**Class Features:**

Druid Class

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Druidic, Spellcasting | 2 | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Wild Shape, Druid Circle, Wild Companion | 2 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | — | 2 | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Wild Shape Improvement,  Feat | 3 | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | — | 3 | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Druid Circle feature | 3 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 3 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Wild Shape Improvement,  Feat | 3 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | — | 3 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Druid Circle feature | 4 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | — | 4 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Feat | 4 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Druid Circle feature | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Feat | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | — | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Timeless Body, Beast Spells | 4 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Feat | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Archdruid | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

As a druid, you gain the following class features.

**Hit Points:**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (minimum roll of 4) + your Constitution modifier per druid level after 1st.

**Proficiencies:**  
Class type: Spellcaster, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: Light armor, medium armor, shields
* Weapons: Blowguns, clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears, shortbows, recurve bows
* Tools: Herbalism kit

**Saving Throws:** Intelligence, Wisdom

**Skills:**

Choose two from: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a wooden shield or (b) any simple weapon
2. (a) a scimitar or (b) any simple melee weapon
3. A set of light armor, an explorer’s pack, and a druidic focus

**Druidic**

You know Druidic, the secret language of druids. You can speak the language 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’t decipher it without magic.

**Spellcasting**

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

**Cantrips**

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Whenever you reach a level in this class that grants feat feature, you can replace one cantrip you learned from this class’s Spellcasting feature with another cantrip from the druid spell list.

**Preparing and Casting Spells**

The Druid table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these 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 a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn’t remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 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. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

**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 (see the Adventuring Gear section) as a spellcasting focus for your druid spells.

**Wild Shape**

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have **seen before**. You can use this feature twice. You regain expended uses when you finish a short or long rest.   
  
Starting at 8th level you may wild shape three times between rests.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn’t have a flying or swimming speed.

Beast Shapes

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Max. CR | Limitations | Example |
| 2nd | 1/4 | No flying or swimming speed | Wolf |
| 4th | 1/2 | No flying speed | Crocodile |
| 8th | 1 | - | Giant Eagle |

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. You can revert to your normal form earlier by using a bonus action on your turn. 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. 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.

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, such as call lightning, 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, you can’t use any of your special senses, such as darkvision, unless your new form also has that sense.

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.

**Druid Circle**

At 2nd level, you choose to identify with a circle of druids.   
  
Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.  
(*See Subclass Guide*)

**Wild Companion**

Starting at 2nd level, you gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.

When you cast the spell in this way, the familiar is a beast instead of a instead of any other type, and the familiar disappears after a number of hours equal to half your druid level.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level you gain a feat.  
  
**Timeless Body**

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

**Beast Spells**

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren’t able to provide material components.

**Archdruid**

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren’t consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape

## Circle of Dreams

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Bonus Spells, Balm of the Dream Keeper |
| 6th | Hearth of Moon and shadow |
| 10th | Hidden Paths |
| 14th | Walker in Dreams |

#### Bonus Spells

Starting 2nd level, you learn the sleep spell and it is always attuned for you but does not count against the number of spells you have attuned. It counts as a druid spell for you and uses your wisdom modifier for spell effects.

#### Balm of the Dream Keeper

Starting at 2nd level, you become imbued with healing fey energy. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total plus your wisdom modifier.

You regain all expended dice when you finish a long rest.

#### Hearth of Moonlight and Shadow

Starting at 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the dream realm to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere.

While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn’t visible outside it. (keep in mind that the smoke from a fire may still be visible to the trained eye.)

The sphere vanishes at the end of the rest or when you leave the sphere.

#### Hidden Paths

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in the blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

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

#### Walker in Dreams

Starting at 14th level, your magic grants you the ability to travel mentally or physically through dreamlands.

When you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: dream (with you as the messenger), scrying, or teleportation circle.

