

FORGOTTEN REALMS

DRUIDS OF NEVERWINTER

Carl Vandal

A Druid Circle for the Forgotten Realms.



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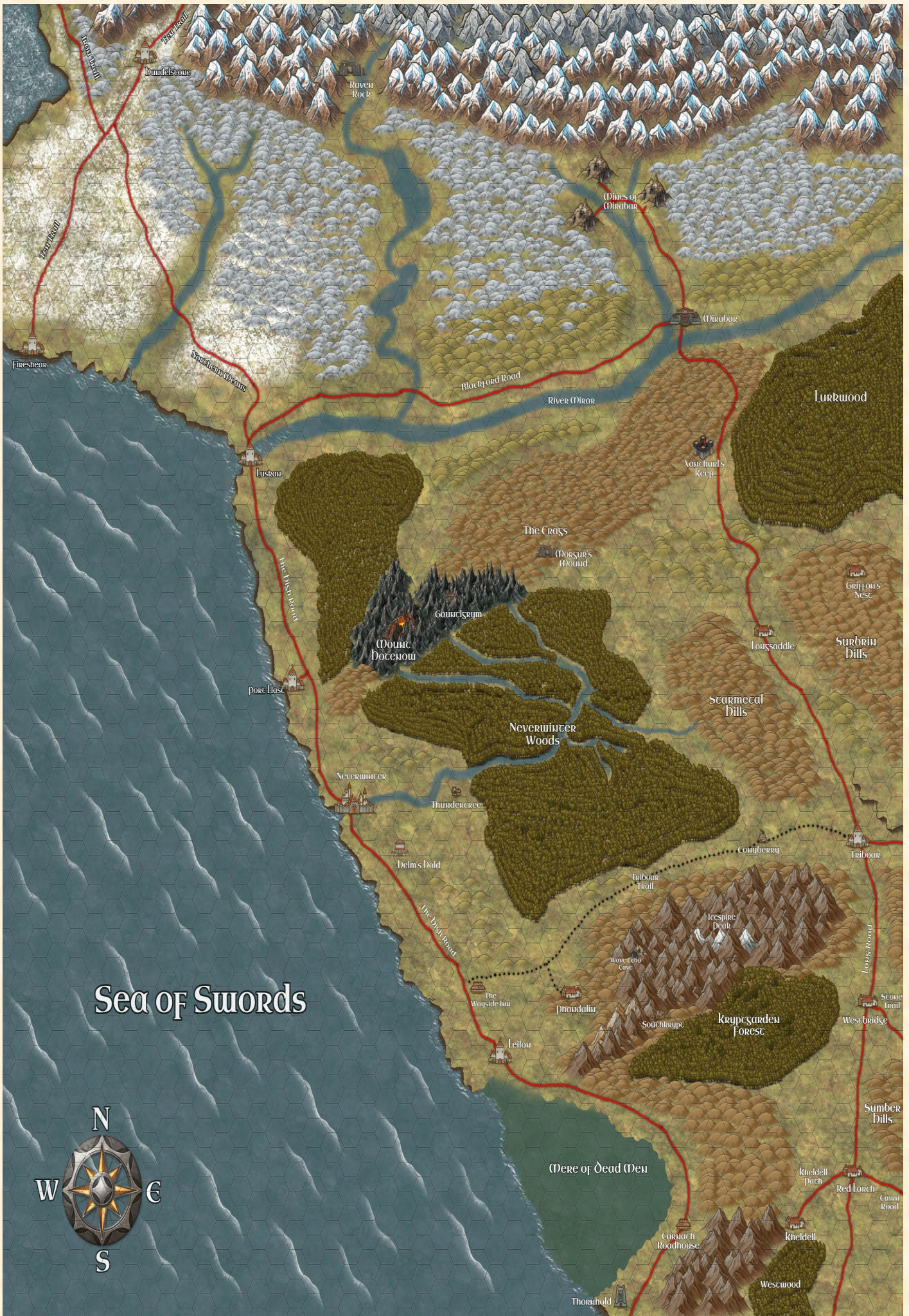
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Sea of Swords



INTRODUCTION

“Druids of Neverwinter” provides details regarding a new Druid Circle that can be used in your campaign. Although designed for use in the Forgotten Realms, the Ring of Swords can be used in any campaign setting.

