

Druid Class & Subclass Features

DRUIDIC 1st-Level Druid Feature

You know Druidic, the secret language of druids. You can speak the language and use a system of natural elements to leave hidden messages that only other druids will understand. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful WIS (Perception) check but can't decipher it without magic.

NATURE'S GIFT 1st-Level Druid Feature

You have learned to harness the ambient energy of nature and can redirect that energy to encourage growth and healing. As a bonus action, choose one creature within 5 feet of you (this can be you). When you do so, roll a number of d4s equal to your PB (minimum of 2d4). That creature regains hit points equal to the total rolled. This feature has no effect on Constructs or Undead.

You can use this feature a number of times per day equal to your PB. You recover expended uses when you complete a long rest.

SPELLCASTING 1st-Level Druid Feature

You can cast Primordial spells. WIS is your spellcasting ability.

- **Spell Save DC:** 8 + your PB + your WIS modifier

- **Spell Attack Modifier:** your PB + your WIS modifier

Casting Spells. You know a small number of spells & can cast any of them by using a spell slot of the spell's circle or higher. You prepare a number of spells equal to your WIS modifier + your druid level (minimum of one spell). This is your list of prepared spells from which you can cast. You regain all used spell slots when you finish a long rest.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your spells.

WILD SHAPE 2nd-Level Druid Feature

You gain the ability to channel energy directly from nature to produce effects beyond spells.

Beginning at 2nd level, you can use your Wild Shape feature once until you finish a short or long rest.

- **Wild Shape: Beast Form.** As an action, you can magically assume the form of a Beast.

2nd-Level: Lizard (4 HP); Snake, Constrictor (24 HP);

3rd-Level: Wolf (14 HP)

- **Wild Shape: Draw Power:** As a bonus action, choose a single expended Primordial spell slot to recover. The recovered spell slot must be of a circle equal to or less than your proficiency bonus (PB). For example, a 5th-level druid with a PB of +3 could recover an expended 1st, 2nd, or 3rd-circle Primordial spell slot with this feature. You can't use *Draw Power* while transformed by the Beast Form effect of your Wild Shape feature, even if you have multiple uses of Wild Shape available to expend.

ELEMENTALIST RING SPELLS 3rd-Level Druid Feature

You gain ring spells as part of your subclass. A ring spell is always on your list of known spells & doesn't count against the number of spells you know. Casting a ring spell still expends a spell slot. If a ring spell isn't on the Primordial spell list, it still counts as a Primordial spell for you. You can't replace ring spells.

1st-Circle: burning hands, thunderwave

2nd-Circle: acid arrow, shatter

ELEMENTAL CONVERGENCE 3rd-Level Druid Feature

You learn one cantrip from the following list: *acid splash*, *electric jolt*, ***firebolt***, *hoarfrost*, *ray of frost*, or *shocking grasp*. When you finish a long rest, you can switch your chosen cantrip for another cantrip on the list. When you deal damage with one of these cantrips, you deal additional damage of its type equal to your PB. In addition, when you deal acid, cold, fire, lightning, or thunder damage, you can choose for any number of those damage dice to be damage of one of the other types.

WILD SHAPE: Elemental Conduit 3rd-Level Druid Feature

As a bonus action, you can expend a use of your Wild Shape feature to become a living conduit to the elemental planes, taking on physical characteristics related to the elements, such as constantly blowing hair, fiery eyes, fluid-seeming movement, and rock-solid

bones. You remain in this form for 10 minutes or until you dismiss it (no action required), are incapacitated, or die.

As a reaction while the conduit is active, you can produce one of the following effects:

- **Elemental Absorption.** When you take acid, cold, fire, lightning, or thunder damage, you can absorb some of the energy. You are resistant to that type of damage until the start of your next turn. If you are already resistant to that type of damage, you become immune for the duration instead.
- **Elemental Empowerment.** When you deal acid, cold, fire, lightning, or thunder damage, you can choose to reroll a number of the damage dice equal to your WIS modifier (minimum of 1). You must use the new rolls.
- **Elemental Enervation.** When a creature you can see within 30 feet of you succeeds on a save against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, you can force the creature to reroll the save. The target must use the new result.