This use of teleportation circle is special. In addition to its normal use of opening a portal to a permanent teleportation circle, it may instead open a portal to the last location where you finished a long rest on your current plane of existence. If you haven’t taken a long rest on your current plane, and you attempt to return to the last place you have taken a long rest the spell fails but isn’t wasted.

Once you use this feature, you can’t use it again until you finish a long rest.

## Circle of Spores

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Circle Spells, Assault Spores, Symbiotic Entity |
| 6th | Fungal Infestation |
| 10th | Spreading Spores |
| 14th | Fungal Body |

#### Circle Spells

Starting at 2nd level, your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the chill touch cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

##### **Circle of Spores Spells**

| **Druid Level** | **Spells** |
| --- | --- |
| 2nd | bone chill, necro-blade |
| 3rd | blindness/deafness, gentle repose |
| 5th | animate dead, gaseous form |
| 7th | blight, confusion |
| 9th | cloudkill, contagion |

#### Assault Spores

Starting at 2nd level, you become host to and are surrounded by invisible, necrotic spores that coat your body and weapons. Once per turn, whenever you make a melee weapon attack or unarmed strike that attack deals an extra 1d6 necrotic damage.

#### Symbiotic Entity

Starting at 2nd level, you gain the ability to channel magic into your spores. As a bonus action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

* Whenever a creature that you can see within 60 feet of you makes an attack roll against you, you may use your reaction to have the spores that infest your body assail the attacker. The creature must make a constitution saving throw against your spell save dc or take a number of d4 necrotic damage equal to your proficiency bonus, half as much on a success.
* While wearing light or medium armor you gain Ac equal to half your proficiency bonus rounded up.

These benefits last until you finish a short or long rest, until you lose all the temporary hit points granted by this feature, or until you use your Wild Shape again.

#### Fungal Infestation

Starting at 6th level, your spores gain the ability to infest a corpse with spores and animate it. You may use your action to create a fungal zombie using a corpse of a medium or small humanoid or beast.  
  
In combat, the zombie’s shares your turn. It obeys your mental commands, and the only actions it can take is the attack action, spore burst action, and dash action.  
  
Only the first fungal zombie counts toward your familiar limit.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.  
When you cast animate dead, you **may** have it form as another fungal zombie.

#### Spreading Spores

Starting at 10th level, you gain the ability to seed an area with deadly spores. As a bonus action or when you activate your symbiotic entity and while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature other than you moves into the cube or starts its turn there, that creature takes your symbiotic entity damage, unless the creature succeeds on a constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.   
  
The spores defend you further against assault, if you and another creature are within the spores created by this feature and that creature makes an attack role, they do so at disadvantage unless the creature is resistant or immune to necrotic damage.

While the cube of spores persists, you can’t use your symbiotic entity reaction. If a creature dies within the cube and that creature is a medium or small humanoid or beast you may use your reaction to activate your fungal infestation on that creature’s corpse. *(replacing the required “action”, can only be used immediately after the creature dies)*  
  
This ability improves at 14th level causing you to become lightly obscured within the spores to creatures that are hostile to you within the cloud.

Fungal Zombie

Medium or smaller

Armor Class 8

Hit Points 4\* [Your druid level]

Speed 20 ft. (it has a fly speed equal to its walking speed if the creature raised had a natural fly speed, same is true for natural swim speed)

STR DEX CON INT WIS CHA

16 (+3) 6(-2) 16 (+3) 3 (-4) 6 (-2) 5 (-3)

Saving Throws none

Skills none

Damage Resistances none

Damage Immunities Poison, Necrotic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 8

Languages Understands all languages you do but cannot speak.

PB (proficiency bonus): Same as yours

***Controller:* The creature that created this creature using its fungal infestation ability.**

***Hive Mind:* This creature can respond to your mental commands at a range of 1,000 ft. additionally all zombies raised by fungal infestation share the same collective hivemind and are treated as one collective “familiar”. It does not communicate back to its controller though this link in any way. Its controller is made aware when the creature dies.  
  
