

THE DRUID

Level	Proficiency		Cantrips Known	— Spell Slots Per Spell Level —				
	Bonus	Features		1st	2nd	3rd	4th	5th
1st	+2	Druid Cant, Spellcasting	2	2	—	—	—	—
2nd	+2	Wildshape	3	3	—	—	—	—
3rd	+2	Druidic Circle	4	3	2	—	—	—
4th	+3	Feat, Wildshape Improvement	4	3	3	—	—	—
5th	+3	The Heart's Voice	4	3	3	2	—	—
6th	+3	Druidic Circle Feature	4	4	3	3	—	—
7th	+4	Wildshape Improvement (2)	4	4	3	3	2	—
8th	+4	Druidic Circle Feature, Feat	4	4	4	3	3	—
9th	+4	Beast Spells	4	4	4	4	3	1
10th	+5	Archdruid, Druidic Circle Feature, Timeless Body	4	4	4	4	4	2

DRUID

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 4) + your Constitution modifier per Druid level after 1st

PROFICIENCIES

Armor: light and medium armor.

Weapons Training

Proficiencies: Choose 3 from the following list: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, or spear.

Specialization: Choose two weapons in which you are proficient.

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Nature, and *choose one*: Arcana, Animal Handling, Insight, Medicine, Perception, Religion, and Survival.

Skills Specialties: Choose one Skill Specialty from one of your skill proficiencies.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background.

- any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

MULTICLASSING

Ability Score Minimum: Wisdom 13 When you gain a level in druid for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: Light and Medium armor

Skills: Nature

CLASS FEATURES

DRUID CANT

You know Druidic Cant, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

SPELLCASTING

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

CANTRIPS

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasingly difficult. Every time you cast a druid cantrip make a Wisdom-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

PREPARING AND CASTING SPELLS.

The Druid table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your

Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

In order to cast a spell of any level, your Wisdom score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 3rd level druid spells, your Wisdom score must be at least a 13.

DIVINE FOCUS.

You use a druidic focus as a spellcasting focus for your druid spells. Any spell with an "F" listed under components requires a focus to be cast. A druidic focus is more limited in form than an arcane focus or a holy symbol. The choices are, a yew wand, a staff of ash (or other meaningful wood), a totemic painted carving in stone or wood, or least common, a sprig of mistletoe that was cut less than a week before. You can also discuss other options with the DM

RITUAL CASTING

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

WILD SHAPE

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You should discuss with your DM which beasts you might have reasonably seen based on your character's background, but you do not need to make a

definitive list. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

WILD SHAPE

Druid Level	Max CR	Min/Max Size	Movement Limits	Examples
2nd	1/4	Tiny/Medium	No flying or swimming speed	house cat, wolf
4th	1/2	Tiny/Large	No flying speed	crocodile, warhorse
7th	1	Diminutive/Large	n/a	giant eagle, lion, housefly

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. You may choose to roll them or take the average when you transform. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment and magical items function as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

DRUID CIRCLE

At 3rd level, you choose to join a circle of druids. Your choice grants you features at 2nd level and again at 6th, 8th, and 10th. You must choose from among the Circle of the Land, Circle of the Moon, Circle of the Stars, and Circle of the Sea. These four circles are the most strongly established in Makrinos, but you may discover other strange and eldritch druidic orders during your adventures. Discuss with your DM the possibility of changing your Druid Circle based on narrative events in your game.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit again at 8th level.

WEAPON IMPROVEMENT

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 8th level.

THE HEART'S VOICE

Starting at 5th level, you can speak in your own voice while wildshaped (though you may still make any sounds inherent to the animal) and can cast spells requiring only a verbal component.

BEAST SPELLS

Beginning at 9th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the verbal components of a druid spell using the Heart's Voice ability, and any somatic components can be performed with various bestial movements (like flapping wings, shaking head or tail, rearing, rutting, and so forth) while in a beast shape, but you aren't able to provide material components or use a focus.

ARCHDRUID

At 10th level, you can use your Wild Shape an unlimited number of times.

