



I've always liked druids, because they are made of natural ingredients. And I believe that everyone should have such a healthy diet.



## DRUID

EVEN IN DEATH, EACH CREATURE PLAYS ITS PART IN maintaining the Great Balance. But now an imbalance grows, a force that seeks to hold sway over nature. This is the destructive behavior of the mortal races. The farther away from nature their actions take them, the more corrupting their influence becomes. As druids, we seek mainly to protect and educate, to preserve the Great Balance, but there are times when we must rise up against danger and eradicate it.

—Safhran, archdruid

Druids are the caretakers of the natural world, and it is said that in time a druid becomes the voice of nature, speaking the truth that is too subtle for the general populace to hear. Many who become druids find that they naturally gravitate toward nature; its forces, cycles, and movements fill their minds and spirits with wonder and insight. Many sages and wise folk have studied nature, writing volumes about its mystery and power, but druids are a special kind of being: at some point, they begin to embody these natural forces, producing magical phenomena that link them to the spirit of nature and the flow of life. Because of their strange and mysterious power, druids are often revered, shunned, or considered dangerous by the people around them.

Your druid character might be a true worshiper of nature, one who has always scorned civilization and found solace in the wild. Or your character could be a child of the city who now strives to bring the civilized world into harmony with the wilderness. You can use the sections that follow to flesh out your druid, regardless of how your character came to the profession.

### TREASURED ITEM

Some druids carry one or more items that are sacred to them or have deep personal significance. Such items are not necessarily magical, but every one is an object whose meaning connects the druid's mind and heart to a profound concept or spiritual outlook.

When you decide what your character's treasured item is, think about giving it an origin story: how did you come by the item, and why is it important to you?

### TREASURED ITEMS

d6	Item
1	A twig from the meeting tree that stands in the center of your village
2	A vial of water from the source of a sacred river
3	Special herbs tied together in a bundle
4	A small bronze bowl engraved with animal images
5	A rattle made from a dried gourd and holly berries
6	A miniature golden sickle handed down to you by your mentor

### GUIDING ASPECT

Many druids feel a strong link to a specific aspect of the natural world, such as a body of water, an animal, a type of tree, or some other sort of plant. You identify with your chosen aspect; by its behavior or its very nature, it sets an example that you seek to emulate.

### GUIDING ASPECTS

d6	Guiding Aspect
1	Yew trees remind you of renewing your mind and spirit, letting the old die and the new spring forth.
2	Oak trees represent strength and vitality. Meditating under an oak fills your body and mind with resolve and fortitude.
3	The river's endless flow reminds you of the great span of the world. You seek to act with the long-term interests of nature in mind.
4	The sea is a constant, churning cauldron of power and chaos. It reminds you that accepting change is necessary to sustain yourself in the world.
5	The birds in the sky are evidence that even the smallest creatures can survive if they remain above the fray.
6	As demonstrated by the actions of the wolf, an individual's strength is nothing compared to the power of the pack.

### MENTOR

It's not unusual for would-be druids to seek out (or be sought out by) instructors or elders who teach them the basics of their magical arts. Most druids who learn from a mentor begin their training at a young age, and the mentor has a vital role in shaping a student's attitudes and beliefs.

If your character received training from someone else, who or what was that individual, and what was the nature of your relationship? Did your mentor imbue you with a particular outlook or otherwise influence your approach to achieving the goals of your chosen path?



DRUID OF  
THE CIRCLE  
OF DREAMS



I don't dream because I don't sleep. I'm always awake so no one can ever sneak up on me. If I dreamed, they would be bigger dreams than yours, though, because my head is bigger.



## CIRCLE OF DREAMS

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild and its dreamlike realms. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with dreamy wonder. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places, where dream and reality blur together and where the weary can find rest.

### CIRCLE OF DREAMS FEATURES

Druid Level	Feature
2nd	Balm of the Summer Court
6th	Hearth of Moonlight and Shadow
10th	Hidden Paths
14th	Walker in Dreams

#### BALM OF THE SUMMER COURT

At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. 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. The target also gains 1 temporary hit point per die spent.

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

#### HEARTH OF MOONLIGHT AND SHADOW

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gloaming Court 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.

