

2026 Draft Druid Class Overhaul

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Druid

Druids are the hands that know the land. Where a Cleric prays to a distant patron and a Wizard studies what the old world left behind, a Druid learns the world directly: which root stops a bleed, which mushroom stops a heart, which silence in the trees means something is already watching you. Gaia, the Earth Mother, is still spoken of as the source of the uncanny power a Druid carries, but the craft itself, the forage, the brew, the reading of ground and weather, belongs to the Druid alone.

In dungeons and forgotten places, Druids sense the bones of the world itself. Even worked stone, cut and stacked by hands centuries gone, remembers the earth it came from, and a Druid can still hear it. A Druid's magic and craft work anywhere that memory reaches, forests, mountains, underground, or worked stone alike. Only fully cut off from the ground, flying, adrift at sea, does that connection thin.

Ability Focus: Wisdom

Hit Points: d6

Ancestries Allowed: Human, Faun, or Wolfin

Starting Reputation: -2

Mana Pool: Level + Wisdom modifier + Ability Focus

Restrictions

Druids cannot use metal weapons or armor. They may use wooden shields, leather armor, hide armor, and weapons made of wood, bone, or stone (clubs, quarterstaves, spears, slings, daggers made of flint or bone). Druids cannot learn Arcane spells from spellbooks or scrolls; their power is drawn directly from Gaia, not from written formulae.

Natural Order. A Druid's magic reflects the cycles of the living world. Growth and decay, predator and prey, storm and calm, life and death all exist within Gaia's design. Druids may cast spells that embody these natural forces, even when destructive. They cannot learn or cast magic that unnaturally corrupts life, creates undead, or draws power from profane or artificial sources.

Class Features

Field Naturalist. Your deep understanding of nature lets you identify plants, animals, weather, terrain, poisons, and diseases without relying on magic.

See Field Naturalist below.

Herbal Preparation. You can turn foraged plants and fungi into restorative Remedies without spending Mana. See Herbal Preparation below.

Wild Shape. At 4th level, a Druid bonds permanently with a single animal shape. This is not spellcraft. See Wild Shape below.

Spellcasting

Druids draw their power from their bond with Gaia. During each long rest, they renew this connection, gaining access to every spell on the Primal Communion Spell List that they are capable of casting. See Primal Communion Spell List for the complete list.

Starting Equipment

Backpack, bedroll, belt pouch, flint and steel, wooden bowl, mess kit, 50 ft. hempen rope, soap, mortar and pestle, herbalist's satchel (sacred earth, dried herbs, mistletoe, empty vials and cloth wraps for preparing Remedies), torches (10), trail rations (5 days), waterskin, wooden quarterstaff or club, a carved wooden token of Gaia

Starting Money

2d4 x 10 gold pieces

Level Progression

At Level 1

- Gain hit points equal to your level plus your Constitution modifier
- Mana increases by 1
- Field Naturalist and Herbal Preparation are active
- Access to Tier I Remedies
- Access to Zero Level and 1st Level Primal Communion spells

At Level 2 (2,000 XP)

- Gain hit points equal to your level plus your Constitution modifier
- Mana increases by 1
- Access to Tier II Remedies
- Access to 2nd Level Primal Communion spells

At Level 3 (4,000 XP)

- Gain hit points equal to your level plus your Constitution modifier
- Ability Focus increases to +2
- Mana increases by 1
- Access to 3rd Level Primal Communion spells

At Level 4 (8,000 XP)

- Gain hit points equal to your level plus your Constitution modifier
- Mana increases by 1
- Access to Tier III Remedies
- Access to 4th Level Primal Communion spells
- Gain Wild Shape
- Choose your permanent bonded animal

At Level 5 (16,000 XP)

- Gain hit points equal to your level plus your Constitution modifier
- Mana increases by 1
- Access to 5th Level Primal Communion spells
- Mastered Shape: you gain Hybrid Form and may partially transform while retaining your humanoid form