*Hive resilience:* The first time this creature is reduced to 0 hp from a source other than radiant damage or from a critical hit it drops to 1 hp instead.**

Action

***Slam.*** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d6 + PB force damage.  
  
***Spore Burst.*** The zombie detonates into a puff of spores, all creatures other than its controller within 5ft suffer the damage from the controller’s symbiotic entity effect making the save vs the controllers spell save dc. Then if the damage rolled is greater than current temporary hp of the controller, the controller gains temporary hp equal to the damage rolled as though it was from the effect of symbiotic entity. After using this effect, the zombie is destroyed and the corpse is reduced to bones and cannot be raised again using fungal infestation. This effect ignores hive resilience.

It improves at 17th level allowing you to summon the cube as a 10, 15, or 20ft cube instead of only 10ft.

#### Fungal Body

Starting at 14th level, the fungal spores in your body alter you: you can’t be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you’re incapacitated.

## Circle of Stars

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Star Map, Starry Form |
| 6th | Cosmic Omen |
| 10th | Twinkling constellations |
| 14th | Full of Stars |

#### Star Map

Starting at 2nd level, you’ve created a star chart as part of your heavenly studies. It is a tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding this map, you have these benefits:

* You know the guidance cantrip.
* You have the guiding bolt spell prepared. It counts as a druid spell for you, and it doesn’t count against the number of spells you can have prepared.
* You can cast guiding bolt without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a short or long rest, and it destroys the previous map.

##### Star Map

| **d6** | **Map Form** |
| --- | --- |
| 1 | A scroll covered with depictions of constellations |
| 2 | A stone tablet with fine holes drilled through it |
| 3 | A speckled owlbear hide, tooled with raised marks |
| 4 | A collection of maps bound in an ebony cover |
| 5 | A crystal that projects starry patterns when placed before a light |
| 6 | Glass disks that depict constellations |

#### Starry Form

Starting at 2nd level, as a bonus action, you can expend a use of your Wild Shape feature to take on a starry form, rather than transforming into a beast.

While in your starry form, you retain your game statistics, but your body becomes luminous; your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form:

* **Archer.** A constellation of an archer appears on you. When you activate this form, and as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.
* **Chalice.** A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.
* **Dragon.** A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

#### Cosmic Omen

Starting at 6th level, whenever you finish a long rest, you can consult your Star Map for omens. When you do so, roll a die. Until you finish your next long rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die:

**Weal (even).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.

**Woe (odd).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Twinkling Constellations

Starting at 10th level, the constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a flying speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

#### Full of Stars

Starting at 14th level, while in your Starry Form, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage.

## Circle of the Land

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Bonus Cantrip, Natural Recovery, Circle Spells |
| 6th | Lands Bond |
| 10th | Natures Ward |
| 14th | Natures Guardian |

#### Bonus Cantrip

Starting at 2nd level when you choose this circle, you learn one additional druid cantrip of your choice. This cantrip doesn’t count against the number of druid cantrips you know.

#### Natural Recovery

Starting at 2nd level, 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 half your druid level (rounded up), and none of the slots can be 6th level or higher. You can’t use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

#### Circle Spells

Starting at 2nd level, your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land — arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark — and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle Spells

##### Arctic

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | hold person, spike growth |
| 5th | sleet storm, slow |
| 7th | freedom of movement, ice storm |
| 9th | commune with nature, cone of cold |

##### Coast

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | mirror image, misty step |
| 5th | water breathing, water walk |
| 7th | control water, freedom of movement |
| 9th | conjure elemental, scrying |

##### Desert

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | blur, silence |
| 5th | create food and water, protection from energy |
| 7th | blight, hallucinatory terrain |
| 9th | insect plague, wall of stone |

##### Forest

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | barkskin, spider climb |
| 5th | call lightning, plant growth |
| 7th | divination, freedom of movement |
| 9th | commune with nature, tree stride |

