

Druid

Druids belong to ancient orders that call on the forces of nature. Harnessing the magic of animals, plants, and the four elements, Druids heal, transform into animals, and wield elemental destruction.

Revering nature above all, individual Druids gain their magic from nature, a nature deity, or both, and they typically unite with other Druids to perform rites that mark the passage of the seasons and other natural cycles.

Druids are concerned with the delicate ecological balance that sustains plant and animal life and with the need for people to live in harmony with nature. Druids often guard sacred sites or watch over regions of unspoiled nature, but when a significant danger arises, Druids take a more active role as adventurers who combat the threat.

Primary Ability: Wisdom

Hit Point Die: D8 per Druid level

Saving Throw Proficiencies: Intelligence and Wisdom

Skill Proficiencies: Choose 2: Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion, or Survival

Weapon Proficiencies: Simple weapons

Tool Proficiencies: Herbalism Kit

Armor Training: Light armor and Shields

Starting Equipment (Choose A or B):

- **A:** Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP
- **B:** 50 GP

As a Level 1 Character:

- Gain all the traits in the Core Druid Traits table.
- Gain the Druid's level 1 features, which are listed in the Druid Features table.

As a Multiclass Character:

- Gain the following traits from the Core Druid Traits table: Hit Point Die and training with Light armor and Shields.
- Gain the Druid's level 1 features, which are listed in the Druid Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.



Druid Features

Level	Proficiency Bonus	Class Features	Wild Shape
1 st	2	Spellcasting, Druidic, Primal Order	-
2 nd	2	Wild Shape, Wild Companion	2
3 rd	2	Druid Subclass	2
4 th	2	Ability Score Improvement	2
5 th	3	Wild Resurgence	2

6 th	3	Subclass Feature	3
7 th	3	Elemental Fury	3
8 th	3	Ability Score Improvement	3
9 th	4	-	3
10 th	4	Subclass Feature	3
11 th	4	-	3
12 th	4	Ability Score Improvement	3
13 th	5	-	3
14 th	5	Subclass Feature	3
15 th	5	Improved Elemental Fury	3
16 th	5	Ability Score Improvement	3
17 th	6	-	4
18 th	6	Beast Spells	4
19 th	6	Epic Boon	4
20 th	6	Archdruid	4

Spellcasting (Level 1)

You have learned to cast spells through studying the mystical forces of nature. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips: You know two cantrips of your choice from the Druid spell list. *Druidcraft* and *Produce Flame* are recommended.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

When you reach Druid levels 4 and 10, you learn another cantrip of your choice from the Druid spell list, as shown in the Cantrips column of the Druid Features table.

Spell Slots: The Druid Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Druid spell list. *Animal Friendship*, *Cure Wounds*, *Faerie Fire*, and *Thunderwave* are recommended.

The number of spells on your list increases as you gain Druid levels, as shown in the Prepared Spells column of the Druid Features table. Whenever that number increases, choose additional spells from the Druid spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Druid, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Druid feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as

Druid spells for you.

Changing Your Prepared Spells: Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Druid spells for which you have spell slots.

Spellcasting Ability: Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus: You can use a Druidic Focus as a Spellcasting Focus for your Druid spells.

			Spell Slots per Spell Level								
Level	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	2	4	2	-	-	-	-	-	-	-	-
2	2	5	3	-	-	-	-	-	-	-	-
3	2	6	4	2	-	-	-	-	-	-	-
4	3	7	4	3	-	-	-	-	-	-	-
5	3	9	4	3	2	-	-	-	-	-	-
6	3	10	4	3	3	-	-	-	-	-	-
7	3	11	4	3	3	1	-	-	-	-	-
8	3	12	4	3	3	2	-	-	-	-	-
9	3	14	4	3	3	3	1	-	-	-	-
10	4	15	4	3	3	3	2	-	-	-	-
11	4	16	4	3	3	3	2	1	-	-	-
12	4	16	4	3	3	3	2	1	-	-	-
13	4	17	4	3	3	3	2	1	1	-	-
14	4	17	4	3	3	3	2	1	1	-	-
15	4	18	4	3	3	3	2	1	1	1	-
16	4	18	4	3	3	3	2	1	1	1	-
17	4	19	4	3	3	3	2	1	1	1	1
18	4	20	4	3	3	3	3	1	1	1	1
19	4	21	4	3	3	3	3	2	1	1	1
20	4	22	4	3	3	3	3	2	2	1	1

Druidic (Level 1)

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of communicating with animals; you always have the Speak with Animals spell prepared.

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

Primal Order (Level 1)

You have dedicated yourself to one of the following sacred roles of your choice:

- **Magician:** You know one extra cantrip from the Druid spell list. In addition, your mystical connection to nature gives you a bonus to your Intelligence (Arcana or Nature) checks. The bonus equals your Wisdom modifier (minimum bonus of +1).
- **Warden:** Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

Wild Shape (Level 2)

The power of nature allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Number of Uses: You can use Wild Shape twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the Druid Features table.

Known Forms: You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see appendix B for stat block options). The Rat, Riding Horse, Spider, and Wolf are recommended. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

When you reach certain Druid levels, your number of known forms and the maximum Challenge Rating for those forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing known forms, you may look in the Monster Manual or elsewhere for eligible Beasts if the Dungeon Master permits you to do so.

Beast Shapes			
Druid Level	Known Forms	Max CR	Fly Speed
2	4	1/4	No
4	6	1/2	No
8	8	1	Yes

Rules While Shape-Shifted: While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

- **Temporary Hit Points:** When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.
- **Game Statistics:** Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.
- **No Spellcasting:** You can't cast spells, but shape-shifting doesn't break your Concentration

or otherwise interfere with a spell you've already cast.

- **Objects:** Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it's practical for the new form to wear a piece of equipment based on the creature's size and shape. 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 the form. Equipment that merges with the form has no effect while you're in that form.