TIMELESS BODY

Upon achieving 10th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

DRUIDIC COMMUNION

As an Archdruid, you can now lead other druids in ritual ceremonies to access older and deeper magic than mortals typically can access. You may gather together 1 or more additional willing druids of your circle, each of which must, along with you, donate a spell slot to the communion. The slots need to add up to the level of the Primeval Magic spell you seek to invoke or higher.

The Druidic Communion must occur in a natural site sacred to your circle or to druids more generally. The ritual ceremony takes 4 hours to complete. At the beginning of the ceremony, choose a Primeval Magic spell of 6th, 7th, 8th, or 9th level. Also choose one druid in the communion to be invested with the ability to cast the chosen spell but also acts as the sacrifice for the spell. The druids must unanimously agree on both the spell and which of their number is to get the spell or else the ceremony fails. Typically, these negotiations occur before the ceremony begins and may be the subject of a moot. Lastly, choose a common celestial event, such as a phase of the moon, the coming of a comet, the equinox or solstice, and so on, as long as it is not more than 30 days away. This will mark when the summoned power dissipates and the spell is no longer accessible.

As part of the ceremony, each druid must expend a spell slot, the total of which must equal to or surpass the level of the Primeval Spell. At the end of the ceremony, the chosen druid gains knowledge of the chosen spell and a spell slot high enough to cast it with. The druids may choose to invest the caster with a higher-level slot in hopes of it being upcast. Thus, the druids may choose a 6th level spell, but sacrifice enough slots to invest their compatriot with an 8th level slot.

Immediately after every time you cast the spell make a Charisma saving throw against a DC of 8 + the gained

spell slot level. If you fail the save you drop to 0 hit points, fall unconscious, are Dying, and automatically gain 1 Death Save failure. You lose access to the spell and spell slot. If you cast the spell using the slot, you regain the slot after a Long Rest and spending your highest available spell slot. If you do not spend this spell slot each day, you lose access to the spell and the slot. Furthermore, when the chosen celestial event occurs, you lose access to the spell slot and cannot perform the ceremony again until after an Extended Rest.

DRUID CIRCLES

Upon achieving 3rd level, a Druid must join a circle, requiring some contact with a community of (ostensibly) like-minded worshipers and caretakers of nature. The four druid circles described here, are the four main druid circles found in Makrinos and the surrounding regions. Your druid might belong to a local circle who meet regularly to perform the rites of the moon and other celestial events, sometimes even in conjunction with other Circles. Or perhaps, they are more of a loner, only attending to the great moots where all the regional druids gather to discuss weighty matters. These circles are synecdoches for each other, referring to the Circle of the Moon might mean both a small group of local druids, the greater network of such circles, or literally every druid who follow those traditions. In Makrinos the druids of all four circles work closely together, but each regional circle has its own rules and customs.

Typically, joining a circle requires a sponsor or the presentation of a gift for the entire circle.

CIRCLE OF THE LAND

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites. Choose a land type: arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. Your powers are strongest in and over such terrain.

KNOWLEDGE OF THE LAND

Upon joining the Circle of Land at 3rd level, you gain an expertise die to all Nature and Survival checks related to their chosen land type.

In addition whenever you spend Hit Dice to recover Hit Points while in your favored terrain, roll them with Advantage.

NATURAL RECOVERY

Starting at 3rd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a Short Rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 4th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain cantrips and spells. Upon joining the Circle of the Land, you learn one additional druid cantrip depending on your choice favored terrain. This cantrip doesn't count against the number of druid cantrips you know. If you already know that cantrip, you can learn another druid cantrip in its place. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid and that you now favor. Consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE SPELLS BY FAVORED TERRAIN

Arctic		Coast	
Level	Spell	Level	Spell
cantrip	<i>frostbite</i>	cantrip	<i>gust</i>
3rd	<i>hold person, ice blade</i>	3rd	<i>blur, gust of wind</i>
5th	<i>sleet storm, slow</i>	5th	<i>water breathing, tidal wave</i>
7th	<i>ice storm, elemental bane (cold only)</i>	7th	<i>control water, freedom of movement</i>
9th	<i>commune with nature, cone of cold</i>	9th	<i>control winds, transmute rock</i>