##### Grassland

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | invisibility, pass without trace |
| 5th | daylight, haste |
| 7th | divination, freedom of movement |
| 9th | dream, insect plague |

##### Mountain

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | spider climb, spike growth |
| 5th | lightning bolt, meld into stone |
| 7th | stone shape, stoneskin |
| 9th | passwall, wall of stone |

##### Swamp

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | darkness, acid arrow |
| 5th | water walk, stinking cloud |
| 7th | freedom of movement, locate creature |
| 9th | insect plague, scrying |

##### Underdark

| **Druid Level** | **Spells** |
| --- | --- |
| 3rd | spider climb, web |
| 5th | gaseous form, stinking cloud |
| 7th | greater invisibility, stone shape |
| 9th | cloudkill, insect plague |

#### Land’s Bond

Starting at 6th level, whenever you cast a druid spell you may expend a use of your wildshape to alter the spells properties similar to how a sorcerer would. You may alter your spells with the careful spell metamagic or transmuted spell metamagic.  
  
Additionally whenever you expend a spell slot to cast a spell or fuel an effect you gain temporary hit points equal to the level of the expended spell slot.

#### Nature’s Ward

When you reach 10th level, you can’t be charmed or frightened by elementals or fey, and you are immune to poison (including damage) and disease. You no longer need to eat or drink; natures natural energies supply your body with sufficient nutrients to survive. You have resistance to all damage delt by elemental creatures.

#### Nature’s Guardian

Starting at 14th level, nature itself will protect you and your allies when called. Once per long rest you may cast Summon Elemental without expending a spell slot or providing the *normal* spell components for this spell (V,S,M) when you cast it using this feature. You also do not need to concentrate on this spell if cast using this effect. The spell is cast at a level equal to your proficiency bonus.  
  
You must be touching water to summon a water elemental.  
  
You must be touching earthen material to summon an Earth elemental.  
  
You must be touching Air to summon an Air elemental.  
  
You must be within 5 feet of a source of fire or sufficient heat (the heat must be sufficient enough to cause fire damage) to summon a fire elemental.

## Circle of the Moon

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Combat Wild Shape, Circle Forms |
| 6th | Primal Strike, Bolstered Circle Forms |
| 10th | Elemental Wild Shape |
| 14th | Thousand Forms |

#### Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

#### Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

#### Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.   
  
While in wild shape when you take the attack action, you may make an attack as a bonus action using your wildshapes natural weapons or a weapon you are using while in wild shape. You may make this attack a number of times equal to your wisdom modifier. You regain the ability to make these attacks when you finish a long rest.

#### Bolstered Circle Forms

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

#### Elemental Wild Shape

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

#### Thousand Forms

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the alter self spell at will.

## Circle of Wildfire

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Circle Spells, Summon Wildfire Spirit |
| 6th | Enhanced Bond |
| 10th | Cauterizing Flames |
| 14th | Blazing Revival |

#### Circle Spells

Starting at 2nd level, you have formed a bond with a wildfire spirit, a primal being of creation and destruction. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Wildfire Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

##### Circle of Wildfire Spells

| **Druid Level** | **Spells** |
| --- | --- |
| 2nd | burning hands, cure wounds |
| 3rd | flaming sphere, omni ray x (fire only) |
| 5th | plant growth, revivify |
| 7th | aura of life, frostfire shield |
| 9th | flame strike, mass cure wounds |

#### Summon Wildfire Spirit

Starting at 2nd level, you can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your wildfire spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature’s game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit’s appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in flame, while others look like beasts wreathed in fire.

In combat, you command the spirit as a bonus action and the spirit shares your turn, you may choose the order in which you attack, move, and take actions between you and the spirit. I you do not command the spirit as a bonus action the only thing it can do on your turn is move and take the Dash action. When you command it as a bonus action; those actions can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just the dash action.