Wild Companion (Level 2)

You can summon a nature spirit that assumes an animal form to aid you. As a Magic action, you can expend a spell slot or a use of Wild Shape to cast the Find Familiar spell without Material components.

When you cast the spell in this way, the familiar is Fey and disappears when you finish a Long Rest.

Druid Subclass (Level 3)

You gain a Druid subclass of your choice. The Circle of the Land, Circle of the Moon, Circle of the Sea, and Circle of the Stars subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Wild Resurgence (Level 5)

Once on each of your turns, if you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a Long Rest.

Elemental Fury (Level 7)

The might of the elements flows through you. You gain one of the following options of your choice.

- **Potent Spellcasting:** Add your Wisdom modifier to the damage you deal with any Druid cantrip.
- **Primal Strike:** Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

Improved Elemental Fury (Level 15)

The option you chose for Elemental Fury grows more powerful, as detailed below:

- **Potent Spellcasting:** When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.
- **Primal Strike:** The extra damage of your Primal Strike increases to 2d8.

Beast Spells (Level 18)

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material

component with a cost specified or that consumes its Material component.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

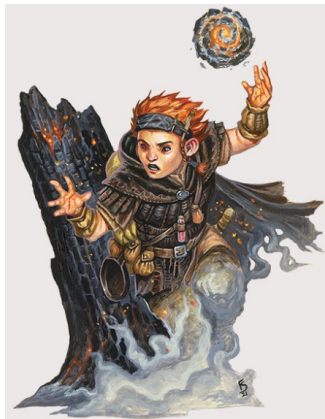
Archdruid (Level 20)

The vitality of nature constantly blooms within you, granting you the following benefits.

- **Evergreen Wild Shape:** Whenever you roll Initiative and have no uses of Wild Shape left, you regain one expended use of it.
- **Nature Magician:** You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a Long Rest.
- **Longevity:** The primal magic that you wield causes you to age more slowly. For every ten years that pass, your body ages only one year.

Druid Circles (Subclasses)

Circle of Ash **(Tome of Heroes)**



Druids of the Circle of Ash believe in the power of rebirth and resurrection, both physical and spiritual. The ash they take as their namesake is the result of burning and death, but it can fertilize the soil and help bring forth new life. For these druids, ash is the ultimate symbol of the elegant cycle of life and death that is the foundation of the natural world. Some such druids even use fresh ash to clean themselves, and the residue is often kept visible on their faces.

Druids of this circle often use the phoenix as their symbol, an elemental creature that dies and is reborn from its own ashes. These druids aspire to the same purity and believe resurrection is possible if they are faithful to their beliefs. Others of this circle are drawn to volcanos and find volcanic eruptions and their resulting ash clouds to be auspicious events.

All Circle of Ash druids request to be cremated after death, and their ashes are often given over to others of their order. What later happens with these ashes, none outside the circle know.

Ash Cloud (Level 3)

At 3rd level, you can expend one use of your Wild Shape and, rather than assuming a beast form, create a small, brief volcanic eruption beneath the ground, causing it to spew out an ash cloud. As an action, choose a point within 30 feet of you that you can see. Each creature within 5 feet of that point must make a Dexterity saving throw against your spell save DC, taking 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

This eruption creates a 20-foot-radius sphere of ash centered on the eruption point. The cloud spreads around corners, and its area is heavily obscured. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw against your spell save DC or have disadvantage on ability checks and saving throws until the start of its next turn. Creatures that don't need to breathe or that are immune to poison

automatically succeed on this saving throw.

You automatically succeed on this saving throw while within the area of your ash cloud, but you don't automatically succeed if you are in another Circle of Ash druid's ash cloud.

The cloud lasts for 1 minute, until you use a bonus action to dismiss it, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Firesight (Level 3)

Starting at 3rd level, your vision can't be obscured by ash, fire, smoke, fog, or the cloud created by your Ash Cloud feature, but it can still be obscured by other effects, such as dim light, dense foliage, or rain. In addition, you have advantage on saving throws against gas or cloud-based effects, such as from the cloudkill or stinking cloud spells, a gorgon's petrifying breath, or a kraken's ink cloud.

Covered in Ash (Level 6)

At 6th level, when a creature within 30 feet of you that you can see (including yourself) takes damage, you can use your reaction to cover the creature in magical ash, giving it temporary hit points equal to twice your proficiency bonus. The target gains the temporary hit points before it takes the damage. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, while your Ash Cloud feature is active and you are within 30 feet of it, you can use a bonus action to teleport to an unoccupied space you can see within the cloud. You can use this teleportation no more than once per minute.

Feed the Earth (Level 10)

At 10th level, your Ash Cloud feature becomes more potent. Instead of the normal eruption effect, when you first create the ash cloud, each creature within 10 feet of the point you chose must make a Dexterity saving throw against your spell save DC, taking 2d8 bludgeoning damage and 2d8 fire damage on a failed save, or half as much damage on a successful one.

In addition, when a creature enters this more potent ash cloud for the first time on a turn or starts its turn there, that creature has disadvantage on ability checks and saving throws while it remains within the cloud. Creatures are affected even if they hold their breath or don't need to breathe, but creatures that are immune to poison are immune to this effect.

If at least one creature takes damage from the ash cloud's eruption, you can use your reaction to siphon that destructive energy into the rapid growth of vegetation. The area within the cloud becomes difficult terrain that lasts while the cloud remains. You can't cause this growth in an area that can't accommodate natural plant growth, such as the deck of a ship or inside a building.

The ash cloud now lasts for 10 minutes, until you use a bonus action to dismiss it, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

From the Ashes (Level 14)

Beginning at 14th level, when you are reduced to 0 hit points, your body is consumed in a fiery explosion. Each creature of your choice within 30 feet of you must make a Dexterity saving throw against your spell save DC, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. After the explosion, your body becomes a pile of ashes.

