, but it's not pretty either. (GGtR 27)

### Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

## 7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

### Spells

You gain one 4th-level spell slot. Consider preparing one of the following 4th-level spells: *blight*, *confusion*, or *hallucinatory terrain*. You can or *stoneshape*. You also gain two more circle spells. You can prepare a number of spells equal to 7 + your Wisdom modifier.

## 8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Wild Shape

The flying restriction is lifted. You can now take the form of any beast of challenge rating 1 or lower, such as a **giant eagle**.

### Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.



## 9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

**+4**

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 5th-level spell slot. Consider preparing one of the following 5th-level spells: *contagion*, *gaes*, or *insect plague*. You might consider *greater restoration*, *mass cure wounds*, or *reincarnate* if you are your party's primary healer. In addition, you gain two more circle spells. You can prepare a number of spells equal to 9 + your Wisdom modifier.

## 10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

**Spreading Spores** You can plant spores that remain for up to one minute. They attack creatures that draw too near. (GGtR 27)

### Spells

You gain one additional cantrip and one additional 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

## 11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

### Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *bones of the earth*, *primordial ward*, or *wall of thorns*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

## 12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

## 13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm*, *mirage arcane*, or *regeneration*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

## 14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

### Fungal Body

(GGtR 27)

You become, uh, spongy, making you immune to several conditions and able to somewhat absorb critical hits.

### Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

## 15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

### Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antipathy/sympathy*, *earthquake*, *feeblemind*, or *tsunami*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

## 16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

### Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

### Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.



## 17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

**+6**

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

### Spells

You gain one 9th-level spell slot. Consider preparing one of the following 9th-level spells: *foresight*, *shapechange*, or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

## 18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

**Timeless Body** Your body ages at one-tenth its normal rate. (PHB 67)

**Beast Spells** You can cast spells while in beast shape now, provided the spells have no material components. (PHB 67)

**Spells** You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

## 19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

**Spells** You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

## 20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

**Archdruid** You can wild shape as often as you want. (PHB 67)

**Spells** You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

# TRAINING GROUND

## WILD THING

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When you use your Wild Shape ability, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed.

However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage.

As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

## ONLY A DAY AWAY

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Until 20th level, you can use your Wild Shape ability only twice. You must take a short or long rest to regain expended uses.

However, the amount of time you can spend in beast shape increases as you level up. The rule is you can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature.

This means you'll probably stay in beast form for a great deal of time and should get used to your role as the strong, silent type.

## LIKE DRESSING IN THE MORNING

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Remember that, unlike some other spellcasters, you can prepare an entirely different set of spells after each long rest. (Cantrips can't be swapped however.)

As you prepare spells, look over the druid spell list and think about what you are most likely to face in your adventures that day, and choose accordingly.

Swap out spells that you tend not to use or haven't produced desired results and try a new ones until you discover your favorites.



# DWARF DRUID 1

"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

## BACKGROUND (ACOLYTE)

You were raised to be a cleric of Marthammor Duin, but found the greater power the natural places of the world offer.

**Shelter of the Faithful.** You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

**Personality Trait.** You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

**Ideal.** You always try to help those in need, no matter what the personal cost.

**Bond.** You would die to recover an ancient relic of your father's faith that was lost long ago.

**Flaw.** Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

## HILL DWARF TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

**Cantrips.** You know two cantrips, which you can cast at will.

**Preparing and Casting Spells.** To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

*Medium humanoid (hill dwarf), neutral good*

**Armor Class** 15 (leather, shield)

**Hit Points** 11 (Hit Dice 1d8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	12 (+1)

**Proficiencies** (+2 proficiency bonus)

**Armor** light, medium, shield

**Saving Throws** Int +2, Wis +5; advantage on saves against poison

**Skills** Insight +5, Medicine +5, Nature +2, Religion +2

**Tools** brewer's supplies, herbalism kit

**Weapons** battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer

**Damage Resistances** poison

**Senses** darkvision, passive Perception 13

**Languages** Common, Dwarvish, Druidic, Giant, Primordial

## ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 2 slashing damage.

## OPTIONS

**Spellcasting.** You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, thunderclap*

1st level (2 slots): *entangle, fog cloud, healing word, ice knife*

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus.** You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

## EQUIPMENT

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Backpack, bedroll, common clothing, hempen rope (50 ft), holy symbol, incense (5 sticks), leather armor, mess kit, prayer wheel, rations (10 days), scimitar, shield with emblem of Marthammor Duin, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).



