

# Druid - Circle of the Land

CHARACTER NAME

## Druidic LVL 1

You speak the secret language of druids.

## Wild Shape LVL 2, 4, 8

As an action - Can assume the shape of a beast that you have seen before for a number of hours = 1/2 your druid level. (2/ rest) Can cancel with a bonus action, or if unconscious, 0 HP, or die.

You gain beasts Hit Points, Hit Dice, stats and abilities, except you keep your alignment, personality, INT, WIS, CHA and your skills and saving throws.

When its over, you have the same hit points you had before transforming less any excess HP damage the creature received below 0.

Can't cast spells or speak. Your equipment either falls off, merges with the new form, or is worn by it.

At LVL 2, CR max 1/4, No flying or swimming speed

At LVL 4, CR max 1/2, No flying speed

At LVL 8. CR max 1

## Bonus Cantrip LVL 2

You get one additional cantrip of your choice.

## Natural Recovery LVL 2

Recover spell slots (below 6th level) during a short rest = 1/2 your druid level, rounded up. (1/long rest)

## Circle Spells LVL 3, 5, 7, 9

Always have prepared. Don't count against the number of spells per day.

- Arctic** - LVL 3: *hold person, spike growth*; LVL 5: *sleet storm, slow*; LVL 7: *freedom of movement, ice storm*; LVL 9: *commune with nature, cone of cold*
- Coast** - LVL 3: *mirror image, misty step*; LVL 5: *water breathing, water walk*; LVL 7: *control water, freedom of movement*; LVL 9: *conjure elemental, scrying*
- Desert** - LVL 3: *blur, silence*; LVL 5: *create food and water, protection from energy*; LVL 7: *blight, hallucinatory terrain*; LVL 9: *insect plague, wall of stone*
- Forest** - LVL 3: *barkskin, spider climb*; LVL 5: *call lightning, plant growth*; LVL 7: *divination, freedom of movement*; LVL 9: *commune with nature, tree stride*
- Grassland** - LVL 3: *invisibility, pass without trace*; LVL 5: *daylight, haste*; LVL 7: *divination, freedom of movement*; LVL 9: *dream, insect plague*
- Mountain** - LVL 3: *spider climb, spike growth*; LVL 5: *lightning bolt, meld into stone*; LVL 7: *stone shape, stonework*; LVL 9: *passwall, wall of stone*
- Swamp** - LVL 3: *darkness, Melf's acid arrow*; LVL 5: *water walk, stinking cloud*; LVL 7: *freedom of movement, locate creature*; LVL 9: *insect plague, scrying*
- Underdark** - LVL 3: *spider climb, web*; LVL 5: *gaseous form, stinking cloud*; LVL 7: *greater invisibility, stone shape*; LVL 9: *cloudkill, insect plague*

## Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## Land's Stride LVL 6

Can move at normal movement through nonmagical plants or terrain, and take no damage from their thorns, spines, etc. Have advantage on saving throws against plants that were magically created or manipulated to impede movement.

## Nature's Ward LVL 10

Can't be charmed or frightened by elementals or fey. Immune to poison and disease.

## Nature's Sanctuary LVL 14

When attacked by a beast or plant, it must make a WIS save against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack misses. On a successful save, the creature is immune to this effect for 24 hours.

## Timeless Body LVL 18

For every 10 years that pass, your body ages only 1 year.

## Beast Spells LVL 18

You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

## Archdruid LVL 20

You can use your Wild Shape an unlimited number of times

## Traits - Feats - Features

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## Traits - Feats - Features

### Druidic LVL 1

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When its over, you have the same hit points you had before transforming less any excess HP damage the creature received below 0.

Can't cast spells or speak. Your equipment either falls off, merges with the new form, or is worn by it.

At LVL 2, CR max 1, No flying or swimming speed

At LVL 4, CR max 1, No flying speed

At LVL 8. CR max 1

### Combat Wild Shape LVL 2

While you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

### Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

### Circle Forms LVL 6

You can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

### Primal Strike LVL 6

Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

### Elemental Wild Shape LVL 10

you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

### Thousand Forms LVL 14

You can cast the *alter self* spell at will.

### Timeless Body LVL 18

For every 10 years that pass, your body ages only 1 year.

### Beast Spells LVL 18

You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

### Archdruid LVL 20

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