

Druid

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Circle of beasts

Druids of the Circle of Beasts are shapechangers, masters of many forms capable of turning not only themselves but also their allies and even their foes into wild beasts. They often live as wanderers or secluded hermits, in deep wilds or on mist-shrouded islands. They keep company with beasts and fae, for most folk avoid these mystics and the places they call home, thinking them dangerous enchanters or witches.

Gift of Forms

When you choose this Circle at 2nd level you can use your Wild Shape on a willing creature within 30 feet to transform them into a beast with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level or until they choose to end the effect early by using a bonus action on their turn.

Myriad Wild Shape

Starting at 2nd level, you can use your Wild Shape feature a number of times equal to your Wisdom modifier (minimum 2) instead of twice. You regain all expended uses when you finish a short or long rest.

Shapechanger

Beginning at 6th level, when you use your Wild Shape to transform yourself or a willing creature into a beast with a challenge rating as high as $\frac{1}{4}$, you may do so without expending a use of Wild Shape.

Wild Curse

At 10th level you gain the ability to use Wild Shape on an unwilling creature within 30 feet of you. When you use Wild Shape on an unwilling creature, the creature is forced to make a Wisdom saving throw or be transformed into a beast of your choosing with a challenge rating as high as $\frac{1}{4}$. The effect lasts for a number of hours equal to half your druid level but the creature can make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends and they revert to their normal form.

Patron of Changes

At 14th level you gain the ability to change the forms of multiple creatures simultaneously. You can use Wild Shape on any number of creatures within range as a single action, expending a charge of Wild Shape for each creature.

Circle of blight

While wu- jen make pacts with the dark entities that control the somber seasons of Soburin, there are those that worship these fel powers directly and revel in the malevolent decay of the world around them.

Blessing of Akinochisō

When you choose this circle at 2nd level, you gain resistance to necrotic damage. Additionally, you gain advantage on saving throws against the Mists of Akuma, and you require half as much food and water as normal.

Circle Spells

Your attunement to the dark powers that have overtaken nature infuse you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle of blight 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.

Table: Blight Spells

3rd shatter, silence

5th fear, vampiric touch

7th banishment, blight

9th cloudkill, contagion

Blessing of Natsu Itā

When you reach 6th level, exposure to the Mists of Akuma does not increase your Haitoku score or decrease your Dignity score. Additionally, you gain resistance to one type of energy, which changes depending on what season it is: summer—fire, autumn—thunder, winter—cold, spring—lightning.

Blessing of Fuyu-Noyaban

Starting at 10th level, you gain immunity to necrotic damage. You no longer need to eat or drink.

Blessing of Haru-Oshōhi

When you reach 14th level, you gain immunity to the element determined by the season. By spending a bonus action, you can force a creature you can see to make a Wisdom saving throw against your spell save DC. On a failed save, its resistance to one of the elements you are immune to decreases by one step, from immunity to resistance, from resistance to no resistance, or from no resistance to vulnerability. This effect lasts for a number of rounds equal to your Wisdom modifier. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Circle of blood

The Circle of Blood is a keeper of old ways. They remember how ancient druids performed sacrificial rituals under a blood-red moon to appease the uncaring forces of nature. The Circle of Blood druid trades blood for life in a delicate balance to bolster their allies and destroy their enemies.

Circle of blood Spells

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Blood 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 hold person, sense lifeblood

5th blood bound, sanguine poppet

7th circle of scarlet, dark sacrament

9th dominate person, mortality

Blood Boon

When you choose this circle at 2nd level, when a creature you can see within 60 feet of you dies, you can use your reaction to claim the last vestiges of its vitality. You regain one previously spent Hit Dice. When you do, you can grant a creature you can see within 60 feet of you a number of temporary hit points equal to your druid level. You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses at the end of a long rest.

Rite of the Blood Moon

At 6th level, you learn a rite that invokes the power within a creature's blood. As an action, you can expend one use of your Wild Shape class feature to drive yourself or a willing creature within 5 feet of you into a blood frenzy which lasts for 1 minute. The affected creature gains the following benefits:

- It gains resistance to bludgeoning, piercing, and slashing damage against weapons which are not

magical.