At the end of your next turn, you reform from the ashes with all of your equipment and half your maximum hit points. You can choose whether or not you reform prone. If your ashes are moved before you reform, you reform in the space that contains the largest pile of your ashes or in the nearest unoccupied space. After you reform, you suffer one level of exhaustion.

Once you use this feature, you can't use it again until you finish a long rest.

Circle of Bees **(Tome of Heroes)**

Your bond with bees and other stinging beasts grants you knowledge of certain spells. At 2nd level, you learn the true strike cantrip. At 3rd, 5th, 7th, and 9th levels, you gain access to the spells listed for those levels in the Circle of Bees Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Druid Level	Spells
3rd	Blur, Bombardment of stings
5th	Fly, Haste
7th	Giant Insect, Locate Creature
9th	Insect Plague, Telepathic Bond

Bee Bond (Level 3)

When you choose this circle at 3rd level, you gain proficiency in the Acrobatics or Stealth skill (your choice), and you can speak and understand Bee Dance, a language shared by bees that involves flying in dance-like patterns. Bees refuse to attack you, even with magical coercion. When a beast other than a bee attacks you with a weapon that deals poison damage, such as a giant spider's bite or a scorpion's sting, it must succeed on a Charisma saving throw against your spell save DC or have disadvantage on its attack rolls against you until the start of its next turn.

Bee Stinger (Level 3)

Also at 3rd level, you can use an action and expend one use of your Wild Shape to grow a bee's stinger, typically growing from your wrist, which you can use to make unarmed strikes. When you hit with an unarmed strike while this stinger is active, you use Wisdom instead of Strength for the attack, and your unarmed strike deals piercing damage equal to 1d4 + your Wisdom modifier + poison damage equal to half your proficiency bonus, instead of the bludgeoning damage normal for an unarmed strike.

The stinger lasts for a number of hours equal to half your druid level (rounded down) or until you use your Wild Shape again.

When you reach 6th level in this class, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and the poison damage dealt by your stinger equals your proficiency bonus. In addition, the unarmed strike damage you deal while the stinger is active increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Bumblebee Rush (Level 6)

At 6th level, you can take the Dash action as a bonus action. When you do so, creatures have disadvantage on attack rolls against you until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Hive Mind (Level 10)

At 10th level, when you cast telepathic bond, each creature in the link has advantage on Intelligence, Wisdom, and Charisma checks if at least one creature in the link has proficiency in a skill that applies to that check. In addition, if one creature in the link succeeds on a Wisdom (Perception) check to notice a hidden creature or on a Wisdom (Insight) check, each creature in the link also succeeds on the check. Finally, when a linked creature makes an attack, it has advantage on the attack roll if another linked creature that can see it uses a reaction to assist it.

Mantle of Bees (Level 14)

At 14th level, you can use an action to cover yourself in bees for 1 hour or until you dismiss them (no action required). While you are covered in a mantle of bees, you gain a +2 bonus to AC, and you have advantage on Charisma (Intimidation) checks. In addition, when a creature within 5 feet of you hits you with a melee weapon, it must make a Constitution saving throw against your spell save DC. On a failure, the attacker takes 1d8 piercing damage and 1d8 poison damage and is poisoned until the end of its next turn. On a successful save, the attacker takes half the damage and isn't poisoned.

While the mantle is active, you can use an action to direct the bees to swarm a 10-foot-radius sphere within 60 feet of you. Each creature in the area must make a Constitution saving throw against your spell save DC. On a failure, a creature takes 4d6 piercing damage and 4d6 poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. The bees then disperse, and your mantle ends.

Once you use this feature, you can't use it again until you finish a short or long rest, unless you expend a spell slot of 5th level or higher to create the mantle again.

Circle of Crystals **(Tome of Heroes)**



Circle of Crystals druids first arose in subterranean environments, where they helped tend giant crystal gardens, but now they can be found most anywhere with access to underground caverns or geothermal activity. These druids view crystals as a naturally occurring form of order and perfection, and they value the crystals' slow growth cycle, as it reminds them the natural world moves gradually but eternally. This teaches young druids patience and assures elder druids their legacy will be carried on in each spire of crystal. As druids of this circle tend their crystals, they learn how to use the harmonic frequencies of different crystals to create a variety of effects, including storing magic.

Resonant Crystal (Level 3)

When you choose this circle at 3rd level, you learn to create a special crystal that can take on different harmonic frequencies and properties. It is a Tiny object and can serve as a spellcasting focus for your druid spells. As a bonus action, you can cause the crystal to shed bright light in a 10-foot radius and dim

light for an additional 10 feet. You can end the light as a bonus action.

Whenever you finish a long rest, you can attune your crystal to one of the following harmonic frequencies. The crystal can have only one harmonic frequency at a time, and you gain the listed benefit while you are wearing or carrying the crystal. The crystal retains the chosen frequency until you finish a long rest.

- **Clarity:** You have advantage on saving throws against being frightened or charmed.
- **Cleansing:** You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- **Focus:** You have advantage on Constitution saving throws that you make to maintain concentration on a spell when you take damage.
- **Healing:** When you cast a spell of 1st level or higher that restores hit points to a creature, the creature regains additional hit points equal to your proficiency bonus.
- **Vitality:** Whenever you cast a spell of 1st level or higher using the resonant crystal as your focus, one creature of your choice that you can see within 30 feet of you gains temporary hit points equal to twice your proficiency bonus. The temporary hit points last for 1 minute.

To create or replace a lost resonant crystal, you must perform a 1-hour ceremony. This ceremony can be performed during a short or long rest, and it destroys the previous crystal, if one existed. If a previous crystal had a harmonic frequency, the new crystal has that frequency, unless you create the new crystal during a long rest.

