

LAND DRUID



MYSTICS AND SAGES WHOSE MAGIC IS INFLUENCED BY THE LAND WHERE THEY WERE INITIATED INTO THE CIRCLE'S RITES

HIT DIE:

1d8

At first level, you have **8** hit points, plus your Constitution modifier.



PROFICIENCIES

+2

FEATURE

Armor	You can effectively wear light armor , medium armor , and shields . If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You eschew armor and shields made of metal.
Weapons	Add your proficiency bonus to the attack roll for any attack you make with clubs , daggers , darts , javelins , maces , quarterstaffs , scimitars , sickles , slings , and spears .
Tools	You are proficient with the herbalism kit . Proficiency with this kit is required to create antitoxin and <i>potions of healing</i> and lets you add your proficiency bonus to any ability checks you make to identify or apply herbs.
Saving Throws	Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

Druidic (PHB 66): You know the secret language of the druids. While this may sound like an interesting, flavorful ability, unless you have another druid in the party, or know a recurring druid NPC, it won't be of much use.

1ST LEVEL



Ability Scores **Wisdom** is your spellcasting ability for your druid spellcasting ability spells, so you want it to be your highest score. Your next highest score should be **Dexterity**, which, together with your shield, can help you avoid damage in combat.

Skills You have special training or a certain knack in two skills. Consider **Arcana** and **Nature**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- leather armor, an explorer's pack, and a yew wand (druidic focus).

Spells You can cast spells from the druid spell list. You know two cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider helpful ones like *druidcraft* or ranged cantrips such as *frostbite*, *produce flame*, or *thunderclap*. Consider 1st-level spells like *entangle*, *fog cloud*, *goodberry*, *healing word*, or *ice knife*.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Wild Shape (PHB 66) As an action, you can transform into any beast with a challenge rating of 1/4 or lower if it has no swimming or flying speed, such as a **wolf**. You expand the number of beast forms you can take as you gain levels. Talk with your DM and look through the *Monster Manual* to find a few beasts that you would like to use, and record their abilities so you'll have them at hand when you use this ability.

Natural Recovery (PHB 68) Just like a wizard, after a short rest, you can regain spell slots.

Spells You gain another 1st-level spell slot and a new cantrip. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells

You gain two 2nd-level spell slots and another 1st-level spell slot. Consider preparing 2nd-level spells *flaming sphere*, *gust of wind*, or *spike growth*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

Circle Spells

You also gain two 2nd-level spells associated with the land where you became a druid. You always have these spells prepared.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase

This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Observant or War Caster.

Wild Shape

The swimming restriction is lifted. You can now take the form of any beast of challenge rating 1/2 or lower, if it doesn't have a flying speed, such as the **crocodile**.

Spells

You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Consider preparing the 3rd-level spells *call lightning*, *dispel magic*, or *sleet storm*. You also gain two more circle spells. You can prepare a number of spells equal to 5 + your Wisdom modifier.

WHERE ARE THE OTHER CIRCLES AND LEVELS?

DRUID

A PRIEST OF THE OLD FAITH, WIELDING THE POWERS OF NATURE—
MOONLIGHT AND PLANT GROWTH, FIRE AND LIGHTNING—AND
ADOPTING ANIMAL FORMS

HIT DIE:
1d8
At first level, you have 8 hit points, plus your Constitution modifier.

PROFICIENCIES
You can effectively wear **light armor**, **medium armor**, and **shields**. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You eschew armor and shields made of metal.

Weapons
Add your proficiency bonus to the attack roll for any attack you make with **clubs**, **daggers**, **darts**, **javelins**, **maces**, **quarterstaves**, **scimitars**, **sickles**, **slings**, and **spears**.

Tools
You are proficient with the **herbalism kit**. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create **antitoxin** and **potions of healing**.

Saving Throws
Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

+2
FEATURE
Druidic (PHB 66): You know the secret language of the druids. While this may sound like an interesting, flavorful ability, unless you have another druid in the party, or know a recurring druid NPC, it won't be of much use.

CHOOSE
CIRCLE OF DREAMS
IF YOU WANT TO MEND WOUNDS AND HARNESS THE POWER OF DREAMS

CHOOSE
CIRCLE OF THE LAND
IF YOU WANT TO UNLEASH THE FORCES OF NATURE MAGIC

CHOOSE
CIRCLE OF THE MOON
IF YOU WANT TO DIVE INTO BATTLE IN BEAST FORM

?

CHOOSE
CIRCLE OF THE SHEPHERD
IF YOU WANT TO SUMMON NATURE SPIRITS AND CONJURE ANIMALS AND POWERFUL FEY

TRAINING GROUND

WILD THING

When you use your Wild Shape ability, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed.

However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage.

As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

ONLY A DAY AWAY

Until 20th level, you can use your Wild Shape ability only twice. You must take a short or long rest to regain expended uses.

However, the amount of time you can spend in beast shape increases as you level up. The rule is you can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature.