- It gains darkvision to a range of 60 feet and advantage on Wisdom (Perception) checks.
- It can roll a d8 in place of the normal damage of its unarmed strike. When it takes the Attack action on its turn, it can make one attack with its unarmed strike as a bonus action.
- Its speed increases by 10 feet.
- It can't speak or cast spells.

Only one creature at a time can be affected by your Blood Rite. If you use the Rite of the Blood Moon on another creature, the effects of the Rite end for any other creature.

Blood Lust

Starting at 10th level, those under the effect of your Blood Rite can sacrifice a piece of their own vitality to enhance their capacity for destruction. Once on each of its turns when a creature under the effects of your Rite of the Blood Moon feature makes a damage roll, it can expend a hit die and add the result to the damage roll.

Create Blood Elemental

Starting at 14th level, when a creature you can see within 60 feet of you dies, you can use your reaction to fully exsanguinate its corpse, conjuring a water elemental composed of its blood and bound to your service. Roll initiative for the elemental, which has its own turns. It obeys your verbal commands. The elemental remains in your service for 1 hour or until it is reduced to 0 hit points, at which point it collapses into a pool of blood. Once you conjure an elemental with this feature, you can't use the feature again until you finish a long rest.

Circle of the Eternal Sky (The Shaman)

A great bonfire lights up the earth under the eternal blue sky; a woman covered from head to toe in vibrantly coloured robes and ribbons conducts a ceremony of rhythm and soul. Soon, the spirits are compelled to answer her call and reveal themselves within the fire. With them they bring divine words and

Druid

Level Spells

3rd prayer of healing, lesser

restoration

5th conjure animals, speak with

dead

7th banishment, divination

9th commune, conjure elemental

prophecy to those with wisdom enough to understand them. An omen of war, a warning of a famine that only the scorching sun can bring, or a sign of prosperity and victory. The spirits obey her commands, the forefathers abide by her orders, the mother earth answers her prayers. She sees the underworld - her people call it the Tamag, the black hells of Erlik.

Druids of the Eternal Sky, called qamana (Shaman Matriarch) or qamata (Shaman Patriarch) in nomadic steppe traditions, is a powerful ambassador of mother nature and the circle of the sky. Their role is to try to understand the messages and words in the upper or lower worlds. Their connection with nature enables

them to contact spirits, the deceased, and other otherworldly beings. They value freedom above all else, and the fact that their home is everywhere under the eternal blue sky.

Circle of the Eternal Sky Spells

a certain creature for connection but the feature does not guarantee a connection with it. It is up to the GM which entity you connect.

D You reach out to the eternal blue sky or the black hell for magical powers. The demands are the same with the ones mentioned above. The eternal blue sky grants the ability to heal. For the next 8 hours, you can touch up to three creatures as a bonus action and heal them for 1d6 + spellcasting ability modifier (minimum of 1). The black hell grants the ability to harm with eyes. For the next hour, with your action, you can mark up to three creatures and force them to make a Wisdom saving throw against your spell save DC, and on a failed save they take 2d6 psychic damage or half as much on a successful one.

Level 2: The Forefathers: The long-gone spirits of your forefathers can be called forth for their assistance. Whenever a creature within 60 ft. of you that you can see takes damage, you can use your reaction to roll a 1d6 and reduce the damage by the total amount. If the reduction exceeds the damage, that creature gains temporary hit points equal to the excess. You can use this feature a number of times equal to your proficiency bonus.

Additionally, when a creature dies within 60 ft. of you in the past hour, you can enter a trance state and guide that creature's spirit away from a horrible fate. At the end of 1 minute, you must succeed on a

Wisdom saving throw (DC 12). On a failed save, you take 2d6 psychic damage. On a success, that creature cannot be turned into an undead anymore, and you gain 2d4 temporary hit points.

Alternatively, when a creature rolls for a death save within 60 ft. of you that you can see, you can use your reaction to grant advantage to the roll.