Crystalline Skin (Level 6)

Starting at 6th level, when you take damage, you can use a reaction to cause your skin to become crystalline until the end of your next turn. While your skin is crystalline, you have resistance to cold damage, radiant damage and bludgeoning, piercing, and slashing damage from nonmagical attacks, including to the triggering damage if it is of the appropriate type. You choose the exact color and appearance of the crystalline skin.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Magical Resonance (Level 10)

At 10th level, you can draw on stored magical energy in your resonant crystal to restore some of your spent magic. While wearing or carrying the crystal, you can use a bonus action to recover one expended spell slot of 3rd level or lower. If you do so, you can't benefit from the resonant crystal's harmonic frequency for 1 minute.

Once you use this feature, you can't use it again until you finish a long rest.

Crystalline Form (Level 14)

At 14th level, as a bonus action while wearing or carrying your resonant crystal, you can expend one use of your Wild Shape feature to assume a crystalline form instead of transforming into a beast. You gain the following benefits while in this form:

- You have resistance to cold damage, radiant damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You have advantage on saving throws against spells and other magical effects.
- Your resonant crystal pulses with power, providing you with the benefits of all five harmonic frequencies. When you cast a spell of 1st level or higher, you can choose to activate only the Healing or Vitality harmonic frequencies or both. If you activate both, you can choose two different targets or the same target.

This feature lasts 1 minute, or until you dismiss it as a bonus action.

Circle of Dreams *(Xanathar's Guide to Everything)*

Druids who are members of the Circle of Dreams hail from regions that have strong ties to the Feywild and its dreamlike realms. The druids' guardianship of the natural world makes for a natural alliance between them and good-aligned fey. These druids seek to fill the world with dreamy wonder. Their magic mends wounds and brings joy to downcast hearts, and the realms they protect are gleaming, fruitful places, where dream and reality blur together and where the weary can find rest.



Balm of the Summer Court (Level 3)

At 3rd level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent.

You regain all expended dice when you finish a long rest.

Hearth of Moonlight and Shadow (Level 6)

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere.

While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it.

The sphere vanishes at the end of the rest or when you leave the sphere.

Hidden Paths (Level 10)

Starting at 10th level, you can use the hidden, magical pathways that some fey use to traverse space in the blink of an eye.

As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Walker in Dreams (Level 14)

At 14th level, the magic of the Feywild grants you the ability to travel mentally or physically

through dreamlands.

When you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: dream (with you as the messenger), scrying, or teleportation circle.

This use of teleportation circle is special. Rather than opening a portal to a permanent teleportation circle, it opens a portal to the last location where you finished a long rest on your current plane of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted.

Once you use this feature, you can't use it again until you finish a long rest.

Circle of the Green **(Tome of Heroes)**



Druids of the Circle of the Green devote themselves to the plants and green things of the world, recognizing the role of plants in giving life. By continued communion with plant life, they believe they draw nearer to what they call “The Green,” a cosmic thread that binds all plant life. Druids of this circle believe they gain their abilities by tapping into the Green, and they use this connection to summon a spirit from it.

Summon Green Spirit (Level 3)

Starting at 3rd level, you can summon a spirit of the Green, a manifestation of primordial plant life. As an action, you can expend one use of your Wild Shape feature to summon the Green spirit rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. When the spirit appears, the area in a 10-foot radius around it becomes tangled with vines and other plant growth, becoming difficult terrain until the start of your next turn.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Green Spirit stat block, which uses your proficiency bonus (PB) in several places.

You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches and leaves, while others look like creatures with leafy bodies and heads made of gourds or fruit. Some even resemble beasts, only made entirely of plant material.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The green spirit can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit remains for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die. When it manifests, the spirit bears 10 fruit that are infused with magic. Each fruit works like a berry created by the goodberry spell.

Circle Spells (Level 3)

When you join this circle at 3rd level, you form a bond with a plant spirit, a creature of the Green. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Green Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Entangle, Goodberry, Barkskin, Spike Growth
5th	Speak with Plants, Vine Carpet
7th	Dreamwine, Hallucinatory Terrain
9th	Enchanted Bloom, Tree Stride

Gift of the Green (Level 6)

At 6th level, the bond with your green spirit enhances your restorative spells and gives you the power to cast additional spells. Once before the spirit's duration ends, you can cast one of the following spells without expending a spell slot or material components: locate animals or plants, pass without trace (only in environments with ample plant life), plant growth, or speak with plants. You can't cast a spell this way again until the next time you summon your green spirit.

Whenever you cast a spell that restores hit points while your green spirit is summoned, roll a d8 and add the result to the total hit points restored.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your green spirit.

Verdant Interference (Level 10)

Starting at 10th level, when a creature you can see within 30 feet of you or your green spirit is attacked, you can use your reaction to cause vines and vegetation to burst from the ground and grasp at the attacker, giving the attacker disadvantage on attack rolls until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spirit Symbiosis (Level 14)

Starting at 14th level, you can seize a trace of vitality from a parting soul and use it to heal the living. When an enemy you can see dies within 60 feet of you, you or one creature of your choice that is within 60 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.

Circle of the Land *(2024 Player's Handbook)*

Celebrate Connection to the Natural World.

The Circle of the Land comprises mystics and sages who safeguard ancient knowledge and rites.

These Druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of their communities.

Circle of the Land Spells (Level 3)

Whenever you finish a Long Rest, choose one type of land: arid, polar, temperate, or tropical. Consult the table below that corresponds to the chosen type; you have the spells listed for your Druid level and lower prepared.

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



Land's Aid (Level 3)

As a Magic action, you can expend a use of your Wild Shape and choose a point within 60 feet of yourself. Vitality-giving flowers and life-draining thorns appear for a moment in a 10-foot-radius Sphere centered on that point. Each creature of your choice in the Sphere must make a Constitution saving throw against your spell save DC, taking 2d6 Necrotic damage on a failed save or half as much damage on a successful one. One creature of your choice in that area regains 2d6 Hit Points.