The spirit manifests for until you finish a short or long rest, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

#### Enhanced Bond

Starting at 6th level, the bond with your wildfire spirit enhances your destructive and restorative spells. Whenever you cast a spell that deals fire damage or restores hit points while your wildfire spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage or healing roll of the spell.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit.

#### Cauterizing Flames

Starting at 10th level, you gain the ability to turn death into magical flames that can heal or incinerate. When a Small or larger creature dies within 30 feet of you or your wildfire spirit, a harmless spectral flame springs forth in the dead creature’s space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral flame there and either heal the creature or deal fire damage to it. The healing or damage equals 2d10 + your Wisdom modifier.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wildfire Spirit

Small elemental, Neutral

Armor Class 11 + your wisdom

Hit Points 10+ 5\* [Your bard level]

Speed 30 ft., flying speed 30 (hover only)

STR DEX CON INT WIS CHA

10 (+0) 14(+2) 14 (+2) 13 (+1) 15 (+2) 11 (+0)

Saving Throws none

Skills none

Damage Resistances none

Damage Immunities Fire

Condition Immunities Charmed, Frightened, Grappled, Prone, Restrained

Senses Darkvision 60ft, Passive Perception 12

Languages understands the languages you speak

PB (proficiency bonus): Same as yours

***Immutable Form.*** The item is immune to any spell or effect that would alter its form.

Action

***Flame Seed.*** Ranged Weapon Attack: your spell attack modifier to hit, range 60 ft., one target you can see. Hit: 1d6 + PB fire damage.

***Fiery Teleportation.*** The spirit and each willing creature of your choice within 5 feet of it teleport up to 15 feet to unoccupied spaces you can see. Then each creature within 5 feet of the space that the spirit left must succeed on a Dexterity saving throw against your spell save DC or take 1d6 + PB fire damage.

#### Blazing Revival

Starting at 14th level, the bond with your wildfire spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points and thereby fall unconscious, you can cause the spirit to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

Once you use this feature, you can’t use it again until you finish a long rest.

## Circle of the Old Ways

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | The first to call, The second to dance |
| 6th | Enhanced Bond |
| 10th | Cauterizing Flames |
| 14th | Blazing Revival |

#### The first to call

Starting at 2nd level, you learn to blend the old magics to increase their effects. You gain a pool of d6’s equal to your wisdom modifier to augment your elemental spells. You recover these d6’s when you finish a short or long rest. Whenever you cast a spell that deals one of the following damage types:

* Cold
* Fire
* Lightning
* Poison

You may expend a d6 from your pool and select another elemental effect to add to that spell. You can only select a damage type that the original spell did **not** deal. The effects are listed below:

* **The cold that grasps (cold):** Roll the d6 and add it to the damage of the spell as cold damage. Then a creature dealt damage by this d6 has a layer of ice that takes the form of grasping hands cover its body slowing its movement speed by 15ft until the end of your next turn. While grasped by the hands, if you deal cold damage by source other than “the cold that grasps” you may have the hands drag the creature up to 15 feet in a direction you can see. The distance you can drag the creature increases to 20ft at 11th level.
* **The fire that consumes (fire):** Roll the d6 and add it to the damage of the spell as fire damage. Then a creature dealt damage by this d6 begins to smolder until the end of your next turn. While smoldering, if you deal fire damage by a source other than “the fire that consumes” it becomes branded by the fires consumes causing burning teeth to appear, biting on the creature’s body. The teeth then sink into the creature’s flesh, the creature must make a constitution saving throw or take 2d6 fire damage, half as much on the success and a creature of your choice (*including you*) within 15 feet of you gains temporary hp equal to the roll of the 2d6. This increases to 3d6 damage and temporary hp at level 11.
* **The lightning that howls (lightning):** Roll the d6 and add it to the damage of the spell as lightning damage. Then a creature delt damage by this d6 begins to howl with electric energy, and begins to cease up preventing it from taking reactions until the end of your next turn. While it is ceasing with this energy, if you deal lightning damage from a source other than “the lightning that howls” the creatures kinetic energy erupts and releases in a howl of energy. All creatures of your choice within 40 feet of the creature increase their movement speed by 10 feet until the end of your next turn. This effect increases the movement granted to 15 feet at level 11.
* **The poison that hopes (poison):**  
  Roll the d6 and add it to the damage as poison damage. Then a creature delt damage by this d6 begins to suffer preventing it from healing or gaining temporary hp until the end of your next turn. While it is suffering from this effect, if you deal poison damage to the creature from a source other than “the poison that hopes” creatures within 5ft of that creature that you choose become inspired with hope and gain resistance to the next source of damage that the creature would deal. *(this effect ends on all creatures that you have chosen once the first instance of damage is resisted)*

