

Announcing the Revised Druid Class for Cresthaven RPG

written by CresthavenRPG Guru | October 6, 2025

We're excited to unveil a completely reimagined **Druid class** for Cresthaven RPG! This revision transforms the druid into a focused priest of **Gaia, the Earth Mother**, with clear thematic progressions and dungeon-relevant abilities.

What's New?

Worship of Gaia

Druids now serve **Gaia, the Earth Mother**—a divine patron embodying all living things. Drawing inspiration from Native American earth spirits and Egyptian concepts of natural order, Gaia represents mountains and rivers, predator and prey, growth and decay.

Streamlined Spell List

We've reduced the spell list to **36 carefully curated spells** (6 per level, plus 5 cantrips). Every spell fits into clear thematic progressions:

- **Communication:** Animals → Plants → Insects → Stone → Commune with Gaia
- **Lightning:** Call Lightning → Chain Lightning → Lightning Storm
- **Thorns:** Thorn Jab → Thorn Whip → Entangle → Wall of Thorns → Briar Prison
- **Earth:** Stone Skin → Shape Stone → Soften Stone → Wall of Stone → Pass Through Stone → Earthquake
- **Elementals:** Dust Devil → Minor Elementals → Major Elemental → Elemental Form

Dungeon-Relevant Magic

The new druid excels underground with spells like:

- **Geospatial Sense** – Know direction, depth, and detect worked vs. natural stone
- **Pass Through Stone** – Meld into or phase through walls
- **Speak with Stone** – Learn what stone has witnessed over centuries
- **Shape Stone** – Create handholds, seal passages, carve messages

Spontaneous Casting

Druids access their **entire spell list** without memorizing spells. This represents their intuitive connection to Gaia. They simply call upon the Earth Mother's power when needed.

Design Philosophy

Every spell adheres to three principles:

1. **Nature-Bound** – Manipulates earth, stone, plants, animals, water, or weather
2. **Clear Progression** – Related spells scale logically from cantrip to 6th level
3. **Dungeon-Relevant** – Works underground and in confined spaces

Iconic Druid Moments

Level 1: **Summon Vines** to bridge a chasm, **Speak with Animals** to scout dangers

Level 3: **Entangle** enemies, then **Call Lightning** from above

Level 4: **Wild Shape** to scout, then **Wild Overgrowth** to create barriers

Level 6: **Elemental Form** to phase through walls, **Briar Prison** to trap foes, **Lightning Storm** to devastate

What Stays the Same

- d6 Hit Points
- Wisdom Focus
- No metal weapons or armor
- Ancestries: Human, Faun, or Wolfin
- Starting Reputation: -2

Read the Full Class

[View the Complete Druid Class →](#)

The revised Druid includes full class progression, complete spell descriptions, DM guidance, and Wild Shape options.