



**Circle of the Moon
Druid**

CHARACTER NAME

Guide

BACKGROUND

Forest Gnome

SPECIES

Druid

CLASS

Circle of the Moon

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

14

SHIELD

HIT POINTS

CURRENT

TEMP

21

MAX

HIT DICE

SPENT

3x d8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+2

14

MODIFIER

SCORE

INITIATIVE

+1

SPEED

30

SIZE

S

PASSIVE PERCEPTION

16

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+2	1d6+0 bludgeon	
Quarterstaff (Shillelagh)	+6	1d8+4 bludgeon	1 min, bonus action to activate
Spell Attack	+6		
Spell DC	14		

CLASS FEATURES

Wild Shape: 2x per long rest, as a Bonus Action, assume the form of an animal for 3 hours. Regain 1 use on a short rest. Know 4 forms noted below.

Gain 15 temporary Hit Points when wild shaped. Can speak, cast only the spells marked with 1w or Cw. Use beast's physical abilities and your mental abilities. Beast's AC is 17.

Primal Order of the Magician: Extra cantrip and bonus to Intelligence checks.

Wild Companion: Expend a spell slot or use a Wild Shape to cast Find Familiar.

Druidic: You know the secret language of druids, and the Speak with Animals spell.

You avoid wearing metal.

SPECIES TRAITS

Darkvision: 60 feet.

Gnomish Cunning: Advantage on Intelligence, Wisdom, and Charisma saving throws.

Forest Gnome Lineage: You know the Minor Illusion cantrip. You can cast Speak with Animals x2 times per long rest without using a spell slot.

FEATS

Skilled: 3 extra skills (already noted).

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

TOOLS

SPELLCASTING ABILITY

+4	SPELLCASTING MODIFIER
14	SPELL SAVE DC
+6	SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4		LEVEL 4			LEVEL 7		
LEVEL 2	2		LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

APPEARANCE

BACKSTORY & PERSONALITY

You belong to an ancient order using nature’s magic to heal, transform, and shape the world. You guard ecological harmony between people, plants, and animals. You guide others with your ancient wisdom, and channel Candra’s (the Moon’s) magic to transform into animals.

Alignment

LANGUAGES

Druidic, Common, Celtic, Sanskrit

EQUIPMENT

Quarterstaff (spell focus – hewn from an ancient tree)
Leather Armor & Wooden Shield
Cartographer’s Tools
Herbalism Kit: craft healing potion, candle, antitoxin, etc.
Traveller's Clothes
Rations
Rope
Tinderbox
Torches (5x)
Waterpot

Magic Item Attunement

COINS

CP	SP	EP	GP	PP

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	Minor Illusion	A	30		1 min, sound or image, not both, successful Int (Investigation) check to tell it is fake
C	Guidance	A	Touch		1 min, 1d4 to one ability check
C	Shillelagh	B	Self		Staff attacks use spellcasting ability instead of Strength and do d8 of Force damage
Cw	Starry Wisp	A	60		1d8 radiant, target emits dim light until end of your next turn and cannot be invisible
1	Find Familiar	1h	10		Small animal. Cast spells via, communicate telepathic, Bonus action see through eyes
1x	Speak with Animals	A	Self		10 min
1w	Cure Wounds	A	Touch		Heal 2d8+4
1	Entangle	A	90		20ft square, difficult terrain, 1min, Str save or Restrained
1	Goodberry	A	Self		10 berries, Bonus Action to eat one, restore 1 HP per berry, nourish for one day
1	Healing Word	B	60		Heal 2d4+4
2w	Moonbeam	A	120		5ft radius cylinder, move with Action; once per turn in beam, Con save, 2d10 radiant
2	Spike Growth	A	150		20ft sphere, 10min, difficult terrain, every 5ft take 2d4 piercing dmg, camouflaged ground
2	Lesser Restoration	B	Touch		Cure: Blinded, Deafened, Paralyzed, Poisoned.
2	Gust of Wind	A	Self		Wind line, move line w/bonus act, 60ft long, 10ft wide, Str save push 15ft, difficult terrain

RAT

Tiny Beast, Unaligned

AC 10 Initiative +0 (10)
HP 1 (1d4 – 1)
Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	2	–4	DEX	11	+0	CON	9	–1
INT	2	–4	WIS	10	+0	CHA	4	–3

Skills Perception +2
Senses Darkvision 30 ft., Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

TRAITS

Agile. The rat doesn't provoke Opportunity Attacks when it moves out of an enemy's reach.