BACKGROUND

The Neverwinter Wood stretches from Luskan, in the north, to the Triboar Trail, in the south. It stretches from the coast of the Sea of Swords in the west to the Star-Metal Hills in the east.

The wood seems to have a magical quality about it, or at least an air of mystical secrecy. Neverwinter Wood holds countless ruins and more than a few crumbling castles.

The forest was originally called *Llewyrwood* by the elves of the region, and it came to be a colony for those fair folk of Illefarn.

After the Spellplague of 1385 DR, Neverwinter Wood experienced a mass migration of fey from the Feywild. Elves and eladrin were also drawn to the woods in large numbers.

The always-warm Neverwinter River, which flows out of the wood, has its source deep beneath Mount Hotenow, an active volcano in the northern reaches of the forest.

The volcano last erupted in 1441DR. Lava pouring down from the mountain burned a wide swath through Neverwinter Wood, destroying everything it touched. New trees have begun to grow where the ancient ones once stood, though the effect of the catastrophe is still plain for all to see.

THE DRUIDS OF NEVERWINTER

By 1490DR, there are four druid circles that operate within the Neverwinter Woods.

Operating near the city of Neverwinter, “The Watchers of the Wood” is dedicated to preventing its spread.

“Herrean’s Seven”, in the southeast, is a secretive group bent on “gardening” a particular long-abandoned, collapsed dwarven mine into a rich local sylvan habitat

Dundar Herrean secretly supplies several herbalists in Neverwinter, but they are sworn to give a false tale as to the source of their herbs.



The third circle, at the north-eastern most end of the wood, is “The Ghost Ring”, the undead remains of druids who still meet in a glade they were guarding, long after being slain by the Twisted Rune.

The fourth circle is “The Ring of Swords”, and is the oldest circle that exists within the confines of the Woods.

Members of the Ring of Swords learn everything they can about the Neverwinter Woods, its secret paths, its flora and fauna, and its hidden locations. They develop a mystical connection with the Woods which they use in battle, making them deadly opponents.

They use their incredible abilities to ensure the continuation of the woods and sustaining the balance of nature within them. Members of the Ring of Swords can be found in cities, towns, and villages anywhere near the woods. They can be encountered within the Woods, doing everything within their power to drive out the hobgoblins, gnolls, and bugbears that endanger the Woods. The members of the Ring of Swords work, tirelessly, to protect the ancient sites that are to be found within the boundaries of the forest, and to guard the crossing to the Feywild that is hidden deep within the Neverwinter Woods.

DRUID OF NEVERWINTER (RING OF SWORDS)

Level	Proficiency		Cantrips Known	Spells Known										
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+2	Druidic, Spellcasting	2	2	—	—	—	—	—	—	—	—	—	—
2nd	+2	<i>Blessing of the Woods, Companion of the Woods, Enhanced Wild Shape</i>	2	3	—	—	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	2	—	—	—	—	—	—	—	—	—
4th	+2	Wild Shape Improvement, Ability Score Improvement	3	4	3	—	—	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—	—	—
6th	+3	<i>Forest Walk, Neverwinter Summoner</i>	3	4	3	3	—	—	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—	—	—
8th	+3	Wild Shape Improvement, Ability Score Improvement	3	4	3	3	2	—	—	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—	—	—
10th	+4	<i>Paths of Neverwinter Woods</i>	4	4	3	3	3	2	—	—	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—	—	—
14th	+5	<i>Spirit of Neverwinter Woods</i>	4	4	3	3	3	2	1	1	—	—	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—	—	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—	—	—
17th	+6	—	4	4	3	3	3	2	1	1	1	—	—	—
18th	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1	—	—
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1	—	—
20th	+6	Archdruid	4	4	3	3	3	3	2	2	1	1	—	—

RING OF SWORDS CIRCLE

Blessing of the Woods

At 2nd level, the Druid becomes imbued with the blessings of the Neverwinter Woods. They are a font of energy that offers respite from injuries. They have a pool of mystical energy represented by a number of d6s equal to their druid level.