At 6th level, the damage reduction becomes 2d6; at 10th level, 3d6; at 14th level, 4d6.

Level 6: Connecting to the Blue Sky

Starting at 6th level, you can expend one of your Wild Shape uses to connect the blue sky and ask for help.

In return, the blue sky favors you with an aid you can choose from below (You can choose one of them):

D You turn into a spirit and can go through objects, but if you end your turn in an object, you take 5 (1d10) psychic damage. If you use a damaging spell, you deal an extra 1d6 psychic damage to enemies. This form lasts for 1 minute and as if you are concentrating on a spell.

D When you cast conjure animals, you can turn into one of the animals you have summoned and no longer need to concentrate on the spell, but the spell ends if it has already been active for more than 1 minute. If not, the spell ends after 1 minute.

Level 2: The Spirit Walk: Starting at 2nd level, your connection with the spirits allows you to use your Wild Shape as an action to start a Spirit Walk rather than turn into a beast. A Spirit Walk lasts for 10 minutes and can be dismissed as an action. While in the Spirit Walk, you gain the following benefits:

D You transform into a form that resembles an elemental spirit (you can choose the form's physical features). You can see and talk to spirits

and detect the undead within 120 feet of you that are not obscured by total cover.

D Near a bonfire, you can ask the blue sky or the black hell a question that can be answered with a yes or no and about the future or the past.

The blue sky demands a sacrifice of your soul's energy, and if you expend a spell slot, you gain a truthful answer. The black hell demands a blood sacrifice, and if you spill your own blood (5 piercing damage) or sacrifice another's, you gain a truthful answer as well. The blue sky answers questions about the future, and the black hell answers questions about the past.

Your answers may be truthful, but both aspects are not omniscient: your answer will depend on the knowledge of the creature you connected to in the blue sky or the black hell. You can specify

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Subclass Options

D You can choose a name (it must be a real name, not a nickname or a pseudonym) from among the deceased and ask that spirit one question. The spirit's face appears in a surface near you. You must succeed on a Wisdom saving throw (DC 13). On a success, you can ask that dead spirit 3 questions. The spirits are under no compulsion to tell you the truth and their answers are mostly brief, cryptic and mysterious.

Level 6: Connecting the Black Hell: Starting at 6th level, you can expend one of your Wild Shape uses to connect the black hell and ask for help. In return, the black hell aids you. The black hell is capricious, and you can never be exactly in what form the help will be granted. Roll on the following table.

D You are considered to have entered The Spirit Walk form.

D You have advantage on saving throws to maintain your concentration on a conjuration spell.

D This form lasts for 10 minutes, and you can't use this feature again until you finish a long rest.

Level 14: The Home Under the Sky: Starting at 14th level, you are one of the most capable druids of your circle and have access to certain abilities:

D You can cast these spells once a day each, without expending a spell slot: banishment, commune, conjure animals. You can't do so again until you finish a long rest.

D You can cast the speak with animals spell at will.

D You can expend one of your spell slots (at least 6th level) to disperse your spirit from your body without dying and travel with your spirit during the process. You can name a location and meditate on it for 10 minutes, as if you are casting a ritual spell.

You must use incense and herbs worth at least 500 gp, which this process consumes.

After 10 minutes, your spirit leaves your body, appears at the place you meditated and cannot be detected by mere mortal eyes. See invisibility and true seeing spells can detect you. Creatures that see through the ethereal plane can also see and interfere with you. If detect evil and good or divine sense is used to determine what you are, the caster will get an unusual result: The enduring spirit.

You can protect this form for 8 hours. Your walking speed is 60 ft., and you have a flying speed equal to your walking speed. You can travel great distances by expending your spell slots. By spending a 1st level spell slot, you can travel up to 1 mile instantly. After

that every spell slot level increases the range by 1 mile. If you use a 9th-level spell slot, you can go any distance instantly.

