

# Druid

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Draft class under development.



Laurelinde – Elf Druid by  
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Druids share a belief in the fundamentally spiritual nature of life and avoid choosing any one conception of Deity, believing that by its very nature this is unknowable by the mind. All Druids sense Nature as divine or sacred. Every part of nature is sensed as part of the great web of life, with no one creature or aspect of it having supremacy over any other. In doing this they pull their magical powers from the very living world around them.

**Ability Focus:** Wisdom

**Hit Points:** d6

**Races Allowed:** Human and Faun

**Restrictions:** Druids cannot use any metal weapon or armor

**Special:** Spell Casting for spells, scroll down for druid spells.

**Special:** At 4th level Druids can shape shift into the form of an animal once per day. Druid players should pick one animal and that will always be their form. This shifted animal will be roughly the size of the character even if the animal is tiny.

**Special: Druids CANNOT read magic.** Their power comes from their close connection to the earth.

**Special:** Druids can Turn or Befriend Animals

## Turn or Befriend Animals

Much like a cleric, the Druid can repel or befriend animals. When an animal is encountered, the character should roll at d20 and all their Wisdom (and focus) vs a DC of 16 plus the number animals Hit Dice. If the result is equal or greater the animals are turned away or calmed. Magical animals (like owlbears, griffins, etc) add +2 to the DC of the roll. If the roll exceeds the required DC by 5 the animal can be befriended. Calmed animals will not interact with the druid and will calmly move away from the party. Befriended animals on the other hand will follow the druid, guarding and assisting within its capabilities so long as the druid remains in the general vicinity of its normal lair or range.

## **Druid Spells**

### **Zero Level**

- Detect Magic
- Detect Poison
- Guidance
- Know Direction
- Mending
- Spark
- Virtue

### **1st Level**

- Affect Normal Fires
- Burning Hands
- Color Spray
- Cure Light Wounds
- Detect Animals
- Effect Wind
- Enlarge
- Entangle
- Faerie Fire
- Hide from Animals
- Jump
- Keen Senses
- Light
- Mending, Improved
- Pass without Trace
- Read Weather

### **2nd Level**

- Know Alignment
- Magic Mouth
- Pyrotechnics
- Resist Fire
- Shatter
- Slow Poison
- Snake Charm
- Speak with Animals
- Spider Climb
- Strength
- Web

### **3rd Level**

- Cure Disease
- Fireball
- Forecast Weather
- Gust of Wind
- Tiny Hut

- Water Breathing

## **4th Level**

- Charm Monster
- Confusion
- Dig
- Divination
- Enchanted Weapon
- Fire Charm
- Fire Trap
- Grove of Trees
- Hallucinatory Terrain
- Ice Storm
- Lower Water
- Neutralize Poison
- Plant Growth
- Speak with Plants
- Sticks to Snakes
- Wall of Fire

## **5th Level**

- Conjure Elemental
- True Seeing
- Wall of Stone

## **6th Level**

- Move Earth
- Stoneform
- Wall of Iron
- Weather control

## **7th Level**

- Reverse Gravity

## **8th Level**

- Force Field

## **9th Level**