The damage and healing increase by 1d6 when you reach Druid levels 10 (3d6) and 14 (4d6).

Natural Recovery (Level 6)

You can cast one of the level 1+ spells that you have prepared from your Circle Spells feature without expending a spell slot, and you must finish a Long Rest before you do so again.

In addition, when you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Druid level (round up), and none of them can be level 6+. For example, if you're a level 6 Druid, you can recover up to three levels' worth of spell slots. You can recover a level 3 spell slot, a level 2 and a level 1 spell slot, or three level 1 spell slots. Once you recover spell slots with this feature, you can't do so again until you finish a Long Rest.

Nature's Ward (Level 8)

You are immune to the Poisoned condition, and you have Resistance to a damage type associated with your current land choice in the Circle Spells feature, as shown in the Nature's Ward table

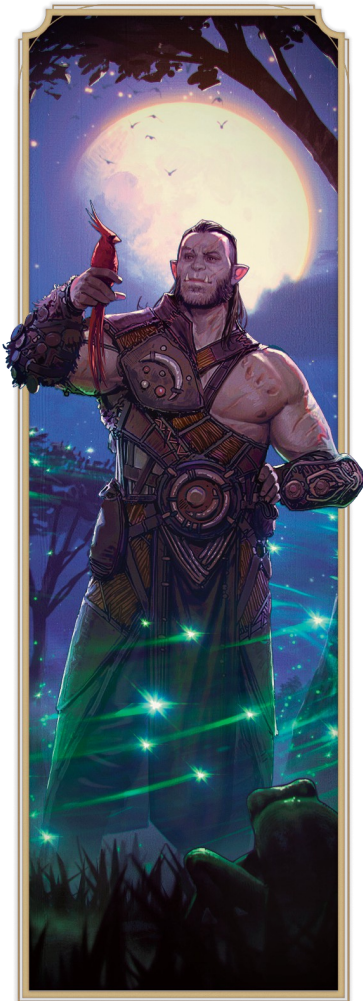
Land Type	Damage Resistance
Arid	Fire
Polar	Cold
Temperate	Lightning
Tropical	Poison

Nature's Sanctuary (Level 14)

As a Magic action, you can expend a use of your Wild Shape and cause spectral trees and vines to appear in a 15-foot Cube on the ground within 120 feet of yourself. They last there for 1 minute or until you have the Incapacitated condition or die. You and your allies have Half Cover while in that area, and your allies gain the current Resistance of your Nature's Ward while there.

As a Bonus Action, you can move the Cube up to 60 feet to ground within 120 feet of yourself.

Circle of the Moon (2024 Player's Handbook)



Adopt Animal Forms to Guard the Wilds.

Druids of the Circle of the Moon draw on lunar magic to transform themselves. Their order gathers under the moon to share news and perform rituals.

Changeable as the moon, a Druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and then crash through undergrowth as a bear to drive off a trespassing monster. The wild is in the Druid's blood.

Circle Forms (Level 3)

You can channel lunar magic when you assume a Wild Shape form, granting you the benefits below:

- **Challenge Rating:** The maximum Challenge Rating for the form equals your Druid level divided by 3 (round down).
- **Armor Class:** Until you leave the form, your AC equals 13 plus your Wisdom modifier if that total is higher than the Beast's AC.
- **Temporary Hit Points:** You gain a number of Temporary Hit Points equal to three times your Druid level.

Circle of the Moon Spells (Level 3)

When you reach a Druid level specified in the Circle of the Moon Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in a Wild Shape form.

Druid Level	Spells
3rd	Cure Wounds, Moonbeam, Starry Wisp
5th	Conjure Animals
7th	Fount of Moonlight
9th	Mass Cure Wounds

Improved Circle Forms (Level 6)

While in a Wild Shape form, you gain the following benefits:

- **Lunar Radiance:** Each of your attacks in a Wild Shape form can deal its normal damage type or Radiant damage. You make this choice each time you hit with those attacks.
- **Increased Toughness:** You can add your Wisdom modifier to your Constitution saving throws.

Moonlight Step (Level 10)

You magically transport yourself, reappearing amid a burst of moonlight. As a Bonus Action, you teleport up to 30 feet to an unoccupied space you can see, and you have Advantage on the next attack roll you make before the end of this turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a level 2+ spell slot for each use you want to restore (no action required).

Lunar Form (Level 14)

The power of the moon suffuses you, granting you the following benefits:

- **Improved Lunar Radiance:** Once per turn, you can deal an extra 2d10 Radiant damage to a target you hit with a Wild Shape form's attack.
- **Shared Moonlight:** Whenever you use Moonlight Step, you can also teleport one willing creature. That creature must be within 10 feet of you, and you teleport it to an unoccupied space you can see within 10 feet of your destination space.

Circle of Sand **(Tome of Heroes)**

The Circle of Sand originally arose among the desert dunes, where druids forged an intimate connection with the sands that surrounded them. Now such circles gather anywhere with excess sand, including coastlines or badlands.

While the unacquainted might view sand as lifeless and desolate, druids of this circle know the truth—there is life within the sand, as there is almost anywhere. These druids have witnessed the destructive power of sand and the sandstorm and know to fear and respect them. Underestimating the power of sand is only for the foolish.

Sand Form (Level 3)

When you join this circle at 3rd level, you learn to adopt a sandy form. You can use a bonus action to expend one use of your Wild Shape feature and transform yourself into a form made of animated sand rather than transforming into a beast form. While in your sand form, you retain your game statistics. Because your body is mostly sand, you can move through a space as narrow as 1 inch wide without squeezing, and you



have advantage on ability checks and saving throws to escape a grapple or the restrained condition.

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 GM decides whether it is practical for the equipment to move with you if you flow through particularly narrow spaces.

