**DRUID**

**Proficiencies:** You are able to add cards to your collection from the following items.

Light Armor, Medium Armor, Shields (druids will not wear armor or use Shields made of metal), Simple Weapons, Herbalism Kit

**Druidic:** Through your druidic origin, you have learned how to speak, write, and read the secret language of the druids. You can leave hidden messages in the elements around you, which will automatically be spotted by other druids. Others can see the message with a successful *Intelligence Draw 2* but cannot decipher it without magic.

**Druidic Origins:** A druid must choose a druidic origin, which explains how and why they became a druid. Each origin also comes with a specific playstyle in combat and a set of powers.

<Druidic Origin focusing on spellcasting>

<Druidic Origin focusing on shapeshifting>

**Feypicked**

You were chosen by a Fey Spirit and blessed because of your pure heart and unending respect towards nature. This could be the spirit of a forest or other biome, or the spirit of a mighty member of a type of Beast (Boar, Bear, Falcon, Raven, etc.). This spirit has chosen to help you achieve some goal you may have that they also have interest in fulfilling. Alternatively, they could have *given* you some goal, such as protecting the Spirit or the Spirit's home. Any lore-friendly explanation for your relationship with the spirit is acceptable.

**Feypicked Features:**

You can now read, write, and speak **Sylvan.**

**Divine Focus:** You have been given a divine focus and taught how to use it by your chosen Fey Spirit. This focus can take many forms, but it must weigh at least two pounds and physically resemble something important to your spirit. This could be a staff carved with a Boar, a gemstone from the Spirit's caves, or anything else. Perhaps your focus seems like a regular stone, branch, or antler to everyone but the Feypicked of your Spirit, but when you come into contact with it, it expands into a wand or staff of some sort. Come up with an idea for your focus, and always be sure to confirm it with your DM.

The focus allows you to cast Druid spells as long as you hold it. If you lose the focus, you may not cast druid spells until you hold it once more. It may be difficult to create a new focus if it is lost, depending on your Fey Spirit. Druidic Foci of this sort are a part of the Fey Spirit that created them, so the loss of them is not taken lightly.

If you irreversibly anger the Fey Spirit that chose you as their Feypicked, they may revoke your druidic powers. At that point, you would lose all features gained from unlocking Druid card packs. Luckily, if a new Fey Spirit blessed you, you would regain all lost Druid features.

**Druidic Companion:** Your Fey Spirit has supplied you with a Beast companion as part of its blessing. Speak with your DM to determine what kind of Beast you will receive as a companion.

* In combat, your companion is under your control. It acts as its own complete character, with its own initiative, deck, and set of actions. Its deck and stats are those of a standard Beast of that type, but there are ways to improve your companion.
* You can telepathically communicate with your companion as a free action if you are within 60 feet of each other.
* Your Druidic companion can always sense the direction in which you should travel to find your Divine Focus.
* Your companion has the same INT stat as you, and its own personality, as determined by you and/or the DM. It understands every language that you are proficient in.
* Your companion must be CR ¼ or lower.

If your druidic companion is killed, its life energy will be stored in your focus if you get within 300 feet of it within a day of its death. Using this life energy, your Fey Spirit may be able to spend its energy to revive the companion. Depending on the spirit, they may require a favor, gold, or nothing at all to do so.

A Fey Spirit can also create a new companion for you if you did not successfully preserve your companion's life energy, but it is notably more difficult and costly. The spirit may be inclined not to grant you a new companion, charge considerably in gold, items, or XP, or it may even anger them enough for them to revoke your druidic powers. In most cases, Spirits demand that you hold the life essence of your companion sacred, as they do.

**Companion Upgrade:** Your companion is significantly improved. Its CR is doubled, and so are its hit points. Additionally, it gains an Ability Score Improvement. Increase one of its ability scores by 2, or two of its ability scores by one.

**Companion Imbuement:** After preparing your deck after a long rest, you may remove two of those spells from your deck and put them in your companions’ deck, ignoring both creatures’ deck size limits.

Your companion may play these cards and cast the spells exactly as you do. Additionally, whenever you cast a druid spell that targets yourself, or exactly one creature, you may have it target your companion, even if they are out of range.