As a bonus action, they can choose one creature they can see within 120 feet of them and spend a number of those dice equal to half their druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent.

The Druid regains all expended dice when they finish a long rest.

Companion of the Woods

The Druid gains the ability to summon a spirit that

assumes an animal form: as an action, they can expend a use of their Wild Shape feature to cast the [find familiar](#) spell, without material components.

When they cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half their druid level.

Enhanced Wild Shape

Starting at 2nd level, the members of the Ring of Swords gain the ability to use Wild Shape on their turn as a bonus action, rather than as an action.

Additionally, while they are transformed by Wild Shape, they can use a bonus action to expend one spell slot to regain 1d6 hit points per level of the spell slot expended.

The rites of the Ring of Swords circle grant the Druid the ability to transform into more dangerous animal forms. Starting at 2nd level, they can use their Wild Shape to transform into a beast with a challenge rating as high as 1 (they ignore the Max. CR column of

the Beast Shapes table but must abide by the other limitations there).

Starting at 6th level, they can transform into a beast with a challenge rating as high as their druid level divided by 4, rounded up.

Additionally, at 8th level, the Druid's attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

The Druid can use this feature twice. They regain expended uses when they finish a short or long rest.

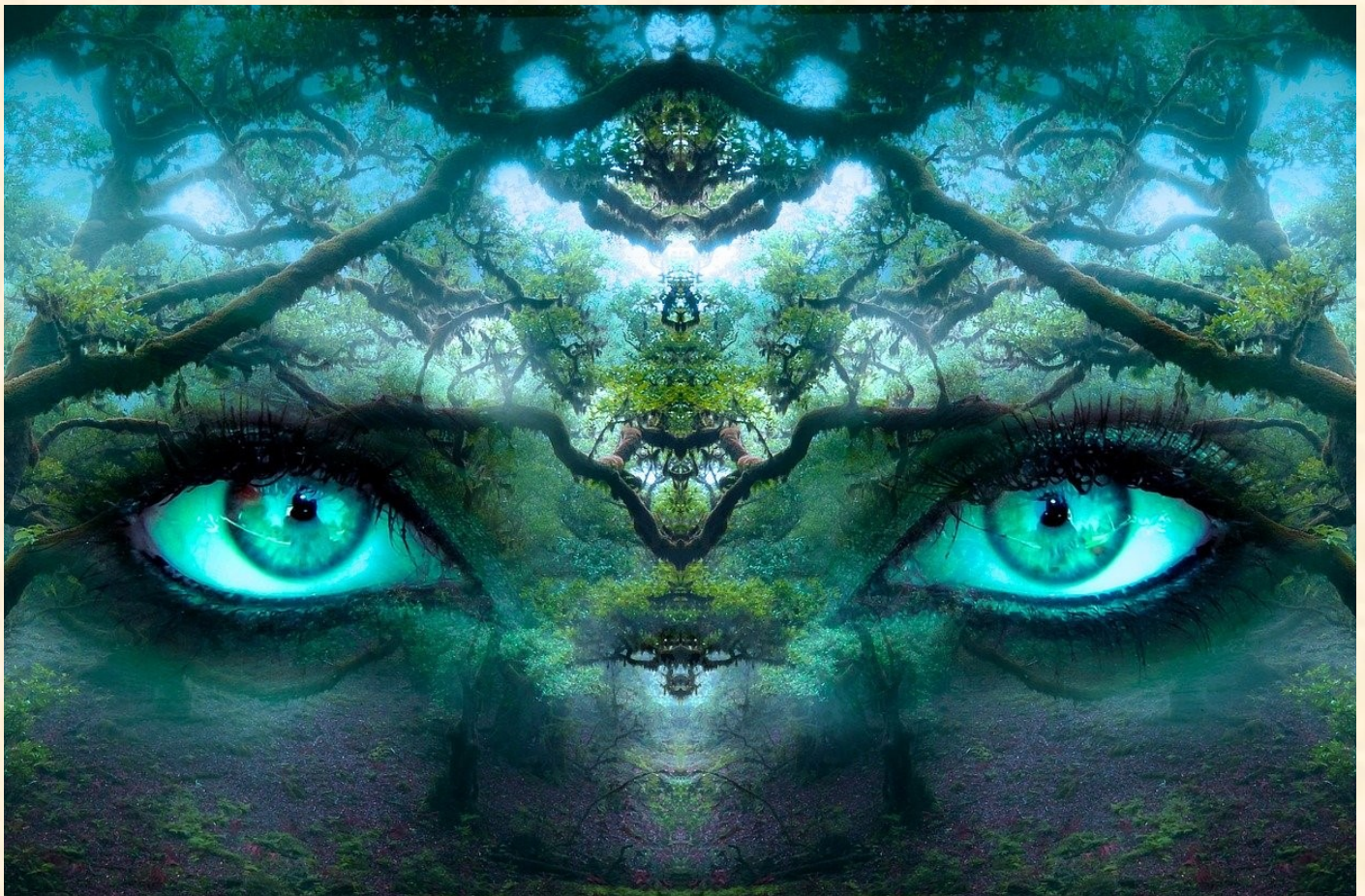
The Druid can stay in a beast shape for a number of hours equal to half their druid level (rounded down). They then revert to their normal form unless they expend another use of this feature. The Druid can revert to their normal form earlier by using a bonus action on their turn. They automatically revert if they fall [unconscious](#), drop to 0 hit points, or die.