#### The second to dance

Starting at 2nd level you gain four cantrips from any spell list that deals damage of each of the types noted in your “the first to call” class feature. These cantrips count as druid spells for you and do not count against the number of cantrips known. *(one cold, one fire, one lightning, and one poison)*

#### The third to ponder

Starting at 6th level, can use your wildshape as a bonus action, rather than turning into a beast you open a small gateway in the form of a small rift for one minute. A creature within 5ft of the may use an action to enter the rift and step into the Ethereal plane, they can see and hear the plane they originated from which is cast in shades of gray, and you can’t see anything more than 60 feet away. They can only effect and be affected by other creatures on the ethereal plane. Creatures that aren’t there can’t perceive them or interact with them, unless they have the special ability to do so. They cannot move while on this plane more than 60 feet away from where you entered into the plane. A creature on this plane may use their action to exit the plane appearing in the location they entered the plane from or in an unoccupied space closest to the place they entered the plane from.  
  
The rift can be destroyed by effects such as dispel magic or can be attacked as a physical object. It has 15x your druid level as hp and an Ac of 15.   
  
If the rift is destroyed or the ability ends it expels all creatures and objects placed there in the nearest unoccupied spaces to the rift.

#### The fourth to Answer

Starting at 10th level, you gain additional spells added to your spell list that are always attuned and do not count towards the number of spells you have attuned. These spells can be selected from any spell list. These spells count as druid spells for you.  
  
You may select these spells from any spell list. But they must deal damage of one of the types listed in “the first to call” list. You gain one spell for each spell slot level you have and add it to your spell list in this way.  
  
Whenever you gain a level in this class you may exchange one of the spells you learned as part of this ability for another of the same level that still deals one of the damage types found in the “the first to call” class feature.  
  
If you gain a new level of spell slot as part of leveling up you may select a new spell for that spell slot level that deals one of the types found in “the first to call” class feature.

#### The fifth to silence

Starting at 14th level, whenever you roll one of your pool of d6’s granted by your “the first to call” class feature roll 2d6’s instead. Whenever you activate the second effect of any of the “the first to call” class features abilities by damaging a creature with the corresponding damage to one of its effects, you regain the use of that d6. When you regain the use of that d6 roll a 1d6 and recover hp equal to the amount rolled.  
  
*(For example: If you deal cold damage to a creature effected by the grasping hands of “the cold that grasps” allowing you to make the hands pull that creature in a direction, you recover that d6 and regain 1d6 hp)*

## Circle of the elemental dawn

Features

|  |  |
| --- | --- |
| Druid Level | Feature |
| 2nd | Elemental Horizon, Aspect of the scion |
| 6th | Elemental Overload |
| 10th | Blessings of the Dawn |
| 14th | Primal Elemental |

#### Elemental Horizon

Starting at 2nd level, you select an elemental damage/damages from the following list:

* Cold
* Fire
* Lightning
* Acid/Poison

Then you gain one cantrip that deals damage of that type from any list, it counts as a druid cantrip for you and does not count against the number of cantrips known.  
  
