

Epic Druid

THE EPIC DRUID

Level	Cantrips Known	Features
21st	5	Mindfulness (1), Ability Score Improvement
22nd	5	Extended Spell Capacity
23rd	5	Druid Circle feature
24th	5	Druidic Versatility
25th	5	Mindfulness (2), Ability Score Improvement
26th	6	Extended Spell Capacity
27th	6	Druid Circle feature
28th	6	Unhindered Beast Spells
29th	6	Extended Spell Capacity, Ability Score Improvement
30th	6	One with Nature

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

MINDFULNESS

Starting at 21st level, the number of spells you can prepare increases by 1. Later, at 25th level, it increases by 1 once more.

EXTENDED SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th level spell slot. At 26th level you gain another 7th level spell slot. At 29th level you gain another 8th level spell slot.

DRUID CIRCLE FEATURE

Your chosen circle grants you features at 23rd and 27th level.

CIRCLE OF THE LAND

IMPROVED NATURAL RECOVERY

Beginning at 23rd level, the spell slots recoverable through your Natural Recovery ability can be of any level.

MAGICAL SECRETS

Starting at 27th level, your innate wisdom has absorbed enough knowledge from observing other spell casters cast their magic, that you have learned to replicate some of their spells. Choose two spells from any class. A spell you choose must be of a level you can cast. The chosen spells count as druid spells for you.

CIRCLE OF THE MOON

MOON WARD

Beginning at 23rd level, you can't be charmed or frightened by beasts or monstrosities, and you are immune to poison and disease.

MONSTROUS WILD SHAPE

Starting at 27th level, your Wild Shape ability enables you to take the form of monstrosities, such as a Gorgon or Chimera. The monstrous shape you assume must be Large in size.

DRUIDIC VERSATILITY

Starting at 24th level, if you cast at lest one spell without being transformed, you double your movement on the turn you use Wild Shape. Furthermore, when you revert to your normal self from a Wild Shape, on the first spell you cast thereafter, if it requires an attack roll you gain advantage on it, and if it requires another creature to make a saving throw they have disadvantage against the spell.

UNHINDERED BEAST SPELLS

Beginning at 28th level, you can cast more of your druid spells in any shape you assume using your Wild Shape feature. You can perform the somatic, verbal and material components of any druid spell while in a beast or monstrosity shape.

ONE WITH NATURE

Beginning at 30th level, you are permanently under the effect of Barkskin, Freedom of Movement, Tree Stride and Commune with Nature.

You also heal 10 hit points each round, stop aging, and any lost limbs regenerate within two minutes. If you have a severed part and hold it to the stump, the limb instantly knits to the stump.

