

# NATURE'S WARD

CLASS: DRUID

PLAYSTYLE: CONTROL

RACE: \_\_\_\_\_

DIFFICULTY: HARD

(CHARACTER NAME)

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Druidic

- 3) Beast
- 4) Leaf

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

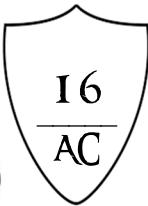
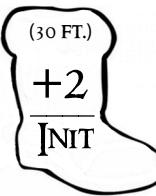
+0  
STRENGTH

+2  
DEXTERITY

+2  
CONSTITUTION

+1  
INTELLIGENCE

+6 -1  
WISDOM CHARISMA



## ITEMS

### EQUIPMENT:

**Main Hand.** Woodland Staff.

**Off-Hand.** Wooden Shield.

**Armor.** Hide Armor.

### TOOLS/KITS:

**Herbalism Kit.** Clippers, mortar and pestle, herb identification kit, pouches and vials for remedies.

**Hit Dice.**

During a short rest (1 hr.), heal yourself for 1d8+2.

### BACKPACK:

**Explorer's Pack.**

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 5

## SPECIAL

### *Spike Growth.*

As an action, transform ground in a 20-ft. radius into thorny difficult terrain. A creature is damaged when it moves into or within the area. [150 ft. range, 2d4 piercing per 5 ft. moved, lasts 10 min.]

## REACTIONS

### *Opportunity Attack.* ∞

When an enemy exits your melee range, attack it with your woodland staff.

## ATTACKS (+6)

### *Thorn Whip.* ∞

Reach (30 ft.), 1d6 piercing. Pull target 10 ft. towards you.

### *Woodland Staff.* ∞

Melee, 1d8+4 bludgeoning.

## BONUS ACTIONS

### *Hidden Step.*

Become invisible until you make an attack, use an ability, or until the start of your next turn.

## ABILITIES (DC 14)

### *Detect Magic.*

Sense nearby magic. [30 ft. range, lasts 10 min.]

### *Entangle.*

A 20-ft. square becomes difficult terrain; vines grow and attempt to restrain creatures. [90 ft. range, lasts 1 min. (STR save: free – action to repeat)].

### *Faerie Fire.*

Illuminate creatures within a 20-ft. cube. They cannot become invisible, and attacks against it are at advantage. [60 ft. range, lasts 1 min. (DEX save: no effect)].

### *Fog Cloud.*

Create a 20-ft. radius of heavily obscuring fog. [120 ft. range, lasts 1 hr.]

## FEATURES

**Concentration.** All abilities require concentration. If one is currently active, using a new ability ends the effect of the current one.

**Natural Recovery.** You regain 2 of your normal ability uses after a short rest.