- (a) a wooden (/compendium/dnd5e/Shield#h-Shield)Shield(/compendium/dnd5e/Shield#h-Shield) or (b) any simple weapon
- (a) a Scimitar(/compendium/dnd5e/Scimitar#h-Scimitar) or (b) any simple melee weapon
- Leather Armor(/compendium/dnd5e/Leather%20Armor#h-Leather%20Armor), an Explorer's Pack(/compendium/dnd5e/Explorer%27s%20Pack#h-Explorer%27s%20Pack), and a druidic focus

Alternatively, you may start with 2d4 x 10 gp to buy your own Equipment(/compendium/dnd5e/Equipment#h-Equipment).

Table: The Druid

Level	Proficiency Bonus	Features	Cantrips(/compendium/dnd5e/Spells#h-Cantrips) Known	Spell Slots(/compendium/dnd5e/Spells#h-Spell%20Slots) per Spell Level(/compendium/dnd5e/Spells#h-Spell%20Level)								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Druidic, Spellcasting	2	2	-	-	-	-	-	-	-	-
2nd	+2	Wild Shape, Druid Circle	2	3	-	-	-	-	-	-	-	-
3rd	+2	-	2	4	2	-	-	-	-	-	-	-
4th	+2	Wild Shape improvement, Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	-	3	4	3	2	-	-	-	-	-	-
6th	+3	Druid Circle feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Wild Shape improvement, Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	-	3	4	3	3	3	1	-	-	-	-
10th	+4	Druid Circle feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	-	4	4	3	3	3	2	1	1	-	-
14th	+5	Druid Circle feature	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Spells(/compendium/dnd5e/Spells#h-Spells)	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Archdruid(/compendium/dnd5e/Archdruid#h-Archdruid)	4	4	3	3	3	3	2	2	1	1