

LAND'S STRIDE

Starting at 6th level, 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

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

When you reach 14th level, 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 Wisdom saving throw against your druid spell save DC. 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.

CIRCLE OF THE MOON

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

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.

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.

DRUIDS AND THE GODS

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse (the lists of gods in appendix B include many such deities). The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples. In fact, in the world of Greyhawk, the druidic faith is called the Old Faith, and it claims many adherents among farmers, foresters, fishers, and others who live closely with nature. This tradition includes the worship of Nature as a primal force beyond personification, but also encompasses the worship of Beory, the Oerth Mother, as well as devotees of Obad-Hai, Ehlonna, and Ulaa.

In the worlds of Greyhawk and the Forgotten Realms, druidic circles are not usually connected to the faith of a single nature deity. Any given circle in the Forgotten Realms, for example, might include druids who revere Silvanus, Mielikki, Eldath, Chauntea, or even the harsh Gods of Fury: Talos, Malar, Auril, and Umberlee. These nature gods are often called the First Circle, the first among the druids, and most druids count them all (even the violent ones) as worthy of veneration.

The druids of Eberron hold animistic beliefs completely unconnected to the Sovereign Host, the Dark Six, or any of the other religions of the world. They believe that every living thing and every natural phenomenon—sun, moon, wind, fire, and the world itself—has a spirit. Their spells, then, are a means to communicate with and command these spirits. Different druidic sects, though, hold different philosophies about the proper relationship of these spirits to each other and to the forces of civilization. The Ashbound, for example, believe that arcane magic is an abomination against nature, the Children of Winter venerate the forces of death, and the Gatekeepers preserve ancient traditions meant to protect the world from the incursion of aberrations.

