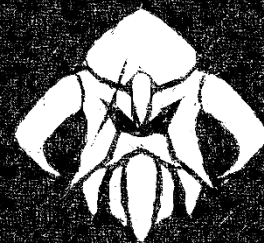


Druid Class

By J.D. Diaz



**LOW
FANTASY
GAMING
COMPATIBLE**

Druid

You are a Druid, a sage of the natural world and keeper of oral traditions. Despite your love of nature and desire for contemplation, you do not seclude yourself from the rest of society as a hermit. Rather, you seek to bring enlightenment to the masses of mankind who have become too reliant on civilization and its comforts. The fruits of your knowledge are not derived from dusty tomes and the confining structures of the academy. Instead, you rely on the practical applications of nature's gifts and the perennial traditions of Druidism in order to achieve your goals.

- Key Attribute:** Charisma
- Hit Points:** 1d4+4(plus Con bonus if any) per level up to 9th level, then 2 hp/level.
- Armour and Shields:** Light and Shields.
- Weapons:** Battle Axe, Club, Dagger, Javelin, Light Hammer, Light Mace, Short Bow, Staff, Sling.
- Skills:** Animal Lore, Apothecary, Wilderness Lore plus 3 of the following: Acrobatics, Athletics, Arcane Lore, Divine Lore, Detection, Gather Information, General Lore, Insight, Persuasion, Sailing, Sleight of Hand, Stealth.

DRUID ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8



Gifts of Nature (1st level)

As a Druid your training, religious practices, and regular communion with nature have caused you to develop a number of unique talents known as *Gifts of Nature*. You begin your adventure with one use of this ability per level. You may regain expended uses by taking short or long rests. Each time you use this ability, choose one of your known gifts to apply. You may use it as part of your normal action.

At 1st level, the Druid knows a number of gifts equal to her Cha modifier. Each level thereafter the Druid learns one additional gift, and if desired, may substitute one known gift for another.

- *Debilitate Disease* (requires plants or fungi): With the use of foraged materials you may create a natural remedy which suppresses the effects of a disease for 1d4 hours.
- *Distract* (requires one captured creature): At the discretion of the DM, you may direct one of your captured

creatures to distract a foe. The target must make a successful Per check in order to avoid falling for this clever ruse.

- *Invoke Sleep* (requires plants or fungi): With the use of foraged materials you may create a natural remedy which causes a humanoid creature or animal to enter a deep slumber for 1d4 hours. The target can resist the initial application of this concoction with a successful Con saving throw.

- The natural remedy must be applied orally or through an opening in the skin unless stated otherwise by the DM.
- Any attack made against the target awakens it.

- *Minor Divination* (requires one captured creature): You may sacrifice one *unblemished*, captured creature in order to gain insight or access to hidden knowledge. The ritual requires that the animal be cut with a knife and its insides removed. You must then make a Cha check in order to successfully read the creature's entrails.

- The knowledge which a Druid gleams from this ritual should be simple, similar to information which would be realized in a successful perception check (e.g. that an NPC is lying, or insight as to which path to take in a forked road). Think of *Minor Divination* as a sixth sense which can perceive insights not normally accessible by the other human faculties.



- *Nature's Poisons* (requires plants, fungi, or venomous small creatures): Your knowledge of plants and animals allows you to craft a wide variety of toxics. You can create one dose of poison which becomes inert after 24 hours. Roll 1d8 on the Traps (Poison) table (Deluxe p.235) to determine the effect of your concoction. It can be applied to weapons, food, water, or used for other creative means at the discretion of the DM.

- Creatures used in the creation of poison are no longer considered *unblemished*.

- *Neutralize Poison* (requires plants or fungi): With the use of foraged materials you may create a natural remedy which neutralizes the effects of poison for 1d4 hours.

- *Oral Chronicler*: You are highly adept in memorizing and recounting the unique myths and stories which serve as the building blocks of your world's historical narrative. Add a plus +2

bonus to any rolls which involve historical subject matter. Once known, this gift is always active and does not require expending a Gifts of Nature use.