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

### MENTORS

d6	Mentor
1	Your mentor was a wise treant who taught you to think in terms of years and decades rather than days or months.
2	You were tutored by a dryad who watched over a slumbering portal to the Abyss. During your training, you were tasked with watching for hidden threats to the world.
3	Your tutor always interacted with you in the form of a falcon. You never saw the tutor's humanoid form.
4	You were one of several youngsters who were mentored by an old druid, until one of your fellow pupils betrayed your group and killed your master.
5	Your mentor has appeared to you only in visions. You have yet to meet this person, and you are not sure such a person exists in mortal form.
6	Your mentor was a werebear who taught you to treat all living things with equal regard.

## DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook*: the Circle of Dreams and the Circle of the Shepherd.



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

At 14th level, the magic of the Feywild 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. Rather than opening a portal to a permanent teleportation circle, it opens 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, 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 THE SHEPHERD

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

#### CIRCLE OF THE SHEPHERD FEATURES

Druid Level	Feature
2nd	Speech of the Woods, Spirit Totem
6th	Mighty Summoner
10th	Guardian Spirit
14th	Faithful Summons

#### SPEECH OF THE WOODS

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can



DRUID OF THE CIRCLE OF THE SHEPHERD

combine this ability with gifts to curry favor with them as you would with any nonplayer character.

#### SPIRIT TOTEM

Starting at 2nd level, you can call forth nature spirits to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

**Bear Spirit.** The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

**Hawk Spirit.** The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.



**Unicorn Spirit.** The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

### MIGHTY SUMMONER

Starting at 6th level, beasts and fey that you conjure are more resilient than normal. Any beast or fey summoned or created by a spell that you cast gains the following benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

### GUARDIAN SPIRIT

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

### FAITHFUL SUMMONS

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast using a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

## LEARNING BEAST SHAPES

The Wild Shape feature in the *Player's Handbook* lets you transform into a beast that you've seen. That rule gives you a tremendous amount of flexibility, making it easy to amass an array of beast form options for yourself, but you must abide by the limitations in the Beast Shapes table in that book.

When you gain Wild Shape as a 2nd-level druid, you might wonder which beasts you've already seen. The following tables organize beasts from the *Monster Manual* according to the beasts' most likely environments. Consider the environment your druid grew up in, then consult the appropriate table for a list of animals that your druid has probably seen by 2nd level.

These tables can also help you and your DM determine which animals you might see on your travels. In addition, the tables include each beast's challenge rating and note whether a beast has a flying or swimming speed. This information will help you determine whether you qualify to assume that beast's form.

If I could turn into something else, I wouldn't. Because everything else is inferior to me.

The tables include all the individual beasts that are eligible for Wild Shape (up to a challenge rating of 1) or the Circle Forms feature of the Circle of the Moon (up to a challenge rating of 6).

### ARCTIC

CR	Beast	Fly/Swim
0	Owl	Fly
1/8	Blood hawk	Fly
1/4	Giant owl	Fly
1	Brown bear	—
2	Polar bear	Swim
2	Saber-toothed tiger	—
6	Mammoth	—

### COAST

CR	Beast	Fly/Swim
0	Crab	Swim
0	Eagle	Fly
1/8	Blood hawk	Fly
1/8	Giant crab	Swim
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Giant lizard	—
1/4	Giant wolf spider	—
1/4	Pteranodon	Fly
1	Giant eagle	Fly
1	Giant toad	Swim
2	Plesiosaurus	Swim

### DESERT

CR	Beast	Fly/Swim
0	Cat	—
0	Hyena	—
0	Jackal	—
0	Scorpion	—
0	Vulture	Fly
1/8	Camel	—
1/8	Flying snake	Fly
1/8	Mule	—
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Constrictor snake	Swim
1/4	Giant lizard	—
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	—
1	Giant hyena	—
1	Giant spider	—
1	Giant toad	Swim
1	Giant vulture	Fly
1	Lion	—
2	Giant constrictor snake	Swim
3	Giant scorpion	—