While in this form, you can only interfere with neardeath creatures, djinns, and other ethereal beings, otherwise only your voice can be heard. You can choose to be seen by mortal beings with a bonus action. You can revert back with a bonus action as well. You can only cast the four spells granted by this level's ability in this form.

Your body is in a state of suspended animation, but if it or your spirit form take damage, you are forced back to your body.

1d6 Result

1-2 You gain immunity to fire damage for 1 hour.

3-4 You gain the ability of Devil's Sight for 1 hour.

5-6

Your body twists, bones pop into new alignments, and your flesh melts like tallow as you turn into a hell hound for 1 hour. Your mental ability scores and your alignment doesn't change. This transformation only ends if your hit point reaches 0 or when 1 hour passes. With every druid level you gain, this hound form gains temporary hit points equal to your druid level. You gain bonuses to attack rolls and damage rolls in certain levels: At 9th level (+1), at 12th (+2), at 15th (+3)

Level 10: The Sound of Underground: Starting at

10th level, you gain the ability to invoke the vengeful spirits around you. By spending both of your Wild Shape uses to transform into a spirit form which resembles a woodland spirit. While in this form, you have the following benefits:

D You are under the effects of the protection from evil and good spell.

D You are under the effects of the speak with animals spell.

D You can cast the dispel evil and good spell once, without expending a spell slot, but you can't do so again until you finish a long rest.

D You gain one of the Level 6 abilities, either from the blue sky or the black hell. If you choose the black hell, you can determine the benefit.

Circle of mutation

Druids of the Circle of Mutation believe that nature should be improved in order to compete with the unnatural world. Their order hides in the darkest corners of swamps and forests, conducting experiments to warp the structure of their domain. They go unheard from for months on end, emerging from the wild with twisted vines and mutated creatures at their side. These druids have earned the scorn of other circles, discredited as those who have lost their way. In the eyes of a mutation druid, those who wish to preserve nature as it is simply fear what change brings.

Mutate Shape

Starting when you choose this circle at 2nd level, you can use a bonus action to use your Wild Shape. In addition, while you are transformed by Wild Shape, you can use a bonus action to expend a spell slot and gain a number of mutation points equal to the level of the spell slot expended. These mutation points last until they are spent or your use of Wild Shape ends. While you are in your beast shape you can expend one or more mutation points (no action required by you) to select a mutation from the list below. When you do, your physical body contorts and changes in a gruesome display. Chosen mutations last for the duration of your Wild Shape.

Creature of the Sea. For 1 mutation point, you can breathe air and water and gain a swim speed of 30 feet. For an additional 1 mutation point, your swim speed increases to 60 feet.

Creature of the Sky. For 3 mutation points, you gain a fly speed of 30 feet. For an additional 2 mutation points, your fly speed increases to 60 feet.

Darkvision. For 1 mutation point, you gain darkvision out to a distance of 60 feet.

Echolocation. For 4 mutation points, you have blindsight out to a distance of 30 feet while you are not deafened.

Enchanted Attacks. For 1 mutation point, your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Enlarge. For 1 mutation point, your size increases by one step (from Medium to Large, for example). You can spend an additional 2 mutation points to increase your size by two steps instead (from Medium to Huge, for example).

Multiattack. For a number of mutation points equal to $2 + 2 \times$ your beast form's CR, whenever you use your action to make a natural weapon attack you can make two natural weapon attacks instead.

Natural Armor. For 1, 2, or 3 mutation points you increase your AC by an equal amount.

Reduce. For 1 mutation point, your size decreases by one step (from Medium to Small, for example). You can spend an additional 2 mutation points to decrease your size by two steps instead (from Medium to Tiny, for example).

Unnatural Voice. For 1 mutation point, you can speak as normal, even if your beast shape lacks the anatomy for such vocalizations. This does not allow for spellcasting while in Wild Shape form.

Venomous Attacks. For 2 mutation points, attacks you make with your natural weapons deal an additional 1d4 poison damage.

Circle Forms

Also at 2nd level, your ability to transform into dangerous beasts is enhanced. Starting when you gain this feature, you can use your Wild Shape to transform into a beast with a challenge rating 1 or lower. 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 challenge rating equal to or less than your druid level divided by 3, rounded down.