- *Pacify Beast*: You may attempt making a Charisma check in order to pacify an animal. A pacified creature will no longer attack you or your allies unless provoked.
- *Plague Bearer* (requires one captured creature): You may spend 1d4 days to infect a captured creature with a disease of your choosing (Deluxe p. 123) and then direct it towards spreading its illness to a specific target. The intended target must first make a Per check to detect the approaching sickly creature. If failed, they must then make a successful Con check in order to avoid contracting the malady. A failed Con check leaves them diseased and suffering from the effects of that particular illness.
 - Infected creatures are no longer considered *unblemished*.
- *Purify Water & Food* (requires plants or fungi): With the use of foraged materials you may create a natural solution which purifies poisoned food or water.
- *Subdue Madness* (requires plants or fungi): With the use of foraged materials you may create a natural remedy which suppresses the effects of madness for 1d4 hours.

Forage (1st level)

Druids obtain the items necessary for *Gifts of Nature* by scavenging ingredients from their surrounding environment. Upon using this ability, you may choose to spend 1d4 hours searching for one of the following resources:

- Small Creatures (gather 1d4 per forage)
- Plants & Fungi (gather 1d4 per forage)

You may forage a number of times per day equal to your Cha modifier. The resources you gather are dependent on the surrounding environment (*e.g.* mice will be found in cities, whereas squirrels will appear in the forest, and hares in the desert. Swamps will contain moss, whereas the ocean will be filled with seaweed, and the mountains will be dotted with snowberry bushes). Although the ingredients may differ, they are all similar enough to be used for the same purpose (*i.e.* *Minor Divination* will work regardless if you use a hermit crab or a dove). DM's however are encouraged to give players different aesthetic options depending on what particular ingredients are used (*e.g.* a natural remedy made out of rotting mushrooms may appear similar to a black paste, whereas one made from translucent green grapes may resemble something akin to white wine).



Seeds of Wisdom (2nd level)

At 2nd level your knowledge of nature advances to an impressive state. You gain an advantage to all checks which involve any of the following skills: Animal Lore, Apothecary, or Wilderness Lore.

(3rd, 6th, 9th & 12th level)

See pages 15 and 43.

New Skill (4th & 8th level)

At 4th and 8th level, you gain one new skill.

Invocation of the Wild (5th level)

At 5th level you become increasingly resistant to the dangers of the natural world and can aid others against them as well. While outdoors, you or an ally may use a *Reroll* die to replace an attribute associated with a saving throw with Cha instead.

Saga (7th level)

At 7th level you have mastered the arts of oral speaking, memorization, and storytelling. As an action during combat, you gain the ability to begin chanting an evocative saga which encourages your allies and demoralizes your foes. Under normal conditions (as determined by the DM), all creatures within 30 feet can hear your words. Each turn while chanting, allies gain advantage on attack rolls and enemies must make a Will saving throw to avoid disadvantage on attack rolls. The saga last $1d4 + \text{half your level (rounded down)}$ turns. However, if struck during combat you lose concentration and stop chanting.

You may chant a number of sagas per day equal to your Cha modifier.

Archdruid (10th level)

At 10th level, you are elevated to the rank of Archdruid. As the highest-ranking member of your class, you may establish a sacred enclave out in the wilderness. This sanctuary of nature will attract the attention of hopeful Druid apprentices and rare creatures.



A special thank you to Stephen Grodzicki, creator of LFG, for reading over my multiple drafts and providing invaluable suggestions.

All images used in this document have been released into the public domain.

- **Cover image:**
https://commons.wikimedia.org/wiki/File:An_Arch_Druid_in_His_Judicial_Habit.jpg
- **Page 1 (Druid):**
<https://archive.org/details/b30448554/page/n19>
- **Page 2 (Bird):**
https://www.gutenberg.org/files/26885/26885-h/26885-h.htm#The_Birds_Egg
- **Page 2 (Fruits):**
<https://publicdomainvectors.org/en/free-clipart/Apples-on-a-branch-vector-illustration/4589.html>
- **Page 3 (Woodsman):**
<https://publicdomainvectors.org/en/free-clipart/woodsman/28346.html>
- **Page 4 (Waterfall):**
<https://publicdomainvectors.org/en/free-clipart/Waterfalls-in-nature-vector-illustration/17085.html>



LOW FANTASY GAMING COMPATIBLE

I would love to hear your questions and feedback! You may contact me at:
JD.DIAZ.RPG@protonmail.com