

Druid

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will.

Druids revere nature above all, gaining their spells and other magical powers either from the force of nature itself or from a nature deity. Many druids pursue a mystic spirituality of transcendent union with nature rather than devotion to a divine entity, while others serve gods of wild nature, animals, or elemental forces. The ancient druidic traditions are sometimes called the Old Faith, in contrast to the worship of gods in temples and shrines.

Druid spells are oriented toward nature and animals—the power of tooth and claw, of sun and moon, of fire and storm. Druids also gain the ability to take on animal forms, and some druids make a particular study of this practice, even to the point where they prefer animal form to their natural form.

For druids, nature exists in a precarious balance. The four elements that make up a world—air, earth, fire, and water—must remain in equilibrium. If one element were to gain power over the others, the world could be destroyed, drawn into one of the elemental planes and broken apart into its component elements. Thus, druids, oppose cults of Elemental Evil and others who promote one element to the exclusion of others.

Druids are also concerned with the delicate ecological balance that sustains plant and animal life, and the need for people to live in harmony with nature, not in opposition to it. Druids accept that which is cruel in nature, and they hate that which is unnatural, including aberrations (such as beholders and mind flayers) and undead (such as zombies and vampires). Druids sometimes lead raids against such creatures, especially when the monsters encroach on the druids' territory. Druids are often found guarding sacred sites or watching over regions of unspoiled nature. But when a significant danger arises, threatening nature's balance or the lands they protect, druids take on a more active role in combating the threat, as adventurers.

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaves, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins. Druids from regions that lack the plants described here have chosen other plants to take on similar uses.

Hit Points at 1st level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

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

Weapon Proficiency: clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tool Proficiency: Herbalism kit

Saving Throw Proficiency: Intelligence, Wisdom

Skill Proficiency: choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Starting Equipment:

1. A wooden shield OR any simple weapon
2. A scimitar OR any simple weapon
3. Leather armor, an explorer's pack, and a druidic focus

Multiclassing and the Druid: If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose druid as one of your classes.

- **Ability Score Minimum:** As a multiclass character, you must have at least a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a druid.
- **Proficiencies Gained:** If druid isn't your initial class, here are the proficiencies you gain when you take your first level as a druid: light armor, medium armor, shields.
- **Spell Slots:** Add your levels in the druid class to the appropriate levels from other classes to determine your available spell slots.

For instance, a druid of a desert region might value the yucca tree and cactus plants.

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse (the lists of gods in appendix B include many such deities). The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples. In fact, in the world of Greyhawk, the druidic faith is called the Old Faith, and it claims many adherents among farmers, foresters, fishers, and others who live closely with nature. This tradition includes the worship of Nature as a primal force beyond personification, but also encompasses the worship of Beory, the Oerth Mother, as well as devotees of Obad-Hai, Ehlonna, and Ulaa.

In the worlds of Greyhawk and the Forgotten Realms, druidic circles are not usually connected to the faith of a single nature deity. Any given circle in the Forgotten Realms, for example, might include druids who revere Silvanus, Mielikki, Eldath, Chauntea, or even the harsh Gods of Fury: Talos, Malar, Auril, and Umberlee. These nature gods are often called the First Circle, the first among the druids, and most druids count them all (even the violent ones) as worthy of veneration.

The druids of Eberron hold animistic beliefs completely unconnected to the Sovereign Host, the Dark Six, or any of the other religions of the world. They believe that every living thing and every natural phenomenon—sun, moon, wind, fire, and the world itself—has a spirit. Their spells, then, are a means to communicate with and command these spirits. Different druidic sects, though, hold different philosophies about the proper relationship of these spirits to each other and to the forces of civilization. The Ashbound, for example, believe that arcane magic is an abomination against nature, the Children of Winter venerate the forces of death, and the Gatekeepers preserve ancient traditions meant to protect the world from the incursion of aberrations.

When making a druid, consider why your character has such a close bond with nature. Perhaps your character lives in a society where the Old Faith still thrives, or was raised by a druid after being abandoned in the depths of a forest. Perhaps your character had a dramatic encounter with the spirits of nature, coming face to face with a giant eagle or dire wolf and surviving the experience. Maybe your character was born during an epic storm or a volcanic eruption, which was interpreted as a sign that becoming a druid was part of your character's destiny.

Have you always been an adventurer as part of your druidic calling, or did you first spend time as a caretaker of a sacred grove or spring? Perhaps your homeland was befouled by evil, and you took up an adventuring life in hopes of finding a new home or purpose.

You can make a druid quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the hermit background.