Unnatural and Unnerving

Starting at 6th level, you gain proficiency with the Intimidation skill if you don't already have it. If you are already proficient in Intimidation, you gain proficiency in one skill of your choice from the following: Athletics, Acrobatics, Perception, Stealth, or Survival. In addition, you have advantage on Charisma (Intimidation) ability checks you make while you are in your beast shape and have at least one mutation.

Endless Evolution

At 10th level, when you enter your Wild Shape you gain a number of mutation points equal to your Wisdom modifier (minimum 1). Unspent mutation points are lost when you leave your beast shape. In addition, you can use an action to touch a beast and expend a spell slot, causing it to mutate to your liking. You gain a number of mutation points equal to the level of the spell slot or the CR of the beast, whichever is lower. As part of the same action, you must spend all mutation points on mutations which manifest in the beast. Unspent mutation points are lost. Mutations remain indefinitely until the same beast is targeted by a different use of this feature or the dispel magic spell, remove curse spell, or similar magic.

Apex Predator Aura

Starting at 14th level, beasts that begin their turn within 30 feet of you must make a Wisdom saving throw with a DC equal to your druid spell save. On a failure, the creature is frightened for 10 minutes. On a success, the creature is immune to this effect for the next 24 hours. An affected creature can use its action on each subsequent turn to steel themselves and repeat the saving throw, ending and becoming immune to this fear effect for the next 24 hours on a success. You can use an action to cause this aura to affect chosen creatures within 30 feet, instead of only beasts, until the start of your next turn. Once you use this special action, you can't use it again until you finish a long rest.

Circle of shifting

Diminished as they are, the spirits of nature still bless some druids with natural magics so that they might combat the Mists of Akuma directly. A select few make a great sacrifice however, exchanging their spells for sublime control over their forms.

Endless Wild Shape

When you choose this circle at 2nd level, you lose the ability to learn new spells and cease to gain new spell slots. Instead, you focus on transforming your body; you can use Wild Shape an unlimited number of times, and can stay in your Wild Shape for an unlimited duration. Unlike normal, your hit points do not change when using Wild Shape.

Embodiment of Nature

Starting at 2nd level, you may transform your normal form into one more beastlike. As an action, you adopt one of the following transformations, so long as you are in your normal form. You may dismiss this transformation as a bonus action.

Animal Sense. You gain advantage on Perception checks based on one of the following senses: sight, smell, or sound.

Natural Weapon. You gain a natural weapon that deals 1d4 damage: bite (piercing), claw (slashing), or hoof (bludgeoning).

Thick Hide. Your AC is never less than 10 + your Dexterity modifier + half your proficiency bonus, regardless of what kind of armor you are wearing.

Wild Movement. You gain the ability to breathe water and a swimming speed equal to half your speed, or you gain a climbing speed equal to half your speed.

Extra Attack

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn and are in your normal form. The number of attacks increases to three when you reach 14th level in this class and to four when you reach 20th level in this class.

Additionally, at 14th level you can attack one additional time whenever you take the Attack action on your turn while using the Natural Weapon option of Embodiment of Nature or Wild Shape.

Focused Form

At 6th level, when using Embodiment of Nature, you adopt a number of transformations equal to your proficiency bonus.

Additionally, the damage of the Natural Weapon transformation increases to 1d6.

Concentrated Form

At 10th level, you are able to use Embodiment of Nature abilities while transformed into a beast by Wild Shape. When using the Animal Sense transformation to gain advantage on sight-based Perception checks, you gain darkvision 60 feet (or if you already possess darkvision, its range increases by 30 feet). When using the Wild Movement transformation the swimming or climbing speed you gain is equal to your speed.

Dangerous Form

At 14th level, the damage of the Natural Weapon transformation increases to 1d8. When using the Animal Sense transformation to gain advantage on smell-based Perception checks, you gain blindsense 30 feet (or if you already possess blindsense, its range increases by 15 feet).