This means you'll probably stay in beast form for a great deal of time and should get used to your role as the strong, silent type.

LIKE DRESSING IN THE MORNING

Remember that, unlike some other spellcasters, you can prepare an entirely different set of spells after each long rest. (Cantrips can't be swapped however.)

As you prepare spells, look over the druid spell list and think about what you are most likely to face in your adventures that day, and choose accordingly.

Swap out spells that you tend not to use or haven't produced desired results and try a new ones until you discover your favorites.

DWARF DRUID 1

"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

BACKGROUND (ACOLYTE)

You were raised to be a cleric of Marthammor Duin, but found the greater power the natural places of the world offer.

Shelter of the Faithful. You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

Personality Trait. You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. You would die to recover an ancient relic of your father's faith that was lost long ago.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Medium humanoid (hill dwarf), neutral good

Armor Class 15 (leather, shield)

Hit Points 11 (Hit Dice 1d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	12 (+1)

Proficiencies (+2 proficiency bonus)

Armor light, medium, shield

Saving Throws Int +2, Wis +5; advantage on saves against poison

Skills Insight +5, Medicine +5, Nature +2, Religion +2

Tools brewer's supplies, herbalism kit

Weapons battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer

Damage Resistances poison

Senses darkvision, passive Perception 13

Languages Common, Dwarvish, Druidic, Giant, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 slashing damage.

OPTIONS

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, thunderclap*

1st level (2 slots): *entangle, fog cloud, healing word, ice knife*

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

EQUIPMENT

Backpack, bedroll, common clothing, hempen rope (50 ft), holy symbol, incense (5 sticks), leather armor, mess kit, prayer wheel, rations (10 days), scimitar, , shield with emblem of Marthammor Duin, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).

DWARF DRUID 5

"I have seen most of this realm's peaks and hilltops. I call each one home. And when thunder shakes a mountain, know that I have arrived."

You were raised by a priest of Marthammor Duin, the dwarven god of wanderers. Having lost a leg in a battle long before you were born, your foster father always dreamed of traveling the world again. After his death, you took his shield and, following his dream, went out into the wide world. Without a family, clan or permanent home, you wander the world, living and fighting alongside all manner of folk. But always, when the time comes, you welcome the open road.

BACKGROUND (ACOLYTE)

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Shelter of the Faithful. You and your adventuring companions can expect to receive free healing and care at any temple or shrine of Marthammor Duin, though you must provide any material components needed for spells. Those who share your religion will support you at a modest lifestyle.

Personality Trait. You see omens in every event and action. And you misquote sacred texts and proverbs in almost every situation.

Ideal. You always try to help those in need, no matter what the personal cost.

Bond. You would die to recover an ancient relic of your father's faith that was lost long ago.

Flaw. Once you pick a goal, you become obsessed with it to the detriment of everything else in your life.

HILL DWARF TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

DRUID FEATURES

Druidic. You can speak Druidic and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can decipher it only with magic.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know two cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Medium humanoid (hill dwarf), Circle of the Land (mountain), neutral good

Armor Class 16 (studded leather, shield)

Hit Points 43 (Hit Dice 5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	18 (+4)	12 (+1)

Proficiencies (+3 proficiency bonus)

Armor light, medium, shield

Saving Throws Int +3, Wis +7; advantage on saves against poison

Skills Insight +7, Medicine +7, Nature +3, Religion +3

Tools brewer's supplies, herbalism kit

Weapons battleaxe, club, dagger, dart, handaxe, javelin, light hammer, mace, quarterstaff, scimitar, sickle, sling, spear, warhammer

Damage Resistances poison

Senses darkvision, passive Perception 14

Languages Common, Druidic, Dwarvish, Giant, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Produce Flame. Ranged Spell Attack: +7 to hit, range 30 ft., one target.

Hit: 2d8 fire damage.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 slashing damage.

Wild Shape. Druid feature; common forms include black bear, crocodile, warhorse

OPTIONS

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, frostbite, produce flame, thunderclap*

1st level (4 slots): *entangle, fog cloud, goodberry, healing word, ice knife*

2nd level (3 slots): *flaming sphere, gust of wind, pass without trace, spider climb, spike growth*

3rd level (2 slots): *call lightning, lightning bolt, meld into stone*

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose up to four druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

Natural Recovery (Recharges after You Finish a Long Rest). You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2, and none of the slots can be 6th level or higher.

Wild Shape (Recharges after You Finish a Short or Long Rest). You can take an action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 1/2, or lower, and has no flying speed. You can use this feature twice.

You can stay in a beast shape for 2 hours, and then you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form

EQUIPMENT

Backpack, bedroll, common clothing, *eyes of the eagle*, healer's kit, hempen rope (50 ft), holy symbol, incense (5 sticks), mess kit, *potions of healing* (2), prayer wheel, rations (10 days), scimitar, shield with emblem of Marthammor Duin, studded leather armor, tinderbox, torches (10), vestments, waterskin, yew wand (druidic focus).

EYES OF THE EAGLE

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.