

DRUID

Druids are spellcasters who draw power from nature or a nature deity. They have two main features: spellcasting and wild shape. Wild shape allows druids to transform into beasts, providing a lot of flexibility in various situations.

At Higher Levels

Druids are full spellcasters, so a lot of their power budget goes to higher level magic. Aside from that, all druids also gain more powerful wild shape options.

Spellcasting: Full.

Main ability: Wisdom.

Source PHB p64.

DRUID CIRCLES

A druid becomes a follower of a circle. These options provide extra versatility to the druid, enhance their existing abilities, like spellcasting or wild shape, or provide new ways to use the druid's wild shape.

CIRCLE OF THE LAND

This circle focusses on spellcasting and resistance to hostile spells. Depending on a chosen land, the druid gets access to a new list of spells unique to that land. They also gain a few features which allow them to resist hostile spell effects.

Source: PHB p68.

CIRCLE OF THE MOON

This circle unlocks the druid's wild shape to its full potential. It enhances it so you use it as a bonus action and have access to stronger beasts at earlier levels. At higher levels, you can even transform into elementals.

Source: PHB p69.

CIRCLE OF DREAMS

Druids of the Circle of Dreams have a strong connection to the Feywild. Their features include healing, protection during rests, teleportation and at high levels some extra magical feats.

Source: XGE p22.

CIRCLE OF THE SHEPHERD

Shepherds guard the creatures in their care. This circle provides the features that grant allies and creatures you summon with extra effects and abilities. Best paired with summon spells.

Source: XGE p23.

CIRCLE OF SPORES

Druids of this circle are surrounded by invisible, necrotic spores. They have access to an expanded spell list and they can use their wild shape to instead activate these spores and transform themselves, enhancing their abilities. At higher levels, these spores become more powerful and unlock extra features.

Source: TCE p36.

CIRCLE OF STARS

These druids try to unlock the power of the cosmos. They can use their wild shape to transform into a starry form, gaining powerful features based on the constellation they choose. At higher levels, they can influence the outcome of events and become more powerful in their starry form.

Source: TCE p38.

CIRCLE OF WILDFIRE

Circle of Wildfire druids have a bond with a wildfire spirit. They have access to an expanded spell list, with a fire and healing theme. They can use their wild shape to summon the spirit they are bonded to, helping them in battle. At higher levels, they deal extra damage with fire spells, and their healing spells become more potent.

Source: TCE p39