At Level 6 (32,000 XP)

- Gain hit points equal to your level plus your Constitution modifier
- Mana increases by 1
- Access to Tier IV Remedies
- Access to 6th Level Primal Communion spells
- Wild Shape and Hybrid Form no longer require an action to enter or leave
- At level 6, you may remain transformed indefinitely without making additional Constitution Saves

Field Naturalist

Add your Ability Focus to any check to identify a plant, fungus, or creature and whether it is safe, useful, or dangerous; to identify the contents of an unlabeled potion, poison, or concoction by taste, smell, or component; to forage for food, water, or raw herbal components; to read weather, terrain, or animal behavior for warning signs; to judge whether an animal will attack,

flee, or be calmed; or to treat a wound, poison, or early disease symptom with mundane care. This applies whether or not you have Mana remaining. A Druid also always knows true direction and can retrace any route they have already walked, on the surface or underground, without a check.

Herbal Preparation

This is a craft, not a spell. Like other non-magical crafts, Herbal Preparation does not require Mana, and works whether or not you have any left.

Given a few minutes near suitable plants, fungi, or clean water, a Druid can prepare a Remedy on the spot. Unless the environment is barren or corrupted, suitable materials are assumed to be available.

- Time: 10 minutes
- Check: Roll 1d20 + Wisdom modifier + Ability Focus against the Remedy's DC
- Success produces one finished Remedy, ready to use within the hour. Any character can use a finished Remedy; only the Druid needs to make the check to prepare it
- Failure wastes the attempt and the materials on hand, but costs nothing else
- Druids have Advantage on saves against disease

Tier I Remedies (Novice)

- **Purify** (DC 12): Cleanses up to 10 gallons of water or food of poison and contamination. Does not cure a disease already inside a creature, only removes future exposure from that source
- **Poultice** (DC 13): Restore 2d8 HP
- **Traveler's Draught** (DC 13): Removes one level of Exhaustion caused by travel, hunger, weather, or exertion, or halves the time needed for a full night's rest to take effect. Does not remove Exhaustion from magical sources

Tier II Remedies (Field)

- **Calming Smoke** (DC 14): Burned in place of an action. Every creature within 10 feet who fails a Wisdom Save becomes calm and unable to act aggressively for 1 minute
- **Antitoxin** (DC 15): Neutralize one poison already in a creature's system

Tier III Remedies (Master)

- **Fever Draught** (DC 15): Halts progression of one disease for 24 hours. Buys time, not a cure; does not stack. See the Guide to Diseases for what an actual cure requires
- **Numbing Salve** (DC 17): Remove Blinded, Deafened, or Paralyzed

Tier IV Remedies (Legendary)

- **Curative Draught** (DC 19): Cures one disease outright, no cure quest required. The Druid's mastery piece

Wild Shape

This is not spellcraft, and a Druid does not learn it the way they learn Primal Communion. It is closer to lycanthropy: one shape, bound permanently into their blood, the way the curse binds itself to its victims. The difference is control. Where the cursed change on the moon's schedule or in a fit of rage, a Druid commands the change on their own terms.

At 4th level, choose one animal below. This is the only shape you will ever bond with, for the rest of your life. It cannot be changed, relearned, or replaced except through significant story consequence.