You may attune any spell from any list that deals damage of that type as though it was on the druid spell list and it counts as a druid spell for you.  
  
If a spell **could** choose to deal damage of your chosen element and it is not on the druid’s native spell list, you may still attune to that spell, however you can only activate that spell choosing your chosen element. *For example, Dragon’s Breath can choose multiple elements when cast. you may only choose your chosen element as part of casting that spell.*  
  
If another feature of this subclass references “your chosen element” it is the damage type/types you have chosen with this feature.

#### Aspect of the scion

Starting at 2nd level, you learn to harness the power of your chosen element. You gain the following features:  
 **Elemental Charges:** As you cast leveled spells you gain charges of the element that attach to your skin. These build up over time altering your appearance to take a more bestial elemental. These are used in later features to fuel them as part of this subclass. These charges remain until you finish a long rest or expend them as part of a class feature.  
  
**Dawn Beast:** As a bonus action, you can expend a use of your Wild Shape feature to become part elemental for 10 minutes, until you dismiss it as a bonus action, or until you fall unconscious *(you are affected by things that effect elementals and humanoids while in this shape)*. Your body gains claws extending from your hands and feet made of your chosen element if you did not already have them. You grow a tail at the base of your spine made of your chosen element if you did not already have one. You gain temporary hp equal to 3X the number of elemental charges you have accrued. Your unarmed strikes deal 1d6 damage of the type of your chosen element, you use your wisdom modifier for attack and damage rolls instead of strength. Whenever you cast a leveled spell of your chosen element as an action you may use your bonus action to make a weapon attack using your tail. Your tail has a reach of 10ft and uses your unarmed strike damage.  
  
**Flux:** While in your dawn beast wildshape, once per long rest, you may use an action you may expend any number of elemental charges. When you do, you recover a number of expended spell slots which have a combined level that is equal to 1/2 the number of elemental charges expended in this way. None of the spell slots you recover can be greater than 5th level in this way. Then each creature of your choice within 10ft of you must make a dexterity saving throw vs your druid spell save dc or take 2x the number of elemental charges you expended in this way as damage of your chosen element, half as much on a successful save.

#### Elemental overload

Starting at 6th level, your dawn beast wildshape improves gaining the following features:

* You have resistance to your chosen element.
* Creatures that resist damage from your chosen element are treated as though they didn’t have the ability.
* Ranged spell attack rolls you make against creatures within 5 ft of you do not have disadvantage if those spells deal damage of your chosen element. *(you still would have disadvantage on attack rolls against creatures not within 5ft of you if another hostile creature is within 5ft of you)*

#### Blessing of the Dawn

Starting at 10th level, you become immune to the damage/ damages of your chosen element.  
  
You gain a small boon in addition to becoming immune based on your chosen element.

* **Cold:** You are immune to the effects of extreme cold.
* **Fire:** You are immune to the effects of extreme heat.
* **Lightning:** You are immune to the effects of the slow spell.
* **Acid/Poison:** You are immune to the poison condition.

Your dawn beast wildshape lasts until you dismiss it as a bonus action or your finish a short or long rest, or you fall unconscious. While in your dawn beast form, if a creature is immune to damage of your chosen element you **may** choose to deal that damage as though it was force damage. *(you will deal no damage if they are immune to your chosen element and immune to force damage).*

#### Primal Elemental

Starting at 14th level, your dawn beast wildshape improves further gaining the following features:

* if a source of damage would reduce you to 0 hp and thereby cause you to fall unconscious *(not kill you outright)* you may expend one of your elemental charges. If you do you remain at 1 hp.
* **Cold only:** You may cast investiture of ice once per long rest without expending a spell slot.
* **Fire only:** You may cast investiture of fire once per long rest without expending a spell slot.
* **Lighting only:** You may cast investiture of wind once per long rest without expending a spell slot.
* **Acid/Poison only:** You may cast investiture of stone once per long rest without expending a spell slot.