Desert		Forest	
Level	Spell	Level	Spell
cantrip	<i>mold earth</i>	cantrip	<i>thorn whip</i>
3rd	<i>blur, dust devil</i>	3rd	<i>barkskin, spider climb</i>
5th	<i>dust storm, wall of sand</i>	5th	<i>call lightning, plant growth</i>
7th	<i>blight, hallucinatory terrain</i>	7th	<i>grasping vine, wall of fire</i>
9th	<i>insect plague, wall of stone</i>	9th	<i>commune with nature, tree stride</i>

Grassland		Mountain	
Level	Spell	Level	Spell
cantrip	<i>thorn whip</i>	cantrip	<i>mold earth</i>
3rd	<i>spike growth, pass without trace</i>	3rd	<i>spider climb, spike growth</i>
5th	<i>erupting earth, wind wall</i>	5th	<i>call lightning, meld into stone</i>
7th	<i>giant insect, grasping vine</i>	7th	<i>stone shape, stoneskin</i>
9th	<i>control winds, insect plague</i>	9th	<i>passwall, wall of stone</i>

Subterranean		Swamp	
Level	Spell	Level	Spell
cantrip	<i>light</i>	cantrip	<i>poison spray</i>
3rd	<i>spider climb, web</i>	3rd	<i>darkness, pass without trace</i>
5th	<i>gaseous form, stinking cloud</i>	5th	<i>stinking cloud, water walk</i>
7th	<i>charm monster, stone shape</i>	7th	<i>control water, giant insect</i>
9th	<i>cloudkill, wall of stone</i>	9th	<i>insect plague, anti-life shell</i>

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain while in your chosen land type costs you no extra movement. In all other land types, you treat difficult terrain as if 2 steps less difficult. You can also pass through nonmagical plants without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have Advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

NATURE'S WARD

When you reach 8th level, you can't be *charmed* or *frightened* by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

When you reach 10th level, creatures of the natural world sense your connection to nature and become hesitant to attack you.

- Beasts and Plants of Intelligence 4 or less within 30 feet of you are automatically charmed by you. They will not attack you or your allies unless threatened, take damage, or witness others of their kind take damage. If such a beast or plant is compelled to attack you by means of charm or summoning, they are allowed an immediate save against the effect with Advantage, and even if they fail, they attack at Disadvantage.
- You have Advantage on Charisma (Persuasion) with Beasts and Plants of Intelligence 5 or higher.
- Any spells you cast on beasts or plants that restores hit points, restores an additional 2d8.

CIRCLE OF THE MOON.

Druids of the Circle of the Moon revere Cyrene as a spirit of the moon who watches over the wilderness, but not as a goddess whose worship is to be held over any others. Instead, they venerate the moon itself which they see as an opening and closing eye on the natural world itself, watching over the wilderness as night and representing the cyclical changes of days, the seasons, and the years. As such, when these druids gather, they do so under the light of the full moon and have honed their druidcraft to expand the boundaries of taking on beast shapes, being able to transform into more fearsome beasts for longer periods of time.

COMBAT WILD SHAPE

Upon entering the Circle of the Moon at 3rd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, when you transform back to your normal form, you can use your Reaction to expend one spell slot and regain 1d8 hit points per level of the spell slot expended modified by your Charisma. Thus, a moon druid with a 16 Charisma that spent a 2nd level spell slot in this way, would regain 2d8+3 hit points.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 3rd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1, and use the Moon Druid wildshape table below in place of the core druid table. Starting at 6th level, you can transform into a beast with a challenge rating as high as 2, and this increases to CR 3 at 8th level.

MOON DRUID WILD SHAPE

Moon Druid Level	Max CR	Min/Max Size	Movement Limits	Examples
2nd	1	Tiny/Medium	No flying or swimming	wolf, brown bear
4th	1	Tiny/Large	No flying	dire wolf, giant toad
6th	2	Diminutive/Huge	n/a	giant boar, hunter shark
8th	3	Diminutive/Huge	n/a	giant scorpion, giant vulture

PRIMAL STRIKE

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CHANGEABLE

Also at 6th level you can use your Wildshape ability an additional time (for a total of 3) between Short or Long Rests.