- **Cost:** none. This is a biological change, not a magical one
- **Range:** Self
- **Duration:** Until dismissed as an action
- Your HP remains the same. You cannot cast spells or speak while fully transformed. Equipment melds into your new form. Dropping to 0 HP reverts you to your normal form immediately
- While transformed, add your Ability Focus to attack rolls made with your natural weapons. Natural attacks from Wild Shape count as magical for overcoming Damage Resistance
- Because it isn't magic, Wild Shape cannot be dispelled and functions normally inside anti-magic fields or other magic-suppressing effects
- While transformed, you take double damage from silvered weapons, the same vulnerability every creature touched by this old magic carries
- The body has limits the spirit doesn't. You may remain transformed for up to 1 hour a day without strain. Each additional hour transformed that day requires a Constitution Save, DC 10 + 2 per additional hour, or you gain one level of Exhaustion
- In the early days of the bond, before Hybrid Form is learned at 5th level, the shape isn't fully yours to command: dismissing it early still costs an action even outside your turn, and some trace of the animal, sharper teeth, a lingering smell, wrong-colored eyes, shows for an hour after you change back. Nothing mechanical, but civilization tends to notice
- **Hybrid Form** (gained at 5th level): you may partially transform instead of fully, taking on your bonded shape's claws, teeth, or build while

remaining able to speak, hold weapons, and cast spells. Hybrid Form grants your bonded shape's natural weapon and its passive trait, but not its Speed or other numbers

Choose one, permanently:

All Speeds below are relative to your own walking Speed.

- **Wolf:** Speed +10 ft, Bite 1d6. You have Advantage on checks to track or detect by scent. Any ally attacking a creature you're also attacking gains +2 to their attack roll
- **Bear:** Speed unchanged, Claws 1d8. Your hide reduces physical damage taken by 2. You have Advantage on grapple and shove attempts
- **Boar:** Speed +10 ft, Tusks 1d8. You count as one size larger for the purpose of being grappled or shoved
- **Large Cat (panther/mountain lion):** Speed +20 ft, Bite 1d6. You have a Climb speed equal to your Speed. Your first hit on a creature that hasn't yet acted this fight deals an extra 1d6 damage
- **Deer:** Speed +20 ft, Antlers 1d6. You have Advantage on Dexterity Saves to avoid area effects
- **Large Bird (hawk/eagle):** Speed unchanged, Talons 1d4. You have Advantage on checks to spot hidden or distant things by sight. You cannot gain altitude under your own power, but you can descend slowly and travel forward while falling, safely crossing gaps, chasms, or steep drops. At 5th level, when Hybrid Form is learned, this becomes full flight at a speed equal to your Speed
- **Burrower (badger/large rat):** Speed unchanged, Bite 1d4. You have a Burrow speed equal to your Speed, and can squeeze through any space a creature half your size could fit through
- **Great Serpent:** Speed unchanged, Bite 1d4. You have a Swim speed equal to your Speed, and Advantage on Stealth checks while moving through natural terrain. On a hit, the target must make a Constitution Check; on a failure, it also takes 1 poison damage at the start of each of its turns for 1d8 rounds

Primal Communion Spell List

Casting Spells: Roll 1d20 + Wisdom modifier + Ability Focus vs. DC (10 + Spell Level). On success, the spell takes effect and mana is spent. On failure, the spell fails but mana is still consumed.

Casting a Primal Communion spell requires a Druid's full attunement to Gaia, and their focus has to hold from the moment the spell is declared until it resolves. If a Druid takes damage before their turn comes up in combat, their attunement breaks: the spell fails and the Mana is spent regardless.

Zero Level (Cantrips) – Cost: 0 Mana

Calm Animal

- Range: 30 feet
- Duration: 10 minutes
- Area: Single target
- Gaia soothes one animal (up to 2 HD), making it calm and non-hostile unless attacked
- DC: 16 + creature's HD

Stone Sense

- Range: Self
- Duration: 10 minutes
- Area: Self
- Know which direction is up when underground, estimate depth within 50 feet, sense major geographical features within 1 mile, detect whether stone was worked or natural

Thorn Jab

- Range: Touch
- Duration: Instant
- Area: Single target
- A thorn extends from your finger, dealing 1d4 piercing damage
- Melee attack roll using your Wisdom modifier

Evil Eye

- Range: 30 feet
- Duration: 1 round
- Area: Single target
- Fix a target with a withering, ill-omened stare
- The target's next attack roll, ability check, or save before the start of your next turn suffers Disadvantage
- The target knows at once that it has been cursed, even if it cannot see who did it