## FOREST

CR	Beast	Fly/Swim
0	Baboon	—
0	Badger	—
0	Cat	—
0	Deer	—
0	Hyena	—
0	Owl	Fly
1/8	Blood hawk	Fly
1/8	Flying snake	Fly
1/8	Giant rat	—
1/8	Giant weasel	—
1/8	Poisonous snake	Swim
1/8	Mastiff	—
1/8	Stirge	Fly
1/4	Boar	—
1/4	Constrictor snake	Swim
1/4	Elk	—
1/4	Giant badger	—
1/4	Giant bat	Fly
1/4	Giant frog	Swim
1/4	Giant lizard	—
1/4	Giant owl	Fly
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	—
1/4	Panther	—
1/4	Wolf	—
1/2	Ape	—
1/2	Black bear	—
1/2	Giant wasp	Fly
1	Brown bear	—
1	Dire wolf	—
1	Giant hyena	—
1	Giant spider	—
1	Giant toad	Swim
1	Tiger	—
2	Giant boar	—
2	Giant constrictor snake	Swim
2	Giant elk	—

## GRASSLAND

CR	Beast	Fly/Swim
0	Cat	—
0	Deer	—
0	Eagle	Fly
0	Goat	—
0	Hyena	—
0	Jackal	—
0	Vulture	Fly
1/8	Blood hawk	Fly
1/8	Flying snake	Fly
1/8	Giant weasel	—
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Axe beak	—
1/4	Boar	—
1/4	Elk	—
1/4	Giant poisonous snake	Swim
1/4	Giant wolf spider	—
1/4	Panther (leopard)	—
1/4	Pteranodon	Fly
1/4	Riding horse	—
1/4	Wolf	—
1/2	Giant goat	—
1/2	Giant wasp	Fly
1	Giant eagle	Fly
1	Giant hyena	—
1	Giant vulture	Fly
1	Lion	—
1	Tiger	—
2	Allosaurus	—
2	Giant boar	—
2	Giant elk	—
2	Rhinoceros	—
3	Ankylosaurus	—
4	Elephant	—
5	Triceratops	—



## HILL

CR	Beast	Fly/Swim
0	Baboon	—
0	Eagle	Fly
0	Goat	—
0	Hyena	—
0	Raven	Fly
0	Vulture	Fly
1/8	Blood hawk	Fly
1/8	Giant weasel	—
1/8	Mastiff	—
1/8	Mule	—
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Axe beak	—
1/4	Boar	—
1/4	Elk	—
1/4	Giant owl	Fly
1/4	Giant wolf spider	—
1/4	Panther (cougar)	—
1/4	Wolf	—
1/2	Giant goat	—
1	Brown bear	—
1	Dire wolf	—
1	Giant eagle	Fly
1	Giant hyena	—
1	Lion	—
2	Giant boar	—
2	Giant elk	—

## MOUNTAIN

CR	Beast	Fly/Swim
0	Eagle	Fly
0	Goat	—
1/8	Blood hawk	Fly
1/8	Stirge	Fly
1/4	Pteranodon	Fly
1/2	Giant goat	—
1	Giant eagle	Fly
1	Lion	—
2	Giant elk	—
2	Saber-toothed tiger	—

## SWAMP

CR	Beast	Fly/Swim
0	Rat	—
0	Raven	Fly
1/8	Giant rat	—
1/8	Poisonous snake	Swim
1/8	Stirge	Fly
1/4	Constrictor snake	Swim
1/4	Giant frog	Swim
1/4	Giant lizard	—
1/4	Giant poisonous snake	Swim
1/2	Crocodile	Swim
1	Giant spider	—
1	Giant toad	Swim
2	Giant constrictor snake	Swim
5	Giant crocodile	Swim

## UNDERDARK

CR	Beast	Fly/Swim
0	Giant fire beetle	—
1/8	Giant rat	—
1/8	Stirge	Fly
1/4	Giant bat	Fly
1/4	Giant centipede	—
1/4	Giant lizard	—
1/4	Giant poisonous snake	Swim
1	Giant spider	—
1	Giant toad	Swim
2	Giant constrictor snake	Swim
2	Polar bear (cave bear)	Swim

## UNDERWATER

CR	Beast	Fly/Swim
0	Quipper	Swim
1/4	Constrictor snake	Swim
1/2	Giant sea horse	Swim
1/2	Reef shark	Swim
1	Giant octopus	Swim
2	Giant constrictor snake	Swim
2	Hunter shark	Swim
2	Plesiosaurus	Swim
3	Killer whale	Swim
5	Giant shark	Swim