A THOUSAND FACES

Starting at 8th level, you may expend one of your wildshape uses to cast *alter self*. When the spell ends you may spend a spell slot to heal yourself as with the Combat Wildshape feature.

MONSTROUS WILD SHAPE

At 10th level you can use your wildshape to transform into any monstrosity of CR3 or less that has aspects of a beast. For example, an owlbear, a displacer beast, or a mantichore.

CIRCLE OF THE STARS

The Circle of Stars allows druids to draw on the alignment of stars for their power. These druids have tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By revealing and understanding these secrets, the Circle of the Stars seeks to harness the powers of the cosmos.

Many druids of this circle keep records of the constellations and the stars' effects on the world. Some groups document these observations at megalithic sites, which serve as enigmatic libraries of lore. These repositories might take the form of stone circles, pyramids, petroglyphs, and underground temples - any construction durable enough to protect the circle's sacred knowledge even against a great cataclysm.

STAR MAP

You've created a star chart as part of your heavenly studies. It is a Tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding this map, you have these benefits:

- You know the *guidance* cantrip.
- You always have the *guiding bolt* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast *guiding bolt* without expending a spell slot. You can do so a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

If you lose the map, you can perform an 8-hour ceremony over the course of a night to magically create a replacement, at the end of which you suffer 1 level of exhaustion.

STAR MAPS

d6 Map Form

- 1 A scroll covered with depictions of constellations
- 2 A stone tablet with fine holes drilled through it
- 3 A speckled hide, tooled with raised marks
- 4 A collection of maps bound in an ebony cover
- 5 A crystal that projects star patterns when placed before a light
- 6 Glass disks that depict constellations

STARRY FORM

As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form, rather than transforming into a beast. While in your starry form, you retain your game statistics, but your body becomes black as the night sky, and marked with luminous points connected by glowing lines as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Choose 3 forms from those below. Whenever you assume your starry form, choose which of those three constellations glimmers on your body; your choice gives you certain benefits while in the form:

- *Almathea's Chalice*. The constellation associated with the goddess Almathea's life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.
- *The Balance*. The celestial scales of Orostos appear on you. While in this form whenever a creature within 60 feet of you has Advantage or Disadvantage on a d20 roll, you may use your Reaction to nullify it, converting it into a normal roll.
- *Byrrhus' Bull*. The Great Bull glows on you. While in the form, you have +10 to your movement and your critical hits with bludgeoning or piercing weapons deal an extra die of damage.
- *The Crab*. You gain an expertise die (+1d4) to Strength (Athletics) checks to initiate or maintain a grapple. When you have a creature grappled, it must make a Constitution saving throw at the beginning of its turn or be poisoned until the beginning of its next turn.

- *The Fishes*. The entwined starry twin fish that appear on you represent adaptability. On your turn, while in this starform, you may use a Bonus Action to gain resistance to your choice of the following damage types: acid, cold, fire, lightning, poison, thunder, or to gain waterbreathing. This lasts until the end of your next turn unless you use your Bonus Action to maintain it.
- *The Goat*. Ebenezer the Goat is a famous figure of folklore and in some areas a collection of stars is named for him. This goat pattern appears on you when you adopt this starform, during which you can use a Bonus Action to end any one of the following conditions on yourself: *blinded, charmed, dazed, deafened, frightened, paralyzed, or poisoned*. You have Advantage on any saving throw against being stunned, and also as a Bonus Action, you can make an unarmed melee attack in the form of a headbutt that does 1d4 + Strength modifier bludgeoning damage, and has the Tackle mastery feature.
- *The Lion*. The Roaring Lion appears on you. As an Action on your turn you can roar, all creatures in a 15 feet cone extending from you must make a Wisdom saving throw. If they fail, they become *frightened* until the end of their next turn or until they take damage. Any creature that makes their save is immune to this effect for 24 hours.
- *Ozion the Archer*. The constellation called “Ozion the Archer” appears on you. When you activate this form, and as a Bonus Action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.
- *The Runner*. Corvax the Runner appears on you in this Starry Form. You may Dash as a Bonus Action. You can jump twice as far and twice as high as normal.
- *Scorpus*. The constellation Scorpus the Scorpion appears on you, and you grow an inky black tail tipped with a stinger. On your turn you may use a Bonus Action to make a Dexterity-based melee attack roll with the tail that has a reach of 10 feet. On a successful hit, you do 1d8 + Wisdom modifier poison damage.
- *The Seven Sisters*. The crown-shaped constellation called the Seven Sister spins all over your form. While in this starform, you benefit from Protection from Outsiders without expending a spell slot or requiring concentration. You can also cast it with a range of 30 without expending a spell slot or requiring the material component.

