

Druid - Circle of the Land

CHARACTER NAME

Druidic

LVL 1

You speak the secret language of druids.

You always have the Speak with Animals spell prepared.

Primal Order

LVL 1

Select one of the following:

Magician. You know one extra Druid cantrip. Also, add your WIS mod. to all INT (Arcana or Nature) checks.

Warden. You have proficiency with Martial weapons and training with Medium armor.

Wild Shape

2 uses at LVL 2, 3 at LVL 4, 4 at LVL 17

Regain 1 use/Short Rest. a Long Rest resets all uses.

As a Bonus Action. You shape-shift into a Beast form that you know for number of hours = 1/2 Druid level or until you use Wild Shape again, become Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Known Forms.

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

At LVL 4, 6 known forms, max CR 1/2, No flying speed

At LVL 8. 8 known forms, max CR 1

You can replace one of your known forms with another on a Long Rest.

Rules While Shape-Shifted. You retain your personality, memories, and ability to speak. You gain Temporary Hit Points = your Druid level.

Game Statistics. Use the Beast's stat block, with your creature type; Hit Points; Hit Point Dice; INT, WIS, and CHA scores; class features; languages; feats. You retain your skill and saving throw proficiencies and Proficiency Bonus's, in addition to gaining the proficiencies of the creature. Use the Beast's skill or saving throw modifier if it is higher than yours. You can't cast spells, but shapeshifting doesn't break your Concentration or interfere with a spell you've already cast. Your equipment either falls off, merges with the new form, or is worn by it.

Wild Companion

LVL 2

Use a spell slot or Wild Shape.

Cast the **Find Familiar** spell without Material components.

The familiar is Fey and disappears after a Long Rest.

Circle Spells

LVL 3, 5, 7, 9

After each Long Rest, choose one type of land. You have the spells listed for your Druid level and lower prepared.

- Arid** - LVL 3: *Blur, Burning Hands, Fire Bolt;*
LVL 5: *Fireball; LVL 7: Blight; LVL 9: Wall of Stone*
- Polar** - LVL 3: *Fog Cloud, Hold Person, Ray of Frost;*
LVL 5: *Sleet Storm; LVL 7: Ice Storm; LVL 9: Cone of Cold*
- Temperate** - LVL 3: *Misty Step, Shocking Grasp, Sleep;*
LVL 5: *Lightning Bolt; LVL 7: Freedom of Movement;*
LVL 9: *Tree Stride*
- Tropical** - LVL 3: *Acid Splash, Ray of Sickness, Web;*
LVL 5: *Stinking Cloud; LVL 7: Polymorph;*
LVL 9: *Insect Plague*

Land's Aid

LVL 3, 10, 14

Range 60 ft. Area of Effect 10-ft-Radius Sphere.

Flowers and thorns appear in the Sphere. Creatures you choose take 2d6 Necrotic damage or make a CON save vs. your spell save DC and take half damage. One creature you choose regains 2d6 HP. The damage and healing increases to 3d6 at lvl 10 and to 4d6 at lvl 10.

Ability Score Improvement

LVL 4, 8, 12, and 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Wild Resurgence

LVL 5

1/Turn. If you have no Wild Shape uses left, use a spell slot to get one (no action required).

And

1/Long Rest. Use Wild Shape (no action required) to get a 1st lvl spell slot

Natural Recovery

LVL 6

1/Long Rest. Cast one of your Circle Spells without expending a spell slot.

and

1/Long Rest. On finishing a Short Rest, recover spell slots (5th lvl or lower) with a combined level not greater than 1/2 your Druid level (round up).

Elemental Fury

LVL 7

Choose one:

Potent Spellcasting. Add your WIS mod. to any Druid cantrip damage.

Primal Strike. **1/Turn.** Your attack roll hits deal an extra 1d8 Cold, Fire, Lightning, or Thunder damage (your choice).

Nature's Ward

LVL 10

You are immune to the Poisoned condition, and have Resistance to a damage type depending on your Circle Spells land choice: **Arid**, Fire damage; **Temperate**, Lightning damage; **Polar**, Cold damage; **Tropical**, Poison damage.

Nature's Sanctuary

LVL 14

Another use of Wild Shape. Range 120 ft., AoE 15-ft. Cube. Spectral trees and vines to appear in AoE until you become Incapacitated or die. While in the AoE, you and your allies have 1/2 Cover and your allies gain the current Resistance of your Nature's Ward.

Bonus Action. Move the Cube up to 60 feet to ground within 120 feet of you.

Improved Elemental Fury

LVL 15

Elemental Fury enhancement.

Potent Spellcasting. Druid cantrips ranges of 10 feet or greater increase by 300 feet.

Primal Strike. Extra damage increases to 2d8.

Beast Spells

LVL 18

You can cast spells in Beast form, except ones that have a Material component with a specified cost or that consumes its Material component.

Epic Boon

LVL 19

You gain an **Epic Boon** feat or another feat of your choice for which you qualify. *Dimensional Travel* is recommended.

Archdruid

LVL 20

You gain the following features.

Evergreen Wild Shape. If you have none, you regain one use of Wild Shape when you roll Initiative.

Nature Magician. **1/Long Rest.** Spend 1 or more uses of Wild Shape to get spell slots, with each use contributing 2 spell levels (i.e., spend 2 uses of Wild Shape for one 4th level spell slot).

Longevity. For every ten years that pass, your body ages only one year.