

FEATURES

WOOD ELF (189)

- **Darkvision** Range 60 ft.
- **Fey Ancestry (190)**: Advantage against Charmed
- **Keen Senses (190)**: Proficiency in Perception
- **Trance (190)**
 - Long Rest = 4hrs. If in trance-like meditation (retain consciousness)
 - Don't need sleep
 - Magic can't put you to sleep
- **Elven Lineage: Wood Elf (190)**
 - Speed increases to 35ft.
 - Spells (Wisdom): **Druidcraft, Longstrider (L3), Pass Without a Trace (L5)**
 - A.Pr, 0S/LR

GUIDE (181)

- **Magic Initiate (201)**
 - +2 Druid Cantrips: **Thunderclap, Produce Flame**
 - +1 Level 1 Druid Spell (Wisdom): **Cure Wounds**
 - A.Pr., 0S/LR
 - Whenever you gain a level, you can replace the spell chosen for this feat with another from the same list
 - You can take this feat more than once, but must choose a different spell list each time

DRUID (79)

Level 1 (79)

- **Spellcasting (79)**
 - +2 Druid Cantrips: **Resistance, Thunderclap**
 - **Ability**: Wisdom
 - **Focus**: Druidic Focus
 - **Spell Slots**: Increase w/Level, replenish after Long Rest
 - **Changing Spells**: After a long rest, change spells for any on Druid list
- **Druidic (80)**
 - You know Druidic
 - **Speak With Animals**
 - A. Pr.
 - Leave hidden messages
 - You and others who know Druidic automatically see them
 - Others require DC15 Intelligence to spot, but require magic to read
- **Primal Order (80)**
 - **Magician**

- +1 Druid Cantrip: **Produce Flame**
- Add Wisdom Modifier to Nature checks

Level 2 (80)

- **Wild Shape (80-81)**
 - **Beast Forms:** Riding Horse, Spider, Dire Wolf, Octopus
 - Can replace one after a Long Rest
 - **Bonus Action:** Shape-Shift into a Beast form

Duration: Hours = Half Druid Level || Use Wild Shape again || **Bonus Action:** leave form || Incapacitated or dead
 - *Uses* = 2 (increases with level)
 - Regain 1/All per Short/Long rest
 - **Rules**
 - Retain personality, memory, and ability to speak
 - **Temp HP:** Gain equal to 3 x Druid Level (Circle of the Moon, Circle Forms)
 - **Spellcasting:** Can't cast unless Circle Spell, but concentration and existing spells remain
 - **Game Stats**
 - Gain
 - Stat block
 - Proficiencies
 - Skill/Saving Modifiers that are higher than yours
 - Keep
 - Creature type
 - HP and Dice
 - Int. Wis. Cha. Scores
 - Class features, languages, feats
 - Proficiencies: Skill, Saving Throw, Proficiency Bonus
 - **Objects**
 - Interaction determined by form's limbs
 - Equipment falls, merges, or is worn
 - Doesn't changes shape, so merges or falls if can't be worn by new form
 - If worn, functions as normal
 - If merged, has no effect
 - **Wild Companion (81)**
 - **Magic Action:** Expend spell slot or use of Wild Shape to cast **Find Familiar** without Material components
 - familiar disappears after a Long Rest

Level 3 (81)

- **Circle of the Moon (86)**
 - **Circle Forms**
 - **CR:** Max CR for Forms = Druid Level / 3
 - **AC:** 13 + Wis. while in Form (only if higher than Beast's)
 - **Temp HP:** += 3 x Druid Level

- Spells (can cast in Wild Shape)
 - A. Pr.
 - Level 3: **Cure Wounds, Moonbeam, Starry Wisp**
 - Level 5: Conjure Animals
 - Level 7: Fount of Moonlight
 - Level 9: Mass Cure Wounds

Level 4 (81)

- **Ability Score Improvement: Wisdom +2**