Lineage/Heritage Features & Talents

HYBRID HUMANOID *Rachisan Lineage*

You are primarily a Humanoid, but your vegetable characteristics give you traits in common with Plants. You have advantage on saves against being paralyzed, petrified, and effects that would cause you to suffer levels of exhaustion.

GREEN THUMB *Rachisan Lineage*

When you make an ability check to identify, cultivate, or otherwise interact with plants (not Plant creatures), you can roll a d8 and add the result to the check. In addition, your movement isn't reduced when passing through areas of difficult terrain created by magical or nonmagical plant growth (you suffer damage or other penalties as normal).

NATURAL ADAPTATION *Rachisan Lineage*

You have inherited one of the following traits, determined by what kind of plant characteristics you want your character to have:

- **Alliumite.** You have traits in common with allium vegetables, such as garlic, leek, and onion. You might have a bulbous head, long stalks for hair, or stems as your beard. If you are wounded by a piercing or slashing

weapon attack, you can use your reaction to emit irritating chemicals into the air. When you do so, each creature within 10 feet of you must succeed on a CON save (DC 10 + your PB) or be blinded until the start of its next turn. Once used, you can't use this trait again until you finish a long rest.

COMFORTS OF HOME *Cottage Heritage*

As part of a long rest, you can cook a meal, tell stories, or perform some other activity that comforts your allies. Choose a number of creatures who participated in the long rest equal to your PB (this can include you). Those creatures gain temporary HP equal to twice your PB. These temporary HP last until expended or until you complete your next long rest.

HOMESTEADER *Cottage Heritage*

You have proficiency in the Nature Skill.

FIELD MEDICINE *Healer Background*

- When you make a WIS (Medicine) check, treat any d20 roll of 9 or lower as though you rolled a 10.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature regains a number of hit points equal to your PB + their CON modifier. A creature healed in this way can't receive the benefits of this feature again until it finishes a short or long rest.
- When you spend hit dice to regain hit points during a short rest, you can reroll a number of dice equal to your PB and must take the new result.

Weapon Options

Weapon Option Save DC: [12]

HAMSTRING *Scimitar Weapon Option*

Make an attack roll with this weapon. On a hit, the target's base movement speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 feet with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful WIS (Medicine) check (against your weapon option DC), ending the effect on the target. The effect also ends if the target receives any magical healing.

Spells

* indicates innate or ring spell

^{PG2} indicates Player's Guide 2

^R indicates ritual

Cantrips

DANCING LIGHTS *Primordial Cantrip (Illusion)*

Cast Time: 1 action **Range:** 120 feet

Components: V,S,M (a bit of phosphorous or wychwood)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely Humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

FIREBOLT* *Arcane Cantrip (Evocation)*

Cast Time: 1 action **Range:** 120 feet

Components: V,S **Duration:** Instant

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

INVIGORATE ^{PG2}*Primordial Cantrip (Abjuration)*

Cast Time: 1 action **Range:** Touch

Components: V,S **Duration:** 1 round

You touch a creature. If the target has at least 1 HP, it gains a number of temporary hit points equal to 1d10 + your spellcasting ability modifier. The temporary hit points are lost when the spell ends.

The temporary hit points granted by the spell increase by 1d6 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

RESISTANCE *Primordial Cantrip (Abjuration)*

Cast Time: 1 action **Range:** Touch

Components: V,S,M (a mini cloak) **Duration:** Conc, 1 min

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one save of its choice. It can roll the die before or after making the save. The spell then ends.