You can stay in your sand form for 10 minutes, or until you dismiss it (no action required), are incapacitated, die, or use this feature again. While in your sand form, you can use a bonus action to do one of the following:

- **Abrasive Blast:** You launch a blast of abrasive sand at a creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the creature takes slashing damage equal to 1d8 + your Wisdom modifier.
- **Stinging Cloud:** You emit a cloud of fine sand at a creature you can see within 5 feet of you. The target must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of its next turn.

When you reach 10th level in this class, you can stay in your sand form for 1 hour or until you dismiss it as a bonus action. In addition, the damage of Abrasive Blast increases to 2d8, and the range of Stinging Cloud increases to 10 feet.

Diffuse Form (Level 3)

Also at 3rd level, when you are hit by a weapon attack while in your Sand Form, you can use your reaction to gain resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Sand Dervish (Level 6)

Starting at 6th level, you can use a bonus action to create a sand dervish in an unoccupied space you can see within range. The sand dervish is a cylinder of whirling sand that is 10 feet tall and 5 feet wide. A creature that ends its turn within 5 feet of the sand dervish must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 1d8 slashing damage and is pushed 10 feet away from the dervish. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action on your turn, you can move the sand dervish up to 30 feet in any direction. If you ram the dervish into a creature, that creature must make the saving throw against the dervish's damage, and the dervish stops moving this turn. When you move the dervish, you can direct it over barriers up to 5 feet tall and float it across pits up to 10 feet wide.

The sand dervish lasts for 1 minute or until you dismiss it as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

When you reach 10th level in this class, the damage dealt by the dervish increases to 2d8.

Echo of the Dunes (Level 10)

At 10th level, your connection with sand deepens, and you can call on the power of the deep dunes to do one of the following:

- **Sand Sphere:** You can use an action to conjure a 20-foot radius sphere of thick, swirling sand at a point you can see within 90 feet. The sphere spreads around corners, and its area is heavily obscured. A creature moving through the area must spend 3 feet of movement for every 1 foot it moves. The sphere lasts for 1 minute or until you dismiss it (no action

required).

- **Whirlwind:** You can use an action to transform into a whirlwind of sand until the start of your next turn. While in this form, your movement speed is doubled, and your movement doesn't provoke opportunity attacks. While in whirlwind form, you have resistance to all damage, and you can't be grappled, petrified, knocked prone, restrained, or stunned, but you also can't cast spells, can't make attacks, and can't manipulate objects that require fine dexterity.

Once you use one of these options, you can't use this feature again until you finish a short or long rest.

Sandstorm (Level 14)

At 14th level, you can use an action to create a sandstorm of swirling wind and stinging sand. The storm rages in a cylinder that is 10 feet tall with a 30-foot radius centered on a point you can see within 120 feet. The storm spreads around corners, its area is heavily obscured, and exposed flames in the area are doused. The buffeting winds and sand make the area difficult terrain. The storm lasts for 1 minute or until you dismiss it as a bonus action.

When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a Strength saving throw against your spell save DC. On a failed save, it takes 2d8 slashing damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

You are immune to the effects of the storm, and you can extend that immunity to a number of creatures that you can see within 120 feet of you equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a long rest.

Circle of the Sea (2024 Player's Handbook)

Become One with Tides and Storms.

Druids of the Circle of the Sea draw on the tempestuous forces of oceans and storms. Some view themselves as embodiments of nature's wrath, seeking vengeance against those who despoil nature. Others seek mystical unity with nature by attuning themselves to the ebb and flow of the tides, following the rush of currents and waves and listening to the inscrutable whispers and roars of the winds.

Circle of the Sea Spells (Level 3)

When you reach a Druid level specified in the Circle of the Sea Spells table, you thereafter always have the listed spells prepared.



Druid Level	Spells
3rd	Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave
5th	Lightning Bolt, Water Breathing
7th	Control Water, Ice Storm
9th	Conjure Elemental, Hold Monster

Wrath of the Sea (Level 3)

As a Bonus Action, you can expend a use of your Wild Shape to manifest a 5-foot Emanation that takes the form of ocean spray that surrounds you for 10 minutes. It ends early if you dismiss it (no action required), manifest it again, or have the Incapacitated condition.

When you manifest the Emanation and as a Bonus Action on your subsequent turns, you can choose another creature you can see in the Emanation. The target must succeed on a Constitution saving throw against your spell save DC or take Cold damage and, if the creature is Large or smaller, be pushed up to 15 feet away from you. To determine this damage, roll a number of d6s equal to your Wisdom modifier (minimum of one die).

Aquatic Affinity (Level 6)

The size of the Emanation created by your Wrath of the Sea increases to 10 feet.

In addition, you gain a Swim Speed equal to your Speed.

Stormborn (Level 10)

Your Wrath of the Sea confers two more benefits while active, as detailed below:

- **Flight:** You gain a Fly Speed equal to your Speed.
- **Resistance:** You have Resistance to Cold, Lightning, and Thunder damage.

Oceanic Gift (Level 14)

Instead of manifesting the Emanation of Wrath of the Sea around yourself, you can manifest it around one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, you can manifest the Emanation around both the other creature and yourself if you expend two uses of your Wild Shape instead of one when manifesting it.

Circle of the Shapeless **(Tome of Heroes)**

Druids of the Circle of the Shapeless believe that oozes, puddings, and jellies serve an important and integral role in the natural world, particularly in decomposition and in clearing detritus. Druids of this circle also admire the adaptability of these gelatinous creatures and study them to learn how to duplicate some of their abilities.

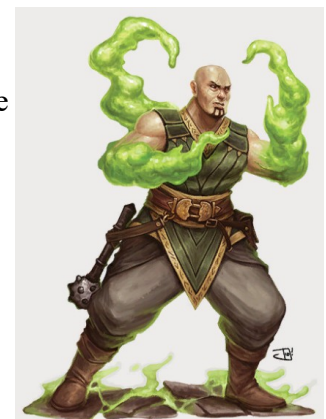
The sworn enemies of Circle of the Shapeless druids are the so-called ooze lords and their servants who pervert the natural order by controlling and weaponizing such creatures.