Lethal Form

At 18th level, the damage of the Natural Weapon transformation increases to 1d10. When using Embodiment of Nature, you adopt a number of transformations equal to your proficiency bonus plus your Wisdom modifier.

Circle of the city

The Circle of the City is made up of druids living in cities to guard and to maintain the balance between nature and civilization. Druids of this circle do not reject technology and metal, but rather are very pragmatic about the tech they use. This circle thinks that metals come from the earth, and because of that, they have a natural place in the world.

Bonus Proficiencies

Starting at 2nd level, you gain proficiency with dart guns and pistols (including machine pistols).

Metal Wild Shape

Also at 2nd level, whenever you use your Wild Shape feature, your shape is made with metal and pieces of the city, more similar to a construct than a beast. While transformed into a beast, your AC increases by your proficiency bonus and the Constitution score of the shape increases by 2.

Starting at 6th level, the Constitution score of the shape increases by 4.

Construct Mind

At 6th level, while transformed into a beast, you are considered a construct, you gain a +1 bonus to attack rolls and your attacks count as magical for purpose of overcoming resistance and immunity to nonmagical attacks and damage. At 8th level, the attack bonus increases to +2

City Guardian

At 10th level, you can wild shape into a city guardian for 1 minute. After using this feature, you must finish a long rest to use it again.

True Construct

At 14th level, you cannot be charmed, paralyzed, petrified or poisoned and you are immune to poison and psychic damage.

Additionally, you can wild shape into a city guardian twice before a long rest

Circle of the warden

Every druid has a responsibility to the natural world, but those who join the Circle of the Warden stand as sentinels of nature's balance. The Circle of the Warden specializes in divination and abjuration magics to help foresee possible imbalances and correct them before they cause irreparable damage. To druids of this circle, people are as much a part of the natural balance as plants and animals. As such, these druids can be found providing succor to those affected by natural disasters just as often as to the flora and fauna. In Humblewood, many druids who have joined the Tenders of the Scorched Grove are members of this circle, as its values align quite closely with the tenets of their order.

Heartbeat of the Land

Starting when you choose this circle at 2nd level, you form a connection to the natural world around you, and you can sense when it is in danger. You gain proficiency in the Nature and Insight skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies. Additionally, by spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

- You learn the general location and severity of any immediate threats to the environment in the region (forest fires, flooding, blights, etc.).
- You learn if any aberrations, beasts, elementals, fey, or undead are present within range, but not their specific locations.
- You learn the general direction of the nearest portal to an elemental plane.

Shared Burden

Also at 2nd level, you learn the art of siphoning off harmful elemental energy. You can use this to lessen elemental damage being done to your allies by shouldering some of it yourself. When a creature within 30 feet of you takes cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the damage dealt. You take damage equal to the amount taken by the target creature.

Additionally, you may spend an action to reduce the area of natural or magical effects which deal persistent cold, fire, or lightning damage within 30 feet of you. You may remove up to 20 feet

worth of adjacent spaces from the area of such effects per use of this feature. However, for each 5-foot space of energy damage removed in this way, you take 1d6 points of damage of the same type the effect would deal. If the effect is caused by a spell, you instead take 1d6 points of damage per the spell's level for each 5-foot space removed and, if there are no damage dealing spaces remaining, the effect is dispelled. You have resistance to any damage dealt to you through this feature.

Sympathetic Shield

Starting at 6th level, you learn how to channel the energy of your beast shapes into manifestations of nature's protection. As an action, you may expend a use of your Wild Shape feature to shield yourself or an ally within 30 feet of you in the protective armor of a beast spirit. This spirit armor is translucent and doesn't block line of sight. It can take the shape of any beast you desire, though it must be a form you shape into. The shielded creature gains a +2 bonus to its AC and 1d10 temporary hit points for every 3 druid levels you possess. This effect lasts until these temporary hit points are expended or replaced by another ability which grants temporary hit points. At 14th level, the spirit armor can retaliate against foes who would attack it directly. Whenever a shielded creature is dealt damage by a target within 5 feet of it, the spirit armor deals 1d8 points of magical bludgeoning, piercing, or slashing damage to that target. This damage type is chosen by the druid when activating Sympathetic Shield.

