

HUMAN DRUID 9

"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 of 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.

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

CHARACTER NAME

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

Armor Class 15 (studded leather)

Hit Points 66 (Hit Dice 9d8)

Speed 30 ft.

| STR | DEX | CON |
|---------|---------|---------|
| 9 (-1) | 16 (+3) | 14 (+2) |
| INT | WIS | CHA |
| 11 (+0) | 18 (+4) | 14 (+2) |

Proficiencies (+4 proficiency bonus)

Armor Light armor, medium armor, shields

Saving Throws Int +4, Wis +8

Skills History +4, Insight +8, Medicine +8, Nature +4

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: +8 to hit, 30 ft., one target.

Hit: 2d8 fire damage.

• **Scimitar.** Melee Weapon Attack: +7 to hit, reach 30 ft., one target.

Hit: 1d6 + 3 slashing damage.

Preparing and Casting Spells. To cast one of your 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 up to thirteen druid spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must meditate 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells,

• **Thorn Whip.** Melee Spell Attack: +8 to hit, range 30 ft., one target. Hit: 2d6 piercing damage, and if the target is Large or smaller, pull it up to 10 feet closer to you.

BONUS ACTIONS

Combat Wild Shape. Druid Wild Shape feature

Two-Weapon Fighting. When you take the Attack action and attack with your scimitar in one hand, you can use a bonus action to attack with the scimitar in your other hand. On a hit with this bonus action attack, you deal only 1d6 slashing damage.

Wild Shape. Druid feature; common forms include giant eagle, polar bear, saber-toothed tiger

OPTIONS

Primal Strike. Druid Wild Shape feature

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 16; +8 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *druidcraft, produce flame, thorn whip*

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*

5th Level (1 slot): *mass cure wounds*

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 3 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 (10 gp, 4 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.