Ooze Form (Level 3)

Starting at 2nd level, you learn to adopt an ooze form. You can use a bonus action to expend one use of your Wild Shape feature to take on an ooze-like form rather than transforming into a beast.

While in your ooze form, you retain your game statistics, but your body becomes less substantial and appears wet and slimy. Your skin may change in color and appearance, resembling other forms of ooze like black pudding, ochre jelly, gray ooze, or even translucent, like a gelatinous cube.

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 GM decides whether it is practical for the equipment to move with you if you flow through particularly narrow spaces.

Your ooze form lasts for 10 minutes or until you dismiss it (no action required), are incapacitated, die, or use this feature again.

While in ooze form, you gain the following benefits:

- **Acid Weapons:** Your melee weapon attacks deal an extra 1d6 acid damage on a hit.
- **Amorphous:** You can move through a space as narrow as 1 inch wide without squeezing.
- **Climber:** You have a climbing speed of 20 feet.
- **Oozing Form:** When a creature touches you or hits you with a melee attack while within 5 feet of you, you can use your reaction to deal 1d6 acid damage to that creature.

Circle Spells (Level 3)

When you join this circle at 3rd level, your connection with oozes grants you access to certain spells. At 3rd level, you learn the acid splash cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Shapeless Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Enlarge/Reduce, Spider Climb
5th	Iron Gut, Meld into Stone
7th	Blight, Freedom of Movement
9th	Contagion, Seeming

Slimy Pseudopod (Level 6)

At 6th level, you can use a bonus action to cause an oozing pseudopod to erupt from your body for 1 minute or until you dismiss it as a bonus action. On the turn you activate this feature, and as a bonus action on each of your subsequent turns, you can make a melee spell attack with the pseudopod against a creature within 5 feet of you. On a hit, the target takes 1d6 acid damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. When you reach 10th level in this class, the acid damage dealt by your pseudopod increases to 2d6.

Improved Ooze Form (Level 10)

At 10th level, your ooze form becomes more powerful. It now lasts 1 hour, and the acid damage dealt by your Acid Weapons and Oozing Form increases to 2d6.

Engulfing Embrace (Level 14)

At 14th level, while in your ooze form, you can use an action to move into the space of a creature within 5 feet of you that is your size or smaller and try to engulf it. The target creature must make a Dexterity saving throw against your spell save DC.

On a successful save, the creature can choose to be pushed 5 feet away from you or to an unoccupied space within 5 feet of you. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, you enter the creature's space, and the creature takes 2d6 acid damage and is engulfed. The engulfed creature is restrained and has total cover against attacks and other effects outside of your body. The engulfed creature takes 4d6 acid damage at the start of each of your subsequent turns. When you move, the engulfed creature moves with you.

An engulfed creature can attempt to escape by taking an action to make a Strength (Athletics) check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of you.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to try to engulf another creature.

Circle of the Shepherd *(Xanathar's Guide to Everything)*



Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves.

Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

Speech of the Woods (Level 3)

At 3rd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

Spirit Totem (Level 3)

Starting at 3rd level, you can call forth nature spirits to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below:

- **Bear Spirit:** The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.
- **Hawk Spirit:** The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.
- **Unicorn Spirit:** The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

Mighty Summoner (Level 6)

Starting at 6th level, beasts and fey that you conjure are more resilient than normal. Any beast or fey summoned or created by a spell that you cast gains the following benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Guardian Spirit (Level 10)

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

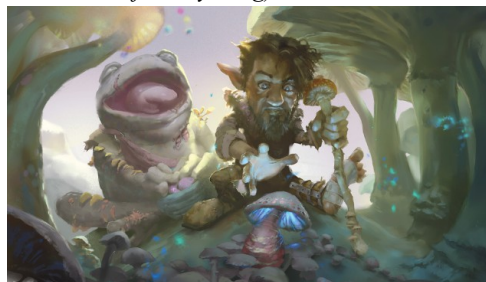
Faithful Summons (Level 14)

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of conjure animals as if it were cast using a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required).

Once you use this feature, you can't use it again until you finish a long rest.

Circle of Spores *(Guildmaster's Guide to Ravnica, Tasha's Cauldron of Everything)*

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.



Druids of this circle have a complex relationship with the undead. They see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the

cycle and must be thwarted.

Circle Spells (Level 3)

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 3rd level, you learn the Chill Touch cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Chill Touch, Blindness/Deafness, Gentle Repose
5th	Animate Dead, Gaseous Form
7th	Blight, Confusion
9th	Cloudkill, Contagion

Halo of Spores (Level 3)

Starting at 3rd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Symbiotic Entity (Level 3)

Also at 3rd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points. or until you use your Wild Shape again.

Fungal Infestation (Level 6)

At 6th level, your spores gain the ability to infest a corpse and animate it. If a beast or a humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the Zombie stat block in the Monster Manual. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Spreading Spores (Level 10)

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

Fungal Body (Level 14)

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.

Circle of the Stars (2024 Player's Handbook)



Harness Secrets Hidden in Constellations.

The Circle of the Stars has tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By understanding these secrets, the Druids of this circle seek to harness the powers of the cosmos.

Star Map (Level 3)

You've created a star chart as part of your heavenly studies. It is a Tiny object, and you can use it as a Spellcasting Focus for your Druid spells. You determine its form by rolling on the Star Map table or by choosing one.

Star Map (1d6)	Map Form
1	A scroll bearing depictions of constellations
2	A stone tablet with fine holes drilled through it
3	An owlbear hide tooled with stellar symbols
4	A collection of maps bound in an ebony cover
5	A crystal engraved with starry patterns
6	A glass disk etched with constellations

While holding the map, you have the Guidance and Guiding Bolt spells prepared, and you can cast Guiding Bolt without expending a spell slot. You can cast it in that way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a Short or Long Rest, and it destroys the previous map.