While the Druid is transformed, the following rules apply:

- The Druid's game statistics are replaced by the statistics of the beast, but they retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. The Druid also retains all of

their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the Druid and the bonus in its stat block is higher than theirs, use the creature's bonus instead of theirs. If the creature has any legendary or lair actions, the Druid can't use them.

- When the Druid transforms, they assume the beast's hit points and Hit Dice. When they revert to their normal form, they return to the number of hit points they had before they transformed. However, if the Druid reverts as a result of dropping to 0 hit points, any excess damage carries over to their normal form. For example, if the Druid takes 10 damage in animal form and has only 1 hit point left, they revert and take 9 damage. As long as the excess damage doesn't reduce their normal form to 0 hit points, they aren't knocked [unconscious](#).
- The Druid can't cast spells, and their ability to speak or take any action that requires hands is limited to the capabilities of their beast form. Transforming doesn't break their concentration on a spell they've already cast, however, or prevent them from taking actions that are part of a spell, such as [call lightning](#), that they've already





cast.

- The Druid retains the benefit of any features from their class, race, or other source and can use them if the new form is physically capable of doing so. However, they can't use any of their special senses, such as [darkvision](#), unless their new form also has that sense.
- The Druid chooses whether their equipment falls to the ground in their space, merges into their 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. The Druid's 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 the Druid leaves the form

Forest Walk

Starting at 6th level, moving through nonmagical difficult terrain costs the Druid no extra movement. They 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, the Druid has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created

by the [entangle](#) spell.

Neverwinter Summoner

Starting at 6th level, beasts and fey that the Druid conjure are more resilient than normal. Any beast, or fey, summoned, or created, by a spell that the Druid casts gains the following benefits:

- The creature appears with more hit points than normal: 1 extra hit point per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Paths of Neverwinter Woods

Starting at 10th level, the Druid can use the hidden, magical pathways that exist with the Neverwinter Woods to traverse space in the blink of an eye. As a bonus action on the Druid's turn, they can teleport up to 60 feet to an unoccupied space they can see.

The Druid can use this feature a number of times equal to their Wisdom modifier (minimum of once), and they regain all expended uses of it when they finish a long rest.