The Druid

Level	Proficiency Bonus	Class Features	Cantrips Known
1 st	2	Druidic, Spellcasting	2
2 nd	2	Wild Shape, Druid Circle	2
3 rd	2	-	2
4 th	2	Wild Shape Improvement, Ability Score Improvement	3
5 th	3	-	3
6 th	3	Druid Circle Feature	3
7 th	3	-	3
8 th	3	Wild Shape Improvement, Ability Score Improvement	3
9 th	4	-	3
10 th	4	Druid Circle Feature	4
11 th	4	-	4
12 th	4	Ability Score Improvement	4
13 th	5	-	4
14 th	5	Druid Circle Feature	4
15 th	5	-	4
16 th	5	Ability Score Improvement	4
17 th	6	-	4
18 th	6	Timeless Body, Beast Spells	4
19 th	6	Ability Score Improvement	4
20 th	6	Archdruid	4

Spell Slots per Spell Level

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	2	-	-	-	-	-	-	-	-
2 nd	3	-	-	-	-	-	-	-	-
3 rd	4	2	-	-	-	-	-	-	-
4 th	4	3	-	-	-	-	-	-	-
5 th	4	3	2	-	-	-	-	-	-
6 th	4	3	3	-	-	-	-	-	-
7 th	4	3	3	1	-	-	-	-	-
8 th	4	3	3	2	-	-	-	-	-
9 th	4	3	3	3	1	-	-	-	-
10 th	4	3	3	3	2	-	-	-	-
11 th	4	3	3	3	2	1	-	-	-
12 th	4	3	3	3	2	1	-	-	-
13 th	4	3	3	3	2	1	1	-	-
14 th	4	3	3	3	2	1	1	-	-
15 th	4	3	3	3	2	1	1	1	-
16 th	4	3	3	3	2	1	1	1	-
17 th	4	3	3	3	2	1	1	1	1
18 th	4	3	3	3	3	1	1	1	1
19 th	4	3	3	3	3	2	1	1	1
20 th	4	3	3	3	3	2	2	1	1

Druidic (Level 1)

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception)

check but can't decipher it without magic.

Spellcasting (Level 1)

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 for the general rules of

spellcasting and chapter 11 for the druid spell list.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are, a 3rd level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-Level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your Wisdom modifier + your proficiency bonus

Spell Attack Bonus = your Wisdom modifier + your proficiency bonus

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, as normal.

Spellcasting Focus

You can use a druidic focus, such as a yew wand or a sprig of mistletoe, as the material component for a druid spell.

Wild Shape (Level 2)

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice, and you regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a fly or swim speed.

Beast Shapes

Druid Level	Max. CR	Limitations	Example
2 nd	1/4	No flying or swimming speed	Wolf
4 th	1/2	No flying speed	Crocodile
8 th	1	-	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert to your normal form if you fall

unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- When you transform, you assume the beast's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert to your normal form and take 9 damage.
- You can't cast spells, speak, or take any action that requires hands. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell you've already cast, such as call lightning.
- You retain the benefit of any feature from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- 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 DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape or size. 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 it. Equipment that merges with the form has no effect until you leave the form.

Druid Circle (Level 2)

At 2nd level, you choose to identify with a circle of druids. Your choice grants you features at 2nd level, and then again at 6th, 10th, and 14th level.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Timeless Body (Level 18)

Starting at 18th level, the primal magic that you wield causes you age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells (Level 18)

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. 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 (Level 20)

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

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 2)

At 2nd 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 2)

Starting at 2nd 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.

Circle of Bees Spells

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

Bee Bond (Level 2)

When you choose this circle at 2nd 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 2)

Also at 2nd 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 2)

When you choose this circle at 2nd 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.

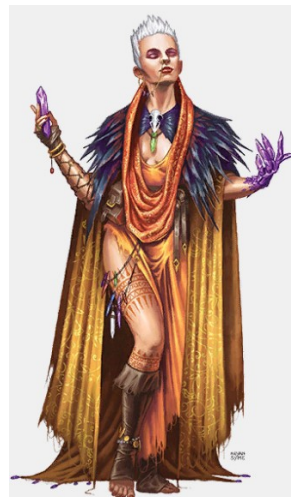
Magical Resonance (Level 10)

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 2)

At 2nd 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 an ally 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 the 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 a 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.

Circle of the Green Spells

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

Summon Green Spirit (Level 2)

Starting at 2nd 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

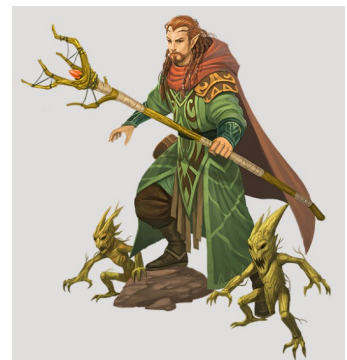
30 feet of you. When the spirit appears, the area in a 10-foot radius around it becomes tangled with vines and other plant growth, becoming difficult terrain until the start of your next turn.