Starry Form (Level 3)

As a Bonus Action, you can expend a use of your Wild Shape feature to take on a starry form rather than shape-shifting.

While in your starry form, you retain your game statistics, but your body becomes luminous, your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), have the Incapacitated condition, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form.

- **Archer:** A constellation of an archer appears on you. When you activate this form and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of yourself. On a hit, the attack deals Radiant damage equal to 1d8 plus your Wisdom modifier.
- **Chalice:** A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores Hit Points to a creature, you or another creature within 30 feet of you can regain Hit Points equal to 1d8 plus your Wisdom modifier.
- **Dragon:** A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain Concentration, you can treat a roll of 9 or lower on the d20 as a 10.

Cosmic Omen (Level 6)

Whenever you finish a Long Rest, you can consult your Star Map for omens and roll a die. Until you finish your next Long Rest, you gain access to a special Reaction based on whether you rolled an even or an odd number on the die:

- **Weal (Even):** Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and add the number rolled to the total.
- **Woe (Odd):** Whenever a creature you can see within 30 feet of you is about to make a D20 Test, you can take a Reaction to roll 1d6 and subtract the number rolled from the total.

You can use this Reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Twinkling Constellations (Level 10)

The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a Fly Speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in your Starry Form, you can change which constellation glimmers on your body.

Full of Stars (Level 14)

While in your Starry Form, you become partially incorporeal, giving you Resistance to Bludgeoning, Piercing, and Slashing damage.

Circle of Wildfire *(Tasha's Cauldron of Everything)*

Druids within the Circle of Wildfire understand that destruction is sometimes the precursor of creation, such as when a forest fire promotes later growth. These druids bond with a primal spirit that harbors both destructive and creative power, allowing the druids to create controlled flames

that burn away one thing but give life to another.

Circle Spells (Level 3)

You have formed a bond with a wildfire spirit, a primal being of creation and destruction. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Wildfire Spells table.



Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the Druid Spell List, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Burning Hands, Cure Wounds, Flaming Sphere, Scorching Ray
5th	Plant Growth, Revivify
7th	Aura of Life, Fire shield
9th	Flame Strike, Mass Cure Wounds

Summon Wildfire Spirit (Level 3)

You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your wildfire spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in flame, while others look like beasts wreathed in fire.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

Enhanced Bond (Level 6)

The bond with your wildfire spirit enhances your destructive and restorative spells. Whenever you cast a spell that deals fire damage or restores hit points while your wildfire spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage or healing roll of the spell.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit.

Cauterizing Flames (Level 10)

You gain the ability to turn death into magical flames that can heal or incinerate. When a Small or

larger creature dies within 30 feet of you or your wildfire spirit, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral flame there and either heal the creature or deal fire damage to it. The healing or damage equals 2d10 + your Wisdom modifier.

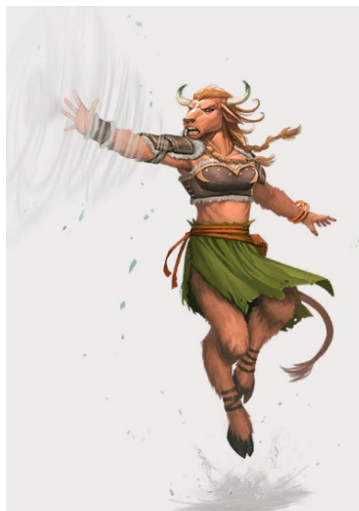
You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Blazing Revival (Level 14)

the bond with your wildfire spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points and thereby fall unconscious, you can cause the spirit to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

Once you use this feature, you can't use it again until you finish a long rest.

Circle of the Wind **(Tome of Heroes)**



Founded in deserts, badlands, and grasslands, where wind dominates and controls the landscape, the teachings of the Circle of Wind have spread far and wide, like a mighty storm. Druids who follow this circle's teachings embrace the mercurial winds to create several effects.

Bonus Cantrip (Level 3)

At 2nd level when you choose this circle, you learn the message cantrip.

Circle Spells (Level 3)

The magic of the wind flows through you, granting access to certain spells. At 3rd, 5th, 7th, and 9th level, you gain access to the spells listed for that level in the Circle of Wind Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Blur, Gust of Wind
5th	Fly, Lightning Bolt
7th	Conjure Minor Elementals, Freedom of Movement
9th	Cloudkill, Conjure Elemental (air elemental only)

Feathered Form (Level 3)

Starting at 3rd level, when you use your Wild Shape to magically assume the shape of a beast, it can have a flying speed (you ignore "no flying speed" in the Limitations column of the Beast Shapes table but must abide by the other limitations there).

Comforting Breezes (Level 6)

Beginning at 6th level, as an action, you can summon a gentle breeze that extends in a 30-foot

cone from you. Choose a number of targets in the area equal to your Wisdom modifier (minimum of 1). You end one disease or the blinded, deafened, paralyzed, or poisoned condition on each target. Once you use this feature, you can't use it again until you finish a long rest.

Updraft (Level 6)

Also at 6th level, you can expend one use of Wild Shape as a bonus action to summon a powerful wind. You and each creature of your choice within 10 feet of you end the grappled or restrained conditions. You can fly up to 30 feet as part of this bonus action, and each creature that you affect with this wind can use a reaction to fly up to 30 feet. This movement doesn't provoke opportunity attacks.

Vizier of the Winds (Level 10)

Starting at 10th level, you can ask the winds one question, and they whisper secrets back to you. You can cast commune without preparing the spell or expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.

Hunger of Storm's Fury (Level 14)

Beginning at 14th level, when you succeed on a saving throw against a spell or effect that deals lightning damage, you take no damage and instead regain a number of hit points equal to the lightning damage dealt. Once you use this feature, you can't use it again until you finish a long rest.