## DWARF DRUID 5

"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

### BACKGROUND (ACOLYTE)

You were raised to be a cleric of Marthammor Duin, but found the greater power the natural places of the world offer.

**Shelter of the Faithful.** You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

**Personality Trait.** You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

**Ideal.** You always try to help those in need, no matter what the personal cost.

**Bond.** You would die to recover an ancient relic of your father's faith that was lost long ago.

**Flaw.** Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

### HILL DWARF TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

**Cantrips.** You know two cantrips, which you can cast at will.

**Preparing and Casting Spells.** To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

*Medium humanoid (hill dwarf), Circle of the Land (mountain), neutral good*

**Armor Class** 16 (studded leather, shield)

**Hit Points** 43 (Hit Dice 5d8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	18 (+4)	12 (+1)

**Proficiencies** (+3 proficiency bonus)

**Armor** light, medium, shield

**Saving Throws** Int +3, Wis +7; advantage on saves against poison

**Skills** Insight +7, Medicine +7, Nature +3, Religion +3

**Tools** brewer's supplies, herbalism kit

**Weapons** battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer

**Damage Resistances** poison

**Senses** darkvision, passive Perception 14

**Languages** Common, Druidic, Dwarvish, Giant, Primordial

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Produce Flame.** Ranged Spell Attack: +7 to hit, range 30 ft., one target.

*Hit:* 2d8 fire damage.

**Scimitar.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 2 slashing damage.

**Wild Shape.** Druid feature; common forms include black bear, crocodile, warhorse

### OPTIONS

**Spellcasting.** You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame, thunderclap*

1st level (4 slots): *entangle, fog cloud, goodberry, healing word, ice knife*

2nd level (3 slots): *flaming sphere, gust of wind, pass without trace, spider climb, spike growth*

3rd level (2 slots): *call lightning, lightning bolt, meld into stone*

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus.** You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

**Natural Recovery (Recharges after You Finish a Long Rest).** You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher.

**Wild Shape (Recharges after You Finish a Short or Long Rest).** You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/2, or lower, and has no flying speed. You can use this feature twice.

You can stay in a beast shape for 2 hours, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form

## EQUIPMENT

Backpack, bedroll, common clothing, *eyes of the eagle*, healer's kit, hempen rope (50 ft), holy symbol, incense (5 sticks), mess kit, *potions of healing* (2), prayer wheel, rations (10 days), scimitar, shield with emblem of Marthammor Duin, studded leather armor, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).

## EYES OF THE EAGLE

*Wondrous item, uncommon (requires attunement)*

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.



## DWARF DRUID 11

"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

### BACKGROUND (ACOLYTE)

You were raised to be a cleric of Marthammor Duin, but found the greater power the natural places of the world offer.

**Shelter of the Faithful.** You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

**Personality Trait.** You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

**Ideal.** You always try to help those in need, no matter what the personal cost.

**Bond.** You would die to recover an ancient relic of your father's faith that was lost long ago.

**Flaw.** Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

### HILL DWARF TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

**Cantrips.** You know two cantrips, which you can cast at will.

**Preparing and Casting Spells.** To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

*Medium humanoid (hill dwarf), Circle of the Land (mountain), neutral good*

**Armor Class** 17 (studded leather, +1 shield)

**Hit Points** 91 (Hit Dice 11d8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	20 (+5)	12 (+1)

**Proficiencies** (+4 proficiency bonus)

**Armor** light, medium, shield

**Saving Throws** Int +4, Wis +9; advantage on saves against poison

**Skills** Insight +9, Medicine +9, Nature +4, Religion +4

**Tools** brewer's supplies, herbalism kit

**Weapons** battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer

**Damage Resistances** poison

**Senses** darkvision, passive Perception 15

**Languages** Common, Druidic, Dwarvish, Giant, Primordial

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Produce Flame.** Ranged Spell Attack: +9 to hit, range 30 ft., one target.

*Hit:* 3d8 fire damage.

**Scimitar.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 2 slashing damage.

**Wild Shape.** Druid feature; common forms include brown bear, giant eagle, giant octopus

### OPTIONS

**Spellcasting.** You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 17; +9 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, mending, produce flame, thunderclap*

1st level (4 slots): *entangle, fog cloud, goodberry, healing word, ice knife*

2nd level (3 slots): *flaming sphere, gust of wind, pass without trace, spider climb, spike growth*

3rd level (3 slots): *call lightning, dispel magic, lightning bolt, meld into stone, sleet storm*

4th level (3 slots): *conjure minor elementals, freedom of movement, stone shape, stone skin*

5th level (2 slots): *commune with nature, passwall, wall of stone, wrath of nature*

6th level (1 slot): *move earth*

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus.** You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

**Natural Recovery (Recharges after You Finish a Long Rest).** You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher.