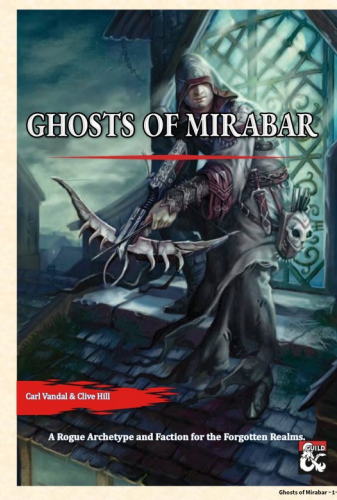
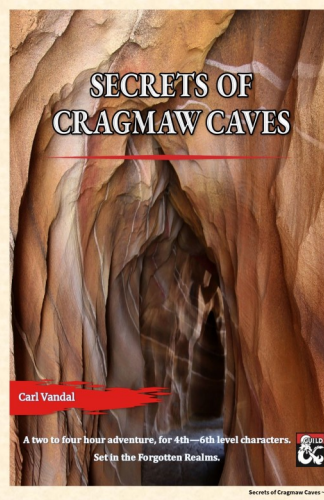
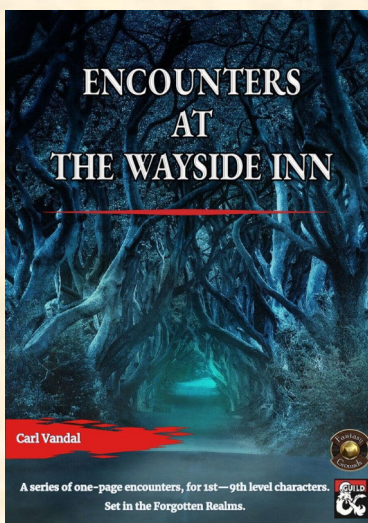
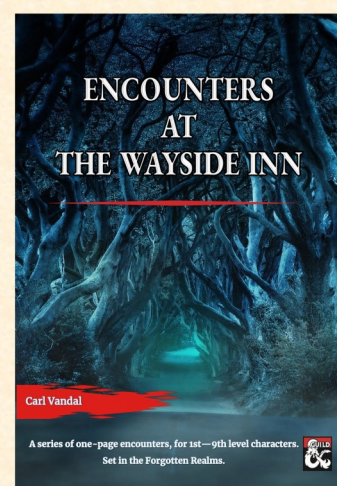
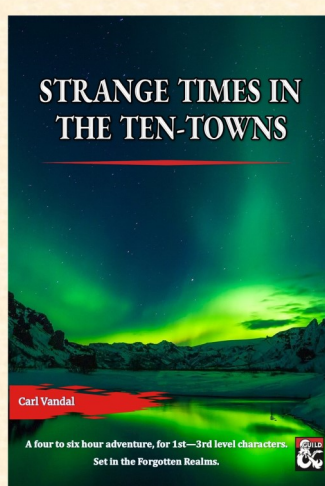
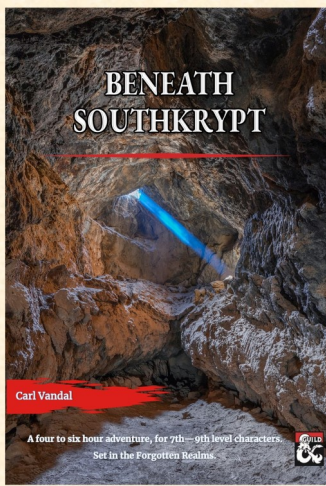
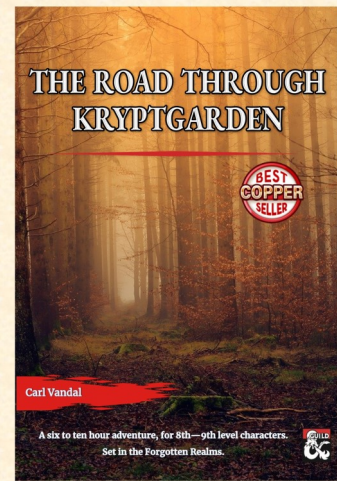
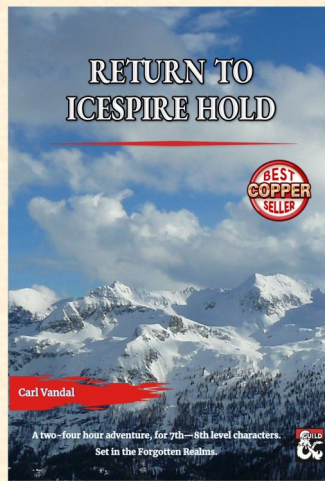
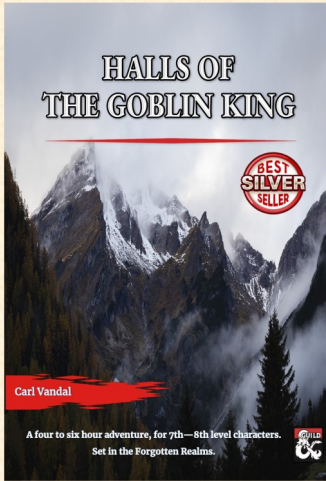
Spirit of Neverwinter Woods

Starting at 14th level, the spirits of the Neverwinter Woods protect the life of the Druid when they are their most defenseless. The bond with the Woods can save the Druid from death.