Aura of Calm

Starting at 10th level, your presence radiates an aura of soothing natural magic. Whenever you or a friendly creature within 10 feet of you receives healing from a spell, that spell restores an additional number of hit points equal to half your druid level. Additionally, all plants that aren't creatures within this aura grow thick and plentiful and are restored to their full vigor. Such plants also become safe to travelers while inside the aura, negating difficult terrain caused by plants, including magical effects such as entangle or spike growth, and granting advantage on any saving throws made to resist the harmful effects of such spells.

Bond of Shelter

Once you reach 14th level, your service to the natural balance is rewarded, and nature itself rises to protect you and your allies from harm. As an action, you can create a 30-foot-radius, 20-foot-tall cylinder of protective energy, centered on your current position at the time you create it. This cylinder lasts for 1 hour. As long as you are on the Material Plane or an elemental plane, natural

features in the area, including plants, trees, rocks, and water (as well as wind, water, earth, or fire, if on an elemental plane) animate to defend you. If not in a setting where natural features are present, plants, trees, rocks, and other natural elements sprout from the earth before animating. When you activate this ability, choose any number of creatures you are familiar with to be immune to the effect. The cylinder affects each other creature in the following ways:

- Affected creatures can't willingly enter the cylinder unless they succeed on a Charisma saving throw against your spell save DC. The cylinder also protects the area against planar travel for the duration, and therefore prevents any creature from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the plane shift spell.
- Affected creatures have disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by affected creatures.
- When an affected creature enters the cylinder for the first time on a turn or starts its turn there, the creature takes 5d10 magical bludgeoning damage from the animated nature within.

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

Druid spell list

Cantrips

Druidcraft

Guidance

[Gust Barrier](#)

Mending

Poison Spray

Produce Flame

Resistance

Shillelagh

Thorn Whip

1st level

Animal Friendship

Charm Person

Create or Destroy Water

Cure Wounds

Detect Magic

Detect Poison and Disease

[Elevated Sight](#)

Entangle

Faerie Fire

Fog Cloud

Goodberry

Healing Word

Jump

Longstrider

Purify Food and Drink

Speak with Animals

Thunderwave

2nd level

Animal Messenger

Barkskin

Beast Sense

Darkvision

Enhance Ability

Find Traps

Flame Blade

Flaming Sphere

Gust of Wind

Heat Metal

Hold Person

Lesser Restoration

Locate Animals or Plants

Locate Object

Moonbeam

Pass without Trace

Protection from Poison

Spike Growth

3rd level

Call Lightning

Conjure Animals

Daylight

Dispel Magic

Feathered Reach

Feign Death

Globe of Twilight

Meld into Stone

Plant Growth

Protection from Energy

Sleet Storm

Speak with Plants

Water Breathing

Water Walk

Wind Wall

4th level

Blight

Confusion

Conjure Minor Elementals

Conjure Woodland Beings

Control Water

Dominate Beast

Freedom of Movement

Giant Insect

Grasping Vine

Hallucinatory Terrain

Ice Storm

Locate Creature

Polymorph

Stone Shape

Stoneskin

Wall of Fire

5th level

Antilife Shell

Awaken

Commune with Nature

Conjure Elemental

Contagion

Geas

Greater Restoration

Insect Plague

Mass Cure Wounds

Planar Binding

Reincarnate
Scrying
Tree Stride
Wall of Stone

6th level

Conjure Fey
Find the Path
Heal
Heroes' Feast
Move Earth
Sunbeam
Transport via Plants
Wall of Thorns
Wind Walk

7th level

Fire Storm
Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity

8th level

Animal Shapes
Antipathy/Sympathy
Control Weather
Earthquake
Feeblemind
Sunburst
Tsunami

9th level

Foresight

Shapechange

Storm of Vengeance

True Resurrection