Kindle

- Range: 30 feet

- Duration: Instant
- Area: Single target or unattended object
- Coax a spark from nothing. Ignite dry tinder, kindling, or an unattended flammable object, or deal 1d4 fire damage to a creature
- Something actively trying to avoid catching fire won't, the same way a candle won't light in a storm

1st Level – Cost: 1 Mana

Create Water

- Range: Touch
- Duration: Instant
- Area: Self
- Clean water flows from Gaia's depths, up to 10 gallons

Speak with Animals

- Range: Self
- Duration: 10 minutes
- Area: Self
- Communicate verbally with animals. They are not compelled to help

Summon Vines

- Range: 60 feet
- Duration: 1 hour
- Area: 60-foot line
- Strong, flexible vines: climb, bridge, haul up to 500 lbs, or bind as rope
- Vines have 10 HP and can be cut

Stone Skin

- Range: Touch
- Duration: 10 minutes
- Area: Single target
- Skin hardens like stone, granting +2 AC
- Does not stack with armor bonuses from other sources

Sure Step

- Range: Touch
- Duration: 1 hour
- Area: Single target
- The target's Speed increases by 10 feet
- Undergrowth, mud, snow, and other natural difficult terrain cost the target no extra movement for the duration

Foretell Weather

- Range: Self
- Duration: Instant
- Area: Self
- Accurately predict the weather in your immediate region for the next 24 hours: temperature, precipitation, wind, and any dangerous weather event
- Underground or anywhere cut off from open sky, this instead reveals whether a storm or major weather shift is brewing on the surface above

2nd Level – Cost: 2 Mana

Speak with Plants

- Range: Self
- Duration: 10 minutes
- Area: Self
- Plants describe events from the past day: creatures that passed, weather, disturbances. Plants part to grant safe passage

Shape Stone

- Range: Touch
- Duration: Permanent
- Area: 10 cubic feet of stone
- Reshape into handholds, sealed or opened passages, tools, containers, carved messages
- Cannot create moving parts or fine detail

Rootbind

- Range: 60 feet
- Duration: 10 minutes
- Area: 20-foot radius
- Roots surge up through soil, sand, or a packed dirt floor. The area becomes difficult terrain

- Creatures present when cast must make a Dexterity Save, DC 14, or become Immobilized
- Immobilized creatures may use their action for a Strength Check, DC 14, to break free
- Creatures entering afterward face the same save

Wither

- Range: 30 feet
- Duration: 1 minute
- Area: One creature, or a 10-foot square of plant growth
- Creature: Strength Save, DC 14, or their limbs turn leaden and starved of vigor, Disadvantage on Strength and Dexterity checks and saves for the duration
- Plant growth: all of it in the square shrivels and dies permanently
- The reverse of Elder Growth, and just as natural. This accelerates decay rather than corrupting anything, though not every table will let it pass without consequence

Venomous Touch

- Range: Touch
- Duration: 1 minute
- Area: Single target
- Target must make a Constitution Save, DC 14, or take 1d6 poison damage at the start of each of its turns for the duration
- The target can repeat the save at the end of each of its turns, ending the effect on a success
- This is venom, not corruption. A hundred small things in the world already carry it

Gaia's Endurance

- Range: Touch
- Duration: 1 hour
- Area: Single target
- The target gains Advantage on Constitution Saves made to resist Exhaustion, including those from remaining in Wild Shape past the first hour
- If cast on yourself while already at risk of Exhaustion from Wild Shape, you may immediately reroll one failed Save made this hour

Fog Bank

- Range: 120 feet
- Duration: 10 minutes
- Area: 30-foot radius
- A thick fog rolls in, heavily obscuring the area for anyone without a way to see through it
- Clings low and drifts with the wind. A reliable tool for cover, escape, or ambush