- *The Twins*. Often associated with the twin gods, Elyssion and Undine, the constellation calls “The Twins” appears on you. When you adopt this starform, an illusory duplicate of you appears in your space. The duplicate moves with you and mimics your actions, shifting position so it’s impossible to track which image is real. Each time a creature targets you with an attack, roll a d20. If the roll is an 11 or higher the attack targets your duplicate instead. A duplicate’s AC equals 10 + your Charisma modifier. If an attack hits the duplicate it dissipates, but then reconstitutes at the end of your next turn. The duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. Your starform ends early if your duplicate dissipates a number of times equal to your proficiency bonus.
- *Umbril the Wise*. The constellation known as the owl appears on you. When you make an Intelligence or a Wisdom skill check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

STELLAR KNOWLEDGE

At 6th level, choose an additional Starry Form to add to your repertoire and gain the power of *Cosmic Omen*:

Cosmic Omen. Whenever you finish a Long Rest, you can consult your Star Map for omens. When you do so, roll a die. Until you finish your next Long Rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die:

- *Weal (even)*. Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your Reaction to add a d6 Bonus Die to the roll.
- *Woe (odd)*. Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your Reaction to roll a d6 and subtract the number rolled from the total.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a Long Rest.

TWINKLING CONSTELLATIONS

At 8th level, the constellations of your Starry Form improve (see below). Moreover, as an Action on your turn, while in your Starry Form, you can change which constellation glimmers on your body without expending a Wildshape use. Lastly, you can choose an additional constellation you can add to your Starry Forms.

- *Almathea’s Chalice*. You now roll 2d8 + Wisdom modifier to determine how many hit points are restored.

- *The Balance.* You gain Advantage on all Dexterity (Acrobatics) checks to keep your balance and on all saving throws against being knocked prone.
- *Byrrhus' Bull.* Your critical hits with bludgeoning or piercing weapons deal 2 extra die of damage.
- *The Crab.* Your expertise die for Strength (Athletics) checks to initiate or maintain a grapple increased to d6. Furthermore, while grappling a creature on your turn you can win an opposed grapple check to deal 1d6 + Strength bludgeoning damage.
- *The Fishes.* You are under the effect of a *waterbreathing* spell while in this form and no longer have to choose it. You may use an Action to touch a creature, it also gains waterbreathing until you are no long in this Starry Form. You can effect a maximum of 1 + your Charisma modifier this way.
- *The Goat.* You are immune to poison damage.
- *The Lion.* Alternately to *frightening*, you can use your roar to push all creatures Large sized or smaller in the cone 15 feet directly away from you unless they succeed at a Strength saving throw. Either way, whenever you use the roar feature those caught in the cone take 1d6 thunder damage (which technically happens before the *frightened* effect).
- *Ozion the Archer.* Your star arrows deal radiant damage equal to 2d8 + your Wisdom modifier.
- *The Runner.* Once during your transformation you may cast *far step* without expending a spell slot.
- *Scorpus.* On a successful hit, the target must also make a Constitution saving throw or be *poisoned* until the end of their next turn.
- The Seven Sisters. While in this form you benefit from the Protection from Outsiders spell without requiring concentration, allowing you to cast it on someone else as well.
- The Twins. No change
- Umbril the Wise. You grow wings and have a flying speed of 30 feet.

MASTER OF STARS

At 10th level, you gain the following benefits:

- *Astrognosis.* Choose two more Starry Forms.
- *Full of Stars.* While in your Starry Form, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage.