**Wild Shape (Recharges after You Finish a Short or Long Rest).** You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1, or lower. You can use this feature twice.

You can stay in a beast shape for 5 hours, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

**Land's Stride.** Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

**Nature's Ward.** You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

## EQUIPMENT

Backpack, bedroll, common clothing, *eyes of the eagle*, healer's kit, hempen rope (50 ft), holy symbol, incense (5 sticks), mess kit, *potions of healing* (3), prayer wheel, rations (10 days), scimitar, *+1 shield* with emblem of Marthammor Duin, studded leather armor, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).

## EYES OF THE EAGLE

*Wondrous item, uncommon (requires attunement)*

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.



## DWARF DRUID 17

*"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."*

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

### BACKGROUND (ACOLYTE)

You were raised to be a cleric of Marthammor Duin, but found the greater power the natural places of the world offer.

**Shelter of the Faithful.** You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

*Medium humanoid (hill dwarf), Circle of the Land (mountain), neutral good*

**Armor Class** 19 (studded leather, +1 shield)  
**Hit Points** 139 (Hit Dice 17d8)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	10 (+0)	20 (+5)	12 (+1)

**Proficiencies** (+6 proficiency bonus)  
**Armor** light, medium, shield  
**Saving Throws** Int +6, Wis +11; advantage on saves against poison  
**Skills** Insight +11, Medicine +11, Nature +6, Religion +6  
**Tools** brewer's supplies, herbalism kit  
**Weapons** battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer  
**Damage Resistances** poison  
**Senses** darkvision, passive Perception 15  
**Languages** Common, Druidic, Dwarvish, Giant, Primordial

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Produce Flame.** Ranged Spell Attack: +11 to hit, range 30 ft., one target.

**Hit:** 4d8 fire damage.

**+2 Scimitar.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

**Hit:** 1d6 + 6 slashing damage.

**Wild Shape.** Druid feature; common forms include brown bear, giant eagle, giant octopus

**Personality Trait.** You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

**Ideal.** You always try to help those in need, no matter what the personal cost.

**Bond.** You would die to recover an ancient relic of your father's faith that was lost long ago.

**Flaw.** Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

### HILL DWARF TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### DRUID FEATURES

**Druidic.** You can speak Druidic and use it to leave hidden messages. You and others who know this language

### OPTIONS

**Spellcasting.** You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 19; +11 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, mending, produce flame, thunderclap*

1st level (4 slots): *entangle, fog cloud, goodberry, healing word, ice knife*

2nd level (3 slots): *flaming sphere, gust of wind, pass without trace, spider climb, spike growth*

3rd level (3 slots): *call lightning, dispel magic, lightning bolt, meld into stone, sleet storm*

4th level (3 slots): *conjure minor elementals, freedom of movement, stone shape, stone skin*

5th level (2 slots): *commune with nature, passwall, wall of stone, wrath of nature*

6th level (1 slot): *druid grove, move earth*

7th level (1 slot): *firestorm, whirlwind*

8th level (1 slot): *control weather, earthquake*

9th level (1 slot): *storm of vengeance*

automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

*Cantrips.* You know two cantrips, which you can cast at will.

*Preparing and Casting Spells.* To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

*Spellcasting Ability.* Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

*Ritual Casting.* You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

*Spellcasting Focus.* You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

**Natural Recovery (Recharges after You Finish a Long Rest).** You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher.

**Wild Shape (Recharges after You Finish a Short or Long Rest).** You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1, or lower. You can use this feature twice.

You can stay in a beast shape for 8 hours, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.

**Nature's Sanctuary.** Creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a DC 19 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

**Land's Stride.** Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

**Nature's Ward.** You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

## EQUIPMENT

Backpack, bedroll, common clothing, *eyes of the eagle*, healer's kit, hempen rope (50 ft), holy symbol, incense (5 sticks), longbow and quiver with 20 arrows, mess kit, *necklace of prayer beads*, *potions of healing* (3), prayer wheel, rations (10 days), *+2 scimitar*, *+1 shield*, studded leather armor, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).

### EYES OF THE EAGLE

*Wondrous item, uncommon (requires attunement)*

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.