**Human Druid 8**

“All things have a spirit within. My spirit is my strength.”

You were born in a sacred natural place, and you were marked from birth with supernatural gifts. Although your parents were farmers, your presence was a blessing to them and your village. The druids of the circle overseeing the land near your home tutored you from a young age, allowing you to eschew the normal life a farm child. You became able to shift your form when you entered puberty. Although your build is slight, your powers of spirit grant you all the might you need.

**Background (Folk Hero)**

You come from among the peasantry, but the druids who taught you revealed your birth is in accord with a prophecy spoken long ago by mysterious fey. People of your home village regard you as a blessed one with the skills to stand against threats against common folk everywhere.

**Rustic Hospitality.** You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

**Faction.** You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

**Personality Trait.** You judge people by their actions, testing them with strong words.

**Ideal.** Traditional ways, when wise and good, should be upheld.

**Bond.** Everything you do is to serve and protect the common folk.

**Flaw.** Convinced of the import of your destiny, you are blind to your shortcomings and the risk of failure.

**Druid Features**

**Druidic.** You can speak Druidic 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 decipher it only with magic.

**Spellcasting.** Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

---

**Character Name**

Medium humanoid (human), Circle of the Moon, neutral good

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Hit Points 59 (Hit Dice 8d8)</th>
<th>Speed 30 ft.</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (studded leather)</td>
<td>[36x209]</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Stat Block**

- **Strength (STR)** 9 (-1)
- **Dexterity (DEX)** 16 (+3)
- **Constitution (CON)** 14 (+2)
- **Intelligence (INT)** 11 (+0)
- **Wisdom (WIS)** 18 (+4)
- **Charisma (CHA)** 14 (+2)

**Proficiencies** (+3 proficiency bonus)

- Armor: Light armor, medium armor, shields
- Saving Throws: Int +3, Wis +7
- Skills: History +3, Insight +7, Medicine +7, Nature +3
- Tools: harp, herbalism kit
- Weapons: clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
- Senses: passive (Perception) 14
- Languages: Common, Draconic, Druidic

**Actions**

**Attack.** You can make one of the following attacks:

- **Produce Flame.** Ranged Spell Attack:
  - +7 to hit, 30 ft., one target.
  - Hit: 2d8 fire damage.

- **Scimitar.** Melee Weapon Attack:
  - +6 to hit, reach 30 ft., one target.
  - Hit: 1d6 + 3 slashing damage.

**Cantrips.** You know three cantrips, which you can cast at will.

- **Detect Magic.** Cantrips. This spell allows one of the following effects:
  - **Faerie Fire.** You can use this bonus action to attack with a spell attack.
  - **Thorn Whip.** You can use this bonus action to attack with the scimitar.

**Spellcasting.** You are a spellcaster who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

1st Level (4 slots): cure wounds, detect magic, faerie fire, fog cloud, healing word, thunderwave
2nd Level (3 slots): flame blade, gust of wind, moonbeam, protection from poison
3rd Level (3 slots): call lightning
4th Level (2 slots): wall of fire

**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.

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting Focus.** You can use a druidic focus, such as your yew wand, as a spellcasting focus for your druid spells.

**Wild Shape (Recharges after You Finish a Short or Long Rest).** You can take a bonus action to magically assume the shape of a beast that you have seen before, provided that the beast has a challenge rating of 2 or lower. You can use this feature twice.


**Druid Features (cont’d)**

**Wild Shape (cont’d).** You can stay in a beast shape for 4 hours, and then you 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. You automatically revert 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, personality, and 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. If the creature has any legendary or lair actions, you can’t use them.

- When you transform, you assume the beast’s hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

- You can’t cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. 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 that you’ve already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, your senses are replaced by those of the beast.

- 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 and 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.

**Combat Wild Shape.** While you are transformed, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

**Primal Strike.** Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Equipment**

Backpack, bedroll, common clothing, harp, healer’s kit, herbalism kit, mess kit, periapt of wound closure, potion of healing (3), pouch, rations (10 days), scimitars (2), studded leather armor, tinderbox, waterskin, yew wand, money (5 gp, 2 pp)

**Periapt of Wound Closure**

*Wondrous item, uncommon (requires attunement)*

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.