ACTIONS

Bite. Melee Attack Roll: +2, reach 5 ft. Hit: 1 Piercing damage.

GIANT SPIDER

Large Beast, Unaligned

AC 14 Initiative +3 (13)
HP 26 (4d10 + 4)
Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2	DEX	16	+3	CON	12	+1
INT	2	–4	WIS	11	+0	CHA	4	–3

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft., Passive Perception 14
Languages None
CR 1 (XP 200; PB +2)

TRAITS

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). Dexterity Saving Throw: DC 13, one creature the spider can see within 60 feet. Failure: The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

LION

Large Beast, Unaligned

AC 12 Initiative +2 (12)
HP 22 (4d10)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3	DEX	15	+2	CON	11	+0
INT	3	–4	WIS	12	+1	CHA	8	–1

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

TRAITS

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

ACTIONS

Multiattack. The lion makes two Rend attacks. It can replace one of these attacks with a use of Roar.

Rend. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage.

Roar. Wisdom Saving Throw: DC 11, one creature within 15 feet. Failure: The target has the Frightened condition until the start of the lion's next turn.

WARHORSE

Large Beast, Unaligned

AC 11 Initiative +1 (11)
HP 19 (3d10 + 3)
Speed 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4	DEX	12	+1	CON	13	+1
INT	2	–4	WIS	12	+1	CHA	7	–2

Senses Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Hooves. Melee Attack Roll: +6, reach 5 ft. Hit: 9 (2d4 + 4) Bludgeoning damage. If the horse moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and, if it is Huge or smaller, has the Prone condition.

SPELLBOOK

CANTRIPS

GUIDANCE

level 0 - divination

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

MINOR ILLUSION

level 0 - illusion

Casting Time: Action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Image. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

SHILLELAGH

level 0 - transmutation

Casting Time: Bonus Action

Range: Self

Components: V, S, M (mistletoe)

Duration: 1 minute

A Club or Quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade. The weapon's damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

STARRY WISP

level 0 - evocation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

LEVEL 1

CURE WOUNDS

level 1 - abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

ENTANGLE

level 1 - conjuration

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

FIND FAMILIAR

level 1 - conjuration (ritual)

Casting Time: 1 hour or Ritual

Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel**, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

GOODBERRY

level 1 - conjuration

Casting Time: Action

Range: Self

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

HEALING WORD

level 1 - abjuration

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

SPEAK WITH ANIMALS

level 1 - divination (ritual)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

LEVEL 2

GUST OF WIND

level 2 - evocation

Casting Time: Action

Range: Self

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 duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save. 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 it extinguishes candles 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 your later turns, you can change the direction in which the Line blasts from you.

LESSER RESTORATION

level 2 - abjuration

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

MOONBEAM

level 2 - evocation

Casting Time: Action

Range: 120 feet

Components: V, S, M (a moonseed leaf)

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Dim Light fills the Cylinder, and you can take a Magic action on later turns to move the Cylinder up to 60 feet. When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is shape-shifted (as a result of the *Polymorph* spell, for example), it reverts to its true form and can't shape-shift until it leaves the Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 2.

SPIKE GROWTH

level 2 - transmutation

Casting Time: Action

Range: 150 feet

Components: V, S, M (seven thorns)

Duration: Concentration, up to 10 minutes

The ground in a 20-foot-radius Sphere centered on a point within range sprouts hard spikes and thorns. The area becomes Difficult Terrain for the duration. When a creature moves into or within the area, it takes 2d4 Piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area when the spell is cast must take a Search action and succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the terrain as hazardous before entering it.