If the Druid is within 120 feet of any foliage when they are reduced to 0 hit points, and thereby fall [unconscious](#), they can cause the tree to wither and die as it sacrifices its life for them. The Druid then regains half of their hit points and immediately rise to their feet.

Once the Druid uses this feature, they can't use it again until they have atoned for the death of the foliage. This requires that they complete a minor quest set by the other members of the Ring of Swords. This quest must involve the Druid championing the forest in some manner, either eliminating a potential threat or cleansing a sacred grove, for example. Having completed this task, the ability then becomes available after completing a long rest.

MY WORKS

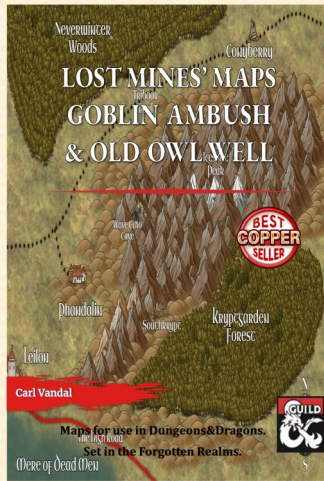


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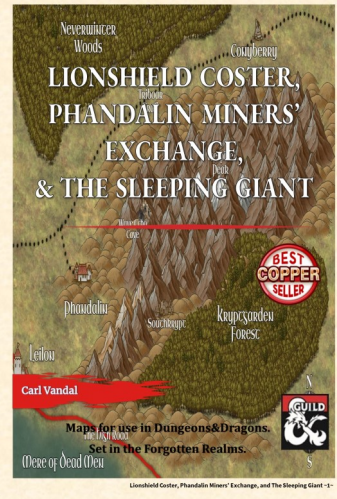
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Barthen's Provisions and The Stonehill Inn -1-



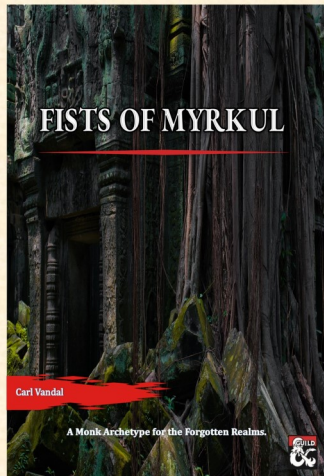
Goblin Ambush and Old Owl Well -1-



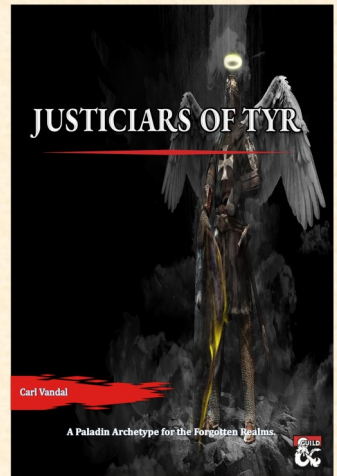
Lionshield Coster, Phandalin Miners' Exchange, and The Sleeping Giant -1-



A Nightmare in Kryptgarden -1-



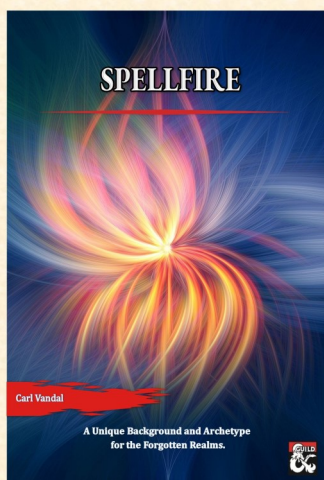
Fists of Myrkul -1-



Justiciars of Tyr -1-



Soul Of The Fey -1-



Spellfire -1-



Wardens of Neverwinter -1-

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