

Druid

written by A J | January 1, 2020



Druids believe that nature is very special and sacred. They think that all parts of nature, like animals and plants, are important and equal. They don't choose just one God or Goddess to believe in because they think that the idea of God is too big to understand. Because of this, they use magic that comes from nature itself to help them with their spells. When a Druid uses their magic, they are working with nature to make the world a better place.

Ability Focus: Wisdom

Hit Points: d6

Ancestries Allowed: Human, Faun or Wolfin

Starting Reputation: -2

Restrictions: Druids cannot use any metal weapon or armor

Language Bonus: A druid's bonus language options include Druid, the language of woodland druid.

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

Special: Shape Shift When a Druid reaches 4th level, they gain the ability to transform into an animal once per day. The Druid must choose one animal to transform into, and this will always be their shape. The animal will be the same size as the Druid, even if the animal is usually much smaller or larger.

Special: Familiar

When a druid reaches 4th level, they can attract one of several creatures to be their helper and companion. The druid can choose from a bat, cat, hawk, owl, rat, raven, tiny snake, toad, tarantula, or weasel. The chosen creature will aid the druid on their adventures. See rules for pets.

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

Special: Druids can Turn or Befriend Animals

Calm or Befriend Animals

Similar to how a cleric has the power to repel or befriend animals, a Druid can do the same. The player should roll 1d20 and add their Wisdom (and focus) to see if they succeed in their action against the creature. The creature has a DC 16 plus its hit dice.

- If the result is equal to or greater than the DC, the animal will become calm and leave the area without interacting with the Druid or their party.
- If the result is equal to or greater than the DC +5, the animal will become friends with the Druid. The befriended animal will protect and help the Druid within its abilities, as long as the Druid stays within its normal range or lair.

Starting Equipment

a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a water skin and mistletoe

Starting Money

All characters start with 2d4 x 10 gold pieces

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Gain access to **Level 2 Spells**

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Gain access to **Level 3 Spells**

Increase **Ability Focus** to 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Gain access to **Level 4 Spells**

Gain the **shape-shift** ability

Attract a **Familiar** companion / follower

Druid Spells

Zero Level

- Detect Poison
- Know Direction

1st Level

- Affect Normal Fires
- Detect Animals
- Effect Wind
- Entangle
- Hide from Animals
- Keen Senses
- Pass without Trace
- Read Weather

2nd Level

- Slow Poison
- Snake Charm
- Speak with Animals
- Web

3rd Level

- Forecast Weather
- Gust of Wind
- Neutralize Poison
- Speak with Plants

4th Level

- Ice Storm
- Lower Water
- Plant Growth
- Sticks to Snakes

5th Level

- Conjure Elemental
- Grove of Trees
- Hallucinatory Terrain

6th Level

- Move Earth
- Weather control

7th Level

- Reverse Gravity