



WARFORGED DRUID

ADVENTURERS LEAGUE BUILD GUIDE

A 1st-20th level build guide suitable for Adventurers League play

WARFORGED DRUID

ADVENTURERS LEAGUE BUILD GUIDE

A 1st-20th level build guide suitable for Adventurers League play



Writing: *Ted Adams, David Friant, Doug Vehovec*

Editing: *Doug Vehovec*

Layout and Design: *Doug Vehovec*

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.

WARFORGED DRUID

Starting September 21, 2018, *Adventurers League Season 8* is adding an *Eberron Campaign* that allows *Wayfinder's Guide to Eberron*, the *Player's Handbook*, and *Xanathar's Guide to Everything*, as well as [bugbear, goblin, and hobgoblin playable races](#) for character creation.

This allows us to step into Eberron and make a fantastic and fun character using a race and a background specific to that wonderful world.

— Nerdarchy

Step-by-step character build guide

Each step of the way, this guide will show you the choices made that are significant to this character build. Options that are of particular importance to this character's effectiveness are in **bold**.

Step 1 — Race

Warforged

Race option from [Wayfinder's Guide to Eberron](#).

We wanted to create a very Eberron flavored character and nothing stands out as much as the sentient constructs made for war — the warforged. Though the ability score placement is not ideal for the class we are going to pick, the fun combinations and synergies between race, class and feat choices will in fact result in a solid mechanical choice.

For roleplaying, having a warforged gives many choice options given what they were designed for. Typically you can go with any variations on their opinion about the war and their creation as you like. But when you shun civilization because they force work on you it can greatly aid a wilderness-type character.

We are going to choose skirmisher as our subrace. The extra movement from Swift and being able to move quietly at a normal pace from Light Step becomes very handy. We'll get the +1 Constitution all warforged received, and +2 Dexterity from the skirmisher subrace.

All warforged have a selection of useful traits. Integrated Protection provides built-in defenses, and Warforged Resilience gives additional protective qualities. Sentry's Rest is also great as you do not need to sleep, so you can have affinity towards nocturnal animals as much as those that are out during the day.

The other options, juggernaut and envoy, offered some interesting options specific to this build. The juggernaut would allow you to play that gentle giant of a druid and really hulk out over your enemies.

Meanwhile the envoy being able to add double your proficiency with an herbalism kit would be pretty cool. In the end, why would a house agent be given a built in herbalism kit unless he was specifically hired as a medic? That does not fit the story we are going with for this character.

Proficiencies

Armor: None

Weapons: None

Tools: None

Skills: None

Languages: None

Step 2 — Class

1st level

For this one we are going to start and stick with one class - druid — from the [Player's Handbook](#). We will be sticking with the PHB and choose the druid Circle of the Moon. A strong focus on Wild Shape and concentration spells will be the general design for this character build. With this focus we can place low ability scores for Strength and Dexterity as we will not be worrying about those for combat.

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Nature, Survival

Step 3 — Ability Scores

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	14 (+2)	13 (+1)	15 (+2)	12 (+1)

Step 4 — Background

House Agent - Deneith

Skills: Investigation, Persuasion

Languages: None

Tools: Gaming set (Dragonchess), vehicles (land)

We wanted a character that really fit into the heavy political world of Eberron. Choosing House Agent gives this character a tie to the world with a campaign specific background. We chose a house that did not fit the design so that they could be a desert-

er or have suffered memory loss and has no idea he was on a mission for the house when he took up a role as a druids apprentice.

Step 5 – Class and Level Progression

Level	Class	Gains
1	Druid	Druidic language, Spellcasting
2	Druid	Druid Circle — Circle of the Moon, Wild Shape
3	Druid	Prepare <i>enhance ability</i>
4	Druid	Feat — Resilient (Constitution), Wild Shape Improvement
5	Druid	Prepare <i>conjure animals</i> or <i>call lightning</i>
6	Druid	Primal Strike, Circle Forms
7	Druid	Prepare <i>conjure minor elementals</i> or <i>conjure woodland beings</i>
8	Druid	Feat — Mobile, Wild Shape Improvement
9	Druid	Prepare <i>conjure elemental</i>
10	Druid	Elemental Wild Shape
11	Druid	Prepare <i>conjure fey</i> or <i>sunbeam</i>
12	Druid	Feat — Charger
13	Druid	Prepare <i>regenerate</i>
14	Druid	Thousand Forms
15	Druid	Prepare <i>earthquake</i> or <i>tsunami</i>
16	Druid	Feat — Observant
17	Druid	Prepare <i>storm of vengeance</i>
18	Druid	Timeless Body, Beast Spells
19	Druid	Ability Score Improvement — Wisdom +2
20	Druid	Archdruid

Conclusion

Final Ability Scores

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	13 (+1)	18 (+4)	12 (+1)

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit, gaming set (Dragonchess), vehicles (land)

Saving Throws: Constitution, Intelligence, Wisdom

Skills: Investigation, Nature, Persuasion, Survival

Languages: Common, Druidic

Further Resources

Character creation, build, roleplaying tips and backstory elements are discussed in a video on the Nerdarchy YouTube [here](#).