Frostbite

- Range: 30 feet
- Duration: 1 minute
- Area: Single target
- Target must make a Constitution Save, DC 14, or take 2d6 cold damage and have their Speed halved for the duration
- A successful save halves the damage and prevents the Speed reduction

3rd Level – Cost: 3 Mana

Call Lightning

- Range: 120 feet
- Duration: Concentration, up to 10 minutes
- Area: 5-foot radius per bolt
- Requires open sky or storm clouds overhead
- Call down a bolt striking a point you choose within range. Each creature within the area takes 3d6 lightning damage, Dexterity Save DC 16 for half
- As an action on subsequent turns while concentrating, call down another bolt

Tree Stride

- Range: Self
- Duration: Concentration, up to 1 minute
- Area: Self
- Step into a living tree, emerge from another of the same kind within 500 feet
- 5 feet of movement to enter or exit, usable multiple times during the duration

Beast Sense

- Range: Touch
- Duration: Concentration, up to 10 minutes
- Area: Single target
- Touch a willing beast. Use your action to see and hear through its senses instead of your own
- Your own body is blind and deaf while doing so, though aware of immediate surroundings by touch
- The beast acts on its own initiative; use Speak with Animals first if you need it to go somewhere specific

Earth Spikes

- Range: 60 feet
- Duration: Instant
- Area: 10-foot square
- Jagged stone erupts from the ground. Each creature in the area takes 2d8 piercing damage, Dexterity Save DC 16 for half
- The area becomes difficult terrain until the spikes are cleared, a full round of work, or a casting of Shape Stone

Secure Shelter

- Range: 30 feet
- Duration: 8 hours
- Area: 20-foot radius
- Living wood and stone grow and knit together into a simple shelter: walls, a roof, and a door that only you and those you designate can open from outside
- Sheds rain, wind, and cold, and grants a +2 bonus to the benefit of any rest taken inside it
- Reverts to ordinary plant growth and stone at the end of its duration

4th Level – Cost: 4 Mana

Pass Through Stone

- Range: Self
- Duration: 10 minutes
- Area: Self
- **Meld:** Merge with stone, hidden and immune to damage, can see and hear through the surface but not move
- **Phase:** Move through stone as if it were air at half speed, can bring one willing creature
- If the spell ends while inside stone, you are shunted to the nearest open space and take 4d6 force damage

Bramble Ward

- Range: 30 feet
- Duration: 8 hours or until triggered
- Area: 20-foot radius
- A ring of dense, thorned bramble grows around the area, easy to step over deliberately but treacherous to rush
- Any creature other than those you designate that enters faster than a walking pace, or enters while you are unaware, takes 1d6 piercing damage, and the thorns rattle loud enough to wake a sleeping camp
- Withers at the end of its duration, or dismissed early as an action

Tremor

- Range: 30 feet
- Duration: Instant
- Area: 15-foot radius centered on you
- The ground bucks hard enough to stagger a fight. Every creature in the area other than you must make a Dexterity Save, DC 16, or be knocked prone
- Loose, unattended objects in the area topple or roll

Wasting Sickness

- Range: 30 feet
- Duration: Until cured or 7 days
- Area: Up to 3 creatures within 15 feet of each other
- Each target must make a Constitution Save, DC 16, or contract a natural sickness
- A sickened creature has Disadvantage on Strength and Constitution checks and saves, and cannot regain HP from rest, only from magic or a Remedy
- A Fever Draught halts the sickness for 24 hours; a Curative Draught or three full days without contact with the source ends it outright
- This is not corruption, only an outbreak accelerated past its natural pace. Druids who use this against settlements or innocent creatures may face consequences from those affected, and it could affect their Reputation

Verdant Command

- Range: 60 feet
- Duration: Concentration, up to 1 minute
- Area: 30-foot radius
- Existing plant growth in the area lashes out on your command. Each round

on your turn, choose up to two creatures in the area; each must make a Strength Save, DC 16, or become Immobilized and take 1d6 damage

