

Druid

Ability Requirement: Wisdom 12, Charisma 15

Alignment: May be of any neutral alignment.

Armor: Padded, Hide, and Leather armor. Also wooden shields.

Weapons: Club, sickle, dart, spear, dagger, scimitar, sling, and staff.

THACO: As Priest.

Saving Throws: As Priest.

Weapon Proficiencies: 2 + 1 every 4 levels.

Nonweapon Proficiencies: 4 + 2 every 3 levels.

Bloodied: At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

Casting Check: Wisdom based.

Sphere Access: You may choose spells from the spheres of All, Animal, Elemental, Healing, Plant, and Weather with minor access to the Divination sphere (1st – 3rd level). See Cleric for Spell Progression.

Elemental Spells: Druids may learn one element based Wizard or Cleric spell outside of its normally allowed spells per Spell Level.

Elemental Defense: +2 to Saving Throws vs fire and electrical attacks.

Druidic: Learn the ancient and secret language of Druids.

3rd – Identify plants, animals, and pure water: Done with perfect accuracy.

3rd – Rough Terrain: Can walk through Rough Terrain with no penalty to movement.

3rd – Woodland Languages: Learn Sylvan, the ancient and magical language of the Fey.

7th – Immune to Charm spells cast by woodland creatures.

7th – Shapechange: May turn into a Bird, Reptile, or Mammal each once per day. The creature may be as small as a bullfrog or as large as a black bear. Upon reaching the new form, the Druid heals 1d6x10% hit points. The animal must be a natural (real world) animal and the Druid takes on its Movement Rate, Abilities, Armor Class, Number of Attacks, and Damage per Attack. The Druid's clothing and one item held in each hand become part of the new body, but the items cannot be used while in animal form.

12th – Test to reach the rank of Druid.

13th – Test to reach the rank of Archdruid.

14th – Test to reach the rank of Great Druid.

15th – Test to reach the rank of Grand Druid, who leads a Circle.

16th – Heiophant Druid I

- Immunity to ingested or contact natural poisons.
- No longer subject to ability score adjustments for age.
- Nonmagical ability to *Alter Self* as the spell.

17th – Heiophant Druid II

- Gain the ability to hibernate, where you do not age during this time. You can setup a wake-up after a period of time or when the environment changes.
- You can enter the Elemental Plane of Earth at will (takes one round) and become immune to acid while on that plane.

18th – Heiophant Druid III

- You can enter the Elemental Plane of Fire at will (takes one round) and become immune to fire while on that plane.

19th – Heiophant Druid IV

- You can enter the Elemental Plane of Water at will (takes one round) and become immune to cold while on that plane.

20th – Heiophant Druid V

- You can enter the Elemental Plane of Air at will (takes one round) and become immune to lightning while on that plane.