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 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.

Green Spirit Stat Block

Tiny plant, unaligned		
Armor Class 13	Hit Points 5 + (5 x druid level)	Speed 30 ft, climb 30 ft
Strength 12 +1	Dexterity 12 +1	Constitution 14 +2
Intelligence 13 +1	Wisdom 15 +2	Charisma 11 +0
Condition Immun.	Charmed, frightened, poisoned	
Senses	Darkvision 60 ft, passive Perception 12	
Languages	Understands any languages you speak	
Plant Camouflage: The green spirit has advantage on Dexterity (Stealth) checks made to hide in terrain with ample obscuring plant life.		
Part of the Green: Difficult terrain composed of magical or nonmagical plants and undergrowth doesn't cost the green spirit extra movement. In addition, the green spirit can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.		
Thorn Attack – Ranged Weapon Attack: Your spell attack modifier to hit, range 30 ft, one target you can see. Hit: 1d8 + PB piercing damage.		

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)

At 14th level, while your green spirit is within 30 feet of you, you can use an action to join with it, letting its plant matter grow around you. While so joined, you gain the following benefits:

- You gain temporary hit points equal to your green spirit's current hit points.
- You gain a climbing speed of 30 feet.
- You have advantage on Constitution saving throws.
- The ground within 10 feet of you is difficult terrain for creatures hostile to you.
- You can use a bonus action on each of your turns to make a tendril attack against one creature within 10 feet of you that you can see. Make a melee spell attack. On a hit, the target takes bludgeoning damage equal to 2d8 + your Wisdom modifier.

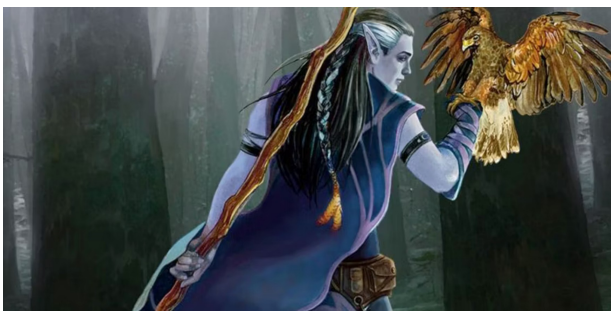
This feature lasts until the temporary hit points you gained from this feature are reduced to 0, until the spirit's duration ends, or until you use an action to separate. If you separate, the green spirit has as many hit

points as you had temporary hit points remaining. If this effect ends because your temporary hit points are reduced to 0, the green spirit disappears until you summon it again.

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

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or stone to whisper primal secrets in Druidic. The circle's wisest members serve as the chief priests of communities that hold to the Old Faith and as advisers to the rulers of those folk.

As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysteries.



Bonus Cantrip (Level 2)

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice. "This cantrip doesn't count against the number of druid cantrips you know.

Natural Recovery (Level 2)

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. Once per day during a short rest, you 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 (rounded up), and none of the slots can be 6th level or higher.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Circle Spells (Level 3)

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land—arctic, coast, desert, forest, grassland, mountain, or swamp—and consult the associated list of spells.

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.

Arctic Spells

Druid Level	Spells
3 rd	Hold Person, Spike Growth
5 th	Sleet Storm, Slow
7 th	Freedom of Movement, Ice Storm
9 th	Commune with Nature, Cone of Cold

Coast Spells

Druid Level	Spells
3 rd	Mirror Image, Misty Step
5 th	Water Breathing, Water Walk
7 th	Control Water, Freedom of Movement
9 th	Conjure Elemental, Scrying

Desert Spells

Druid Level	Spells
3 rd	Blur, Silence
5 th	Create Food and Water, Protection from Energy
7 th	Blight, Hallucinatory Terrain
9 th	Insect Plague, Wall of Stone

Forest Spells

Druid Level	Spells
3 rd	Barkskin, Spider Climb
5 th	Call Lightning, Plant Growth
7 th	Divination, Freedom of Movement
9 th	Commune with Nature, Tree Stride

Grassland Spells

Druid Level	Spells
3 rd	Invisibility, Pass without Trace
5 th	Daylight, Haste
7 th	Freedom of Movement, Divination
9 th	Dream, Insect Plague

Mountain Spells

Druid Level	Spells
3 rd	Spider Climb, Spike Growth
5 th	Lightning Bolt, Meld into Stone
7 th	Stone Shape, Stoneskin
9 th	Passwall, Wall of Stone