In the video description, you can find a link to this character build on D&D Beyond.

On the sheet we went with a true neutral alignment. We felt that based on either the glitch or damage that caused memory failure resulting in him turning from House Deneith, or his conscious decision not to continue being involved in the politics of the cities, fits more with the warforged druid we envision.

Other Character Guides

- [Mind Breaker Paladin](#)
- [Zen Archery Master](#)
- [Sewer Ninja Turtle](#)

For Dungeon Masters

We thought it would be fun and useful to take our player character builds and create a version of them as a creature stat block for Dungeon Masters.

This character can be used as an ally, villain, or colorful NPC to engage the adventurers in your own home games.

Druids are a nice foil to use as either an interesting NPC in the wilds to help characters when they need healing or one who is ready for a good conversation. You can also use them as a defender of the wilds for a perceived or actual threat on the natural world.

For this creature, we did not want to simply make a druid stat block. Instead we created a brand new creature inspired by the themes and elements of the druid class.

Treebark used to go by another name though he does not remember it. As an agent of House Deneith, he encountered a manifest zone of Laman-nia, and become infused with the raw, unbounded natural energy there.

This encounter changed him, giving him a powerful connection to the natural world. At the same time, Treebark lost all memory of his former life. The spirits of nature began to call him Treebark, because of the way his Integrated Protection took on a more natural and rustic appearance.

He has claimed a section of the woods as his territory. He will defend the animals and plants as if they were his children. Not being a creature of nature himself, he does not understand hunting or farming. Because he does not require sleep, he remains ever vigilant of threats to the natural world.

Treebark still possess important documents identifying him as an agent of House Deneith, which the house would be willing to pay for. Treebark can be recognized as the correct warforged by a House Deneith signet ring worn on his right hand. His papers are kept in a leather satchel in a favorite tree hollow, if he can be convinced to share or part with them.

Helper and healer. Treebark is kind to travelers who show respect to nature. He is willing to show the way through, offer companionship and stories by a fireside. Treebark is usually found with a handful of beasts in tow. He will protect them with his life if need be.

Treebark

Medium humanoid, neutral

Armor Class 17 (natural armor)

Hit Points 97 (13d8 +39)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+4)	14 (+1)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Damage Resistance Poison

Condition Immunities Exhaustion

Skills Nature +3, Survival +6

Senses passive Perception 13

Languages Sylvan

Challenge 6 (2,300 XP)

Warforged Resilience. Treebark has advantage on saving throws against being poisoned, is immune to disease, and does not require air, food, drink, or sleep. Magic can't put him to sleep.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft. Hit: 6 (1d4 +4) bludgeoning damage.

Aspects of Nature. As a bonus action, Treebark can embody one of the following aspects of nature and use and gain the use of special actions:

Beast Form (2/day). Treebark magically assumes the shape of a beast with a challenge rating of 2 or less. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks. Treebark can choose whether his equipment falls to the ground or melds with his new form. He reverts to his true form if he dies or falls unconscious. He can revert to his true form using a bonus action on his turn.

Treebark's statistics are replaced by the statistics of the beast, but he retains his alignment, personality, and Intelligence, Wisdom, and Charisma scores. He also retains all of his skill and saving throw proficiencies, in addition to gaining those of the creature.

When he transforms, he assumes the beast's hit points and Hit Dice. When he reverts to his normal form, he returns to the number of hit points he had before he transformed. If he reverts as a result of dropping to 0 hit points, any excess damage carries over to his normal form.

Treebark's ability to speak or take any action that requires hands is limited to the capabilities of his beast form.

Vengeful Vegetation (Cannot be used in beast form).

Treebark targets one creature he can see within 30 feet. Thorny vines burst from the ground and the target must succeed on a DC 16 Strength saving throw or be restrained by the vines until Treebark dismisses the vines (escape DC 16). While restrained, the target takes 14 (4d6) piercing damage at the start of each of its turns. A creature that can touch the restrained creature can use its action to make a DC 16 Strength check. On a success, the target is freed.

Summon Nature's Ally (1/day) (Cannot be used in beast form). Treebark communes with nature and calls 4 giant wasps, or 2 dire wolves, or 1 cave bear. The called creatures arrive in 1d4 rounds, acting as Treebark's allies and obeying his spoken commands. The beasts remain for 1 hour, until Treebark dies, or until he dismisses them as a bonus action.

Treebark is given sanctuary by the power of Lammania during the time until the beasts arrive. Any creature who targets Treebark with an attack or a harmful spell must first make a DC 16 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect Treebark from area effects, such as the explosion of a fireball. If Treebark makes an attack or takes an action that affects an enemy creature, this effect ends.