CIRCLE OF THE SEA

These druids are enraptured by seas and oceans, estuaries and even great lakes, giving their attention to ecologies beneath the surface of bodies of water. They are concerned with the maintenance of the natural balance of seas, protecting sealife and fighting against those that would pollute the waters. "It all comes back to water," or "All comes from the sea" are common saying among Sea Druids when explaining their mystical focus.

UNDINE'S GIFT

While not as singly focused on the goddess Undine as her clerics are, Circle of the Sea druids revere here as important spiritual figure who is considered both an unpredictable force and a evenhanded judge. Upon entering the Circle of the Sea at 3rd level, you may use your Wildshape ability to transform into creatures with a swim speed. Furthermore, you are always under the effect of *waterbreathing* no matter what form you are in.

SWIMMER'S BODY

Upon joining the Circle of the Sea, you gain proficiency in Athletics. If you are already proficient in athletics, you gain Skill Specialization: swimming, instead.

CHILD OF THE SEA

At 6th level you gain the following benefits:

- *Aquatic Form.* You can use your wildshape ability to take the form of a beast up to CR 1, as long as it has a swim speed. At 8th level, this goes up to CR 2.
- *Spirit of the Sea Otter.* As long as you are wearing light or no armor, you have a swim speed of 30 feet.
- As long as you have at least 1 use of your Wildshape ability left, transforming into a beast with a swim speed does not expend a use.

SEASPEECH

At 8th level you gain the following benefits:

- You can speak with marine animals at will, as the spell *speak with animals*.
- You can upcast any spells with a verbal component by 1 level in order to cast it without verbal components while submerged in water.

LIKE A FISH TO WATER

At 10th level you gain the following benefits:

- Whenever you Wildshape into a creature with a swim speed, your new form begins with additional temporary Hit Points depending on its CR: ½ or less = 1d8, CR 1 = 2d8, CR 2 = 3d8
- You always have *water breathing* prepared and it does not count again the maximum number of spells you can have prepared.
- Your swim speed is 60 feet.
- You have resistance to cold damage.

DRUID SPELL LIST

CANTRIPS

Detect Magic
Druidcraft
Guidance
Poison Spray
Primal Savagery
Produce Flame
Resistance
Shillelagh
Thornwhip
Thunderclap

1ST LEVEL

Animal Friendship
Charm Person
Conjure Spider
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaring Strike
Entangle
Faerie Fire
Fist of Stone
Fog Cloud
Goodberry
Healing Word
Jump
Longstrider
Purify Food and Drink
Speak with Animals
Thunderwave

2ND LEVEL

Animal Messenger
Barkskin
Darkvision
Enhance Ability
Flame Blade
Gust of Wind
Heat Metal
Hold Person
Ice Blade
Lesser Restoration
Locate Animals or Plants
Locate Object
Moonbeam
Pass without Trace
Protection from Poison
Spike Growth

3RD LEVEL

Call Lightning
Cobra Spit
Conjure Animals
Daylight
Dispel Magic
Meld into Stone
Plant Growth
Protection from Energy
Quench
Sleet Storm
Speak with Plants
Tidal Wave
Water Breathing
Water Walk

Wind Wall

4TH LEVEL

Blight
Confusion
Conjure Lesser Elemental (all)
Control Water
Dominate Beast
Freedom of Movement
Giant Insect
Hallucinatory Terrain
Ice Storm
Locate Creature
Polymorph
Stone Shape
Stoneskin
Wall of Fire

5TH LEVEL

Antilife Shell
Awaken
Commune with Nature
Conjure Elemental (all)
Contagion
Dispel Outsiders
Geas
Greater Restoration
Insect Plague
Mass Cure Wounds
Planar Binding
Reincarnate
Scrying

Tree Stride
Wall of Stone
Wrath of Nature

PRIMEVAL MAGIC

6TH LEVEL

Find the Path
Move Earth
Sunbeam
Transport via Plants
Wall of Thorns
Wind Walk

7TH LEVEL

Fire Storm
Mirage Arcane
Regenerate
Reverse Gravity

8TH LEVEL

Animal Shapes
Control Weather
Earthquake
Feeblemind
Sunburst

9TH LEVEL

Evergreen Army
Foresight
Shapechange
Storm of Vengeance
True Resurrection