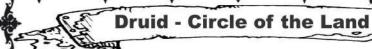
	g Di	RUID -	· Circle	of the	Land'	1				1
3	S. Maria	Dru	id Leve	1:		K S	СН	ARACTE	R NAME	
	<b>╮</b> ┌	Ouration	Wild Max CR	Shape		Used		set	Spell Save DC	Spell Attack Modifier
		Hr.			a Flying Speed a Swiming Speed	00	Sho	ort or Rest	8+++_=	+   +   =
١.		24		er, P.B. = Proficie		200	30936300	STREET, STREET	P.B. WIS MISC.  Il Modifier, LVL = Druid's Level, HP = H	Hit Points
	·	Knov	rips   S	Spells epared						
V			=     [	]+[ ]=						
			M. A	(8)	٠.	CDE	-	3		~ Nº
		(3)	E E		£ 1	SPE	LL			
		Reg	gain spell slots	after a long	rest. See pag	ye 208 ir	n the F	Player	's Handbook for the Druid's	Spell List.
		you	ir number of p	circle spells, repared spe	lis.	rcie spe	ens are	e aiwa	's Handbook for the Druid's lys prepared and don't cour	nt against
	LVL	Spell			Dri	iid Ci Page		e <b>S</b> p LVL		Pag
3rd L	.VL	20 22				45			195	
5th L	VL					Ì	Ī	П		
7th L	VL 🔚						Ī	П		
9th L	VL					100	1			
	93				Kı	iown	Ca	ntr	ips	•
	Cantrip	5			Pa	ge		Cant		Pag
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					Dr	uid's	Spe	e11 L	ist	
pared	LVL Sp	ell				age Pre				Pa
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Druidic	LVL 1	Land's Stride	LVL	
You speak the secret language of druids.	Can move at normal movement through nonmagical plants or			
14/11   61		terrain, and take no damage from their tho		
	LVL 2, 4, 8	Have advantage on saving throws against		
As an action - Can assume the shape of a beast that		magically created or manipulated to imped	le movement.	
seen before for a number of hours = 1/2 your druid le			US-OBER 1	
rest) Can cancel with a bonus action, or if unconsciou	ıs, 0 HP,	Nature's Ward	LVL 1	
or die.		Can't be charmed or frightened by elemen	tals or fey.	
You gain beasts Hit Points, Hit Dice, stats and abilitie	Immune to poison and disease.			
you keep your alignment, personality, INT, WIS, CHA	and your	Naturala Canturani	59	
skills and saving throws.		Nature's Sactuary	LVL 1	
When its over, you have the same hit points you had		When attacked by a beast or plant, it must		
transforming less any excess HP damage the creatur	e	save against your druid spell save DC. Or		
received below 0.  Can't cast spells or speak. Your equipment either falls	off	creature must choose a different target, or		
merges with the new form, or is worn by it.	S OII,	On a successful save, the creature is immu 24 hours.	une to this effect for	
At LVL 2, CR max 1/4, No flying or swimming speed		24 flours.		
At LVL 4, CR max 1/2, No flying speed		Timeless Body	LVL 1	
At LVL 8. CR max 1	- 1	For every 10 years that pass, your body ag		
ALL'E S. STATIGAT				
Bonus Cantrip	LVL 2	Beast Spells	LVL 1	
You get one additional canrtip of your choice.	1	You can perform the somatic and verbal co		
New Years and the control of the con		spell while in a beast shape, but you aren't	table to provide	
Natural Recovery	LVL 2	material components.		
Recover spell slots (below 6th level) during a short re	est = 1/2	Archdruid	LVL 2	
your druid level, rounded up. (1/long rest)		You can use your Wild Shape an unlimited		
Circle Spells			namos or arros	
Always have prepared. Don't count against the numb	/L 3, 5, 7, 9	NOTES:		
spells per day.	el oi			
Arctic - LVL 3: hold person, spike growth;				
LVL 5: sleet storm, slow; LVL 7: freedom of movemer	nt			
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 wa	ter			
freedom of movement; LVL 9: conjure elemental, scry				
Desert - LVL 3: blur, silence; LVL 5: create food and				
protection from energy; LVL 7: blight, hallucinatory te				
LVL 9: insect plague, wall of stone	22			
Forest - LVL 3: barkskin, spider climb; LVL 5: call ligh	ntning,			
plant growth; LVL 7: divination, freedom of movement	t;			
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 sh	ape,			
stoneskin; LVL 9th 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: gaseou				
stinking cloud; LVL 7: greater invisibility, stone shape LVL 9: cloudkill, insect plague	1			
Lv L J. GOUGKIII, II 1360L playue	1			

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

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