- Requires actual plant growth already present in the area. Does nothing in a bare stone room or open desert

5th Level – Cost: 5 Mana

Speak with Stone

- Range: Self
- Duration: 10 minutes
- Area: Self
- Ask up to 5 questions. Stone remembers events up to 100 years old, creatures that passed through, hidden passages, mineral content, structural weakness

Elder Growth

- Range: 300 feet
- Duration: Permanent
- Area: up to 100-foot radius
- Restores blighted, poisoned, or dead land to fertility: a field greens, a poisoned spring runs clear, a dead grove buds again
- Cannot resurrect a creature or reverse a death
- Can also call up sturdy, fast-growing plant cover to shore up a collapsing tunnel mouth or slow erosion at a ledge
- An act of restoration. Deals no damage and restrains nothing

Flash Flood

- Range: 120 feet
- Duration: Instant
- Area: A 30-foot-wide path, up to 120 feet long, following a natural downhill slope or waterway
- Requires a source of water nearby: a river, a rain-soaked hillside, a flooded tunnel
- A sudden surge of water sweeps through the area. Each creature in the path must make a Strength Save, DC 17, or be swept 30 feet and knocked prone
- Extinguishes unprotected flames and can carry off loose debris, embers, or small structures in its path

Wind Wall

- Range: 60 feet
- Duration: Concentration, up to 10 minutes
- Area: A 30-foot-long, 15-foot-tall wall of wind, up to 5 feet thick
- Deflects arrows, bolts, and other small projectiles passing through it; they simply miss
- Disperses gas, fog, and other airborne effects passing through it
- Flying creatures smaller than Large cannot pass through without a Strength Check, DC 16

Winter's Grasp

- Range: 60 feet
- Duration: 1 minute
- Area: Single target
- Target must make a Constitution Save, DC 17, or become Restrained as ice locks around their limbs, taking 3d6 cold damage
- A Restrained target may repeat the save at the end of each of its turns, shattering the ice and ending the effect on a success, taking half the initial damage again as the ice breaks

6th Level – Cost: 6 Mana

Commune with Gaia

- Range: Self
- Duration: 10 minutes
- Area: Self
- Direct communion with Gaia. Ask up to 10 questions about the natural world, events on or within the earth, natural resources, the health of the land, threats to nature, or hidden places within stone
- Gaia answers truthfully but may speak in metaphor or riddles

Earthquake

- Range: 300 feet
- Duration: Concentration, up to 1 minute
- Area: 60-foot radius
- The ground heaves and splits. At the start of your turn each round, every creature standing on the ground in the area must make a Dexterity Save, DC 18, or fall prone
- Structures in the area take 4d10 bludgeoning damage each round; larger or sturdier structures may hold longer
- Lasting fissures or other hazards may open in the area
- Tremor's older, harder sibling. Reserve it for moments the story can carry

Verdant Sanctuary

- Range: 60 feet
- Duration: 1 hour, or until you leave and don't return
- Area: 30-foot radius, centered where you cast it
- The ground blooms into dense, protective growth: soft moss, close-grown saplings, and flowering vines that turn aside harm
- Allies who start their turn in the area regain 1d6 HP, and the area is difficult terrain for anyone you don't designate as an ally
- Casting it again doesn't stack its healing, only refreshes the duration

Withering Plague

- Range: 120 feet
- Duration: 24 hours, or until cleared
- Area: 40-foot radius
- The air in the area turns thick and sour. Any creature that starts its turn there, or enters for the first time on a turn, takes 2d6 poison damage and must make a Constitution Save, DC 17, or contract a natural sickness (as Wasting Sickness)
- Plant life in the area withers within the hour. The blight doesn't spread beyond the area on its own
- Can be cleared early with Purify, with Elder Growth, or by a full day left undisturbed
- This is not corruption, only decay called early. Not every table will let it pass without consequence