1st-Circle Spells

BURNING HANDS* *1st-Circle Primordial (Evocation)*

Cast Time: 1 action **Range:** Self (15-foot cone)

Components: V,S **Duration:** Instant

A thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a DEX save. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the extra damage increases by 1d6 for each circle above 1st

COILED STRIKE ^{PG2}*1st-Circle Primordial (Transmutation)*

Cast Time: 1 action **Range:** Touch

Components: V,S,M (cobra hood) **Duration:** Conc, up to 10 min

You touch a willing creature. For the duration, if the creature uses its reaction, it can regain its reaction once, only to make an opportunity attack, until the start of its next turn. The creature can't use this additional reaction to make a second opportunity attack against a target during that target's turn.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, you can target one additional creature for each slot above 1st.

CREATE OR DESTROY WATER *1st-Circle Primordial (Transmutation)*

Cast Time: 1 action **Range:** 30 feet

Components: V,S **Duration:** Instant

When you cast this spell, choose which of the following effects to create.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

ELEMENTAL BURST ^{PG2} *1st-Circle Primordial (Evocation)***Cast Time:** 1 action **Range:** 60 feet**Components:** V,S **Duration:** Instant

You create a burst of elemental energy at a point you can see within range, where it explodes in a 5-foot radius. You choose cold, fire, lightning, or thunder damage. Each creature in the area must make a DEX save, taking 2d8 damage of the type you chose on a failure or half as much damage on a success.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the damage increases by 1d8 for each slot above 1st.

THUNDERWAVE***Cast Time:** 1 action **Range:** Self (15-foot cube)**Components:** V,S **Duration:** Instant

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet

away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the damage increases by 1d8 for each slot above 1st.

CORNUCOPIA ^{PG2,R} *1st-Circle Primordial Ritual (Conjuration)***Cast Time:** 1 minute **Range:** 30 feet**Components:** V,S,M (a tiny horn) **Duration:** Instant

You conjure up a meal, including both food and drink, for up to six creatures. The meal takes up to 1 hour to consume and disappears at the end of that time. A creature that partakes of the meal has nourishment to be sustained for 1 day and gains 1d8 temporary hit points.

2nd-Circle Spells**ACID ARROW*** *2nd-Circle Arcane (Evocation)***Cast Time:** 1 action **Range:** 90 feet

Components: V,S,M (powdered rhubarb leaf and an adder's stomach)

Duration: Instant

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the damage (both initial and later) increases by 1d4 for each slot above 2nd

BARKSKIN *2nd-Circle Primordial (Transmutation)***Cast Time:** 1 action **Range:** Touch**Components:** V,S,M (a handful of oak bark)**Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the creature's skin has a rough, bark-like appearance, and its AC can't be less than 16, regardless of the armor it wears.

GUST OF WIND *2nd-Circle Primordial (Evocation)***Cast Time:** 1 action **Range:** Self (60-foot line)**Components:** V,S,M (a legume seed)**Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a STR save or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

SHATTER* *2nd-Circle Arcane (Evocation)*

Cast Time: 1 action **Range:** 60 feet

Components: V,S,M (a chip of mica)

Duration: Instant

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the damage increases by 1d8 for each slot above 2nd

CIRCLE OF STONES ^R *2nd-Circle Primordial Ritual (Transmutation)*

Cast Time: 1 minute **Range:** 30 feet

(10-foot-radius-circle)

Components: V,S,M (four or more crystals worth at least 5 gp each)

Duration: 8 hours

You place four crystals on the ground in an area within range that is no larger than a 10-foot-radius circle and imbue them with defensive magic. When you cast this spell, you designate any number of specific creatures or creature types to be ignored by the spell's magic.

Until the spell ends, when a creature you didn't designate comes within 30 feet of the crystals for the first time on a turn or ends its turn there, one crystal launches itself at the intruder. The creature must succeed on a DEX save or take 1d6 magical bludgeoning damage. Once a crystal has attacked a target in this way, it becomes nonmagical and falls to the ground at the target's feet. Even if you can't see the crystals, you immediately know when a crystal is triggered.

The spell ends when all the crystals have become nonmagical. If you cast this spell while a previous casting of *circle of stones* is still active, the crystals used in the first casting immediately become nonmagical, and the spell ends.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 3rd-circle spell slots, you can affect one additional crystal for each

slot you have access to above 2nd (assuming you have the components to do so).