**Druid Spell List**

**Cantrips (0 Level)**

Control flames (transmutation)

Create bonfire (conjuration)

Druidcraft (transmutation)

Elemental Burst (evocation)

Elemental ammunitions (transmutation)

Frostbite (evocation)

Guidance (divination)

Gust (transmutation)

Hawk eyes shot (conjuration)

Infestation (conjuration)

Magic Stone (transmutation)

Mending (transmutation)

Mold earth (transmutation)

Poison Spray (conjuration)

Primal savagery (transmutation)

Produce Flame (conjuration)

Resistance (abjuration)

Shape water (transmutation)

Shillelagh (transmutation)

Thorn Whip (transmutation)

Thunderclap (evocation)

Toxic Shot (conjuration)

**1st Level**

Absorb elements (abjuration)

Animal Friendship (enchantment)

Beast bond (divination)

Charm Person (enchantment)

Create or Destroy Water (transmutation)

Cure Wounds (evocation)

Detect Magic\* (divination)

Detect Poison and Disease\* (divination)

Earth tremor (evocation)

Elemental knife (conjuration)

Entangle (conjuration)

Faerie Fire (evocation)

Fog Cloud (conjuration)

Goodberry (transmutation)

Healing Word (evocation)

Jump (transmutation)

Longstrider (transmutation)

Protection from evil and good (abjuration)

Purify Food and Drink\* (transmutation)

Snare (abjuration)

Speak with Animals\* (divination)

Thunderwave (evocation)

**2nd Level**

Animal Messenger\* (enchantment)

Augry (abjuration)

Barkskin (transmutation)

Beast Sense\* (divination)

Continual flame (evocation)

Darkvision (transmutation)

Dust devil (conjuration)

Enhance Ability (transmutation)

Enlarge reduce (transmutation)

Find Traps (divination)

Flame Blade (evocation)

Flaming Sphere (conjuration)

Gust of Wind (evocation)

Healing spirit (conjuration)

Heat Metal (transmutation)

Hold Person (enchantment)

Lesser Restoration (abjuration)

Locate Animals or Plants\* (divination)

Locate Object (divination)

Moonbeam (evocation)

Pass without Trace (abjuration)

Protection from Poison (abjuration)

Spike Growth (transmutation)

Skywrite (transmutation)

Summon beast (conjuration)

Warding wind (evocation)

**3rd Level**

Aura of vitality (evocation)

Call Lightning (conjuration)

Conjure Animals (conjuration)

Daylight (evocation)

Dispel Magic (abjuration)

Elemental weapon (transmutation)

Elemental munitions (transmutation)

Erupting earth (transmutation)

Feign Death\* (necromancy)

Lunar sanctum (conjuration)

Meld into Stone\* (transmutation)

Plant Growth (transmutation)

Protection from Energy (abjuration)

Revivify (necromancy)

Remove curse (abjuration and divination)

Sleet Storm (conjuration)

Speak with Plants (transmutation)

Summon fey (conjuration)

Tidal wave (conjuration)

Water Breathing\* (transmutation)

Water Walk\* (transmutation)

Wall of water (evocation)

Wind Wall (evocation)

**4th Level**

Blight (necromancy)

Charm monster (enchantment)

Confusion (enchantment)

Conjure Minor Elementals (conjuration)

Conjure Woodland Beings (conjuration)

Control Water (transmutation)

Divination (divination)

Dominate Beast (enchantment)

Elemental bane (transmutation)

Freedom of Movement (abjuration)

Grasping Vine (conjuration)

Guardian of nature (transmutation)

Hallucinatory Terrain (illusion)

Ice Storm (evocation)

Locate Creature (divination)

Polymorph (transmutation)

Stone Shape (transmutation)

Stoneskin (abjuration)

Summon elemental (conjuration)

Summon Giant insect (conjuration)

Wall of Fire (evocation)

Watery sphere (conjuration)