Swamp Spells

Druid Level	Spells
3 rd	Darkness, Melf's Acid Arrow
5 th	Water Walk, Stinking Cloud
7 th	Freedom of Movement, Locate Creature
9 th	Insect Plague, Scrying

Underdark Spells

Druid Level	Spells
3 rd	Spider Climb, Web
5 th	Gaseous Form, Stinking Cloud
7 th	Greater Invisibility, Stone Shape
9 th	Cloudkill, Insect Plague

Land's Stride (Level 6)

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Nature's Ward (Level 10)

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Nature's Sanctuary (Level 14)

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast

or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Circle of the Moon *(Player's Handbook)*

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

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 crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Combat Wild Shapes (Level 2)

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, 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.

Circle Forms (Level 2)

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a CR as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).



Starting at 6th level, you can transform into a beast with a CR as high as your druid level divided by 3, rounded down.

Primal Strike (Level 6)

Starting at 6th level, your attacks in beast form count as being magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elemental Wild Shape (Level 10)

At 10th level, 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 (Level 14)

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the alter self spell at will.

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 2)

When you join this circle at 2nd 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 2)

Also at 2nd 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 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.

Circle of the Shapeless Spells

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

Ooze Form (Level 2)

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.

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 2)

At 2nd 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 any special 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 2)

Starting at 2nd level, you gain the ability to call forth nature spirits and use them 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. 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)

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 two 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)

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 with 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 of Spores Spells

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



Halo of Spores (Level 2)

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 2)

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.

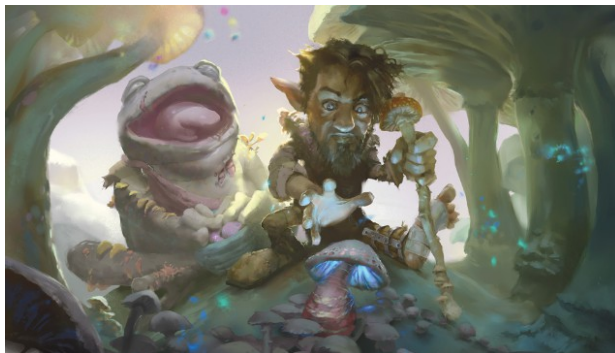
These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Fungal Infestation (Level 6)

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)

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)

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 Stars *(Tasha's Cauldron of Everything)*

The Circle of Stars allows druids to draw on the power of starlight. These druids have tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By revealing and understanding these secrets, the Circle of the Stars seeks to harness the powers of the cosmos.

Many druids of this circle keep records of the constellations and the stars' effects on the world. Some groups document these observations at megalithic sites, which serve as enigmatic libraries of lore. These repositories might take the form of stone circles, pyramids, petroglyphs, and underground temples; any construction durable enough to protect the circle's sacred knowledge even against a great cataclysm.

Star Map (Level 2)

You've created a star chart as part of your heavenly studies. It is a Tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding this map, you have these benefits:

- You know the Guidance cantrip.
- You have the Guiding Bolt spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.

- You can cast Guiding Bolt without expending a spell slot. You can do so a number of times equal to your proficiency bonus, 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.

1d6	Star Map Form
1	A scroll covered with depictions of constellations
2	A stone tablet with fine holes drilled through it
3	A speckled owlbear hide, tooled with raised marks
4	A collection of maps bound in an ebony cover
5	A crystal that projects starry patterns when placed before a light
6	Glass disks that depict constellations



Starry Form (Level 2)

You gain the ability to harness constellations' power to alter your form. As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form, rather than transforming into a beast.

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), are incapacitated, die, 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 you. On a hit, the attack deals radiant damage equal to 1d8 + 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 + 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 on a spell, 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. When you do so, 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 an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 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 an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total.

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.

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 flying 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 of Wildfire Spells

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

Summon Wildfire Spirit (Level 2)

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 spirits 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.

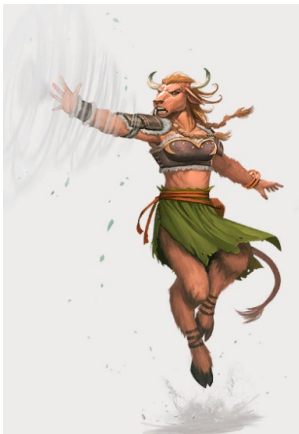
Once you use this feature, you can't use it again until you finish a long rest.

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.

Circle of the Wind Spells

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



Bonus Cantrip (Level 2)

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

Feathered Form (Level 2)

Starting at 2nd 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.

