

A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME



The Majestic Fantasy Realms
Druids

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Druids

The religions of the Majestic Fantasy Realms share a common element; that the world was divinely created. Druids have found that because of this the land itself has a divine essence that can be tapped into and used. If the wielder's intent is to protect the natural harmony of the wilds.

1st Level

Hit Dice

As a druid you gain 1d8 HP/Level as well as max hit points at first level.

Proficiencies

While defending your groves as an aspirant from predators and monsters learn you gain proficiency in light armor, medium armor, and shields. As anything forged interferes with your connection to the land, you will not wear any armor made of metal.

Your training as an aspirant has given you proficiency in clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears.

Training by your Druidic mentor has allowed you to gain proficiency in two of the following skills: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival. You also gain proficiency in Herbalism Kit.

Your Druidic meditations, has given you proficiency in saving throws involving Intelligence, Wisdom.

In your time as an aspirant, you learn the secret language of druids, Druidic. 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.

Druidic Spellcasting

Your training as an aspirant has taught you how to draw on the divine essence of nature. You can now cast spells shaped by your will.

You learn meditations that allow you to cast cantrips. You learn two cantrips as shown the spell table. You gain more cantrips as you level as showing on the Druid spell table.

You learn more complex meditations that you can use to prepare spells forms for casting. Every long rest, you can prepare a number of spells equal to wisdom modifier plus druid level, minimum of one spell.

You can focus the divine essence of nature into your prepared spell forms to cast a spell. You can do this twice a day between long rests. As you level you can focus on more spells along with higher level spells as shown on the spell table.

Your understanding of nature's divine essence causes your Spell DC to be equal to 8 + your proficiency bonus + your Wisdom modifier.

Your understanding of nature's divine essence causes your Spell attack modifier to be equal to your proficiency bonus + your Wisdom modifier.

Your long hours of meditations as allowed you to perform druidic rituals. You can cast any spell you prepared if that spell has the ritual tag.

You learned as an aspirant how to use sacred wood or an herb as a spellcasting focus for your druid spells. This could be in the form of a leafy sprig of holly or mistletoe, a wooden yew wand, or totem object incorporating feathers, furs, bones, and teeth. Other sacred wood includes alder, ash, birch, elder, hazel, juniper, oak, rowan, and willow. Often much of a druid's equipment is comprised of one or more these types of wood.

2nd Level

Wild Shape

You deepen your connection to the divine essence of nature as you become an initiate. You can now use nature's divine essence reshape yourself into the form of a beast. As an action, you can magically assume the shape of a beast you have seen before. You can do this twice between a short or long rest. See the section on Wild Shape for additional details on how this ability works.

Your skill as an Initiate allows you to transform into a creature like a wolf. You can use Wild Shape to magically transform into a beast with a maximum CR of ¼. As long as the beast doesn't have flying movement or a swimming speed.

Druidic Circle Training

As part of your initial training as an initiate, you are taught the first mystery of your druidic circle. You gain the first feature of your druidic circle.

4th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

Wild Shape Improvement

Further training as an Initiate allows you to transform into a creature like a crocodile. You can use Wild Shape to magically transform into a beast with a maximum CR of ½. As long as the beast doesn't have a flying speed.

6th Level

Druidic Circle

Your continued training as an initiate, you learn the second mystery of your druidic circle. You gain the second feature of your druidic circle.

8th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

Wild Shape Improvement

Your training as an Initiate is nearing its completion. You now can transform into a creature like a giant eagle. You can use Wild Shape to magically transform into a beast with a maximum CR of 1.

10th Level

Druidic Circle

You are now a full druid and became to understand all the core mysteries of your circle. You gain the third feature of your druidic circle.

12th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

14th Level

Druidic Circle

As you prepare enter the ranks of the archdruids, your understanding of your circle mysteries is complete. You gain the fourth feature of your druidic circle.

16th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

18th Level

Beast Spells

As part of the final meditations before becoming an Archdruid, you learn how to use nature's divine essence to cast druid spells while in beast form as long as the spell does not require the use of material component or your druidic focus.

Timeless Body

The final preparations to becoming an archdruid has solidified your bonus with nature's divine essence. You now become ageless as the land itself. For every 10 years that pass, your body ages only 1 year.

19th Level

Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

20th Level

Archdruid

You join the ranks of the Archdruids taking your place as a leader in the defense of nature against those who would spoil it for their evil purposes. Your connection to nature's divine essence is such that you use your Wild Shape feature an unlimited number of times between short and long rests.

Your mastery of nature's divine essence is such that you cast any druidic spell without any verbal, somatic, or material components. Provided that the spell does not consume a named material component or uses a material component with a value. You gain this feature while in normal form and beast form.

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:

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

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Class Features

Level	Class Features
1	Druidic, Spellcasting
2	Wild Shape, Druid Circle
3	-
4	Wild Shape Improvement, Ability Score Improvement
5	-
6	Druid Circle feature
7	-
8	Wild Shape Improvement, Ability Score Improvement
9	-
10	Druid Circle feature
11	-
12	Ability Score Improvement
13	-
14	Druid Circle feature
15	-
16	Ability Score Improvement
17	-
18	Timeless Body, Beast Spells
19	Ability Score Improvement
20	Archdruid

Spells

Level	Cantrips Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	2	2	-	-	-	-	-	-	-	-
2	2	3	-	-	-	-	-	-	-	-
3	2	4	2	-	-	-	-	-	-	-
4	3	4	3	-	-	-	-	-	-	-
5	3	4	3	2	-	-	-	-	-	-
6	3	4	3	3	-	-	-	-	-	-
7	3	4	3	3	1	-	-	-	-	-
8	3	4	3	3	2	-	-	-	-	-
9	3	4	3	3	3	1	-	-	-	-
10	4	4	3	3	3	2	-	-	-	-
11	4	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	1	-	-	-
13	4	4	3	3	3	2	1	1	-	-
14	4	4	3	3	3	2	1	1	-	-
15	4	4	3	3	3	2	1	1	1	-
16	4	4	3	3	3	2	1	1	1	-
17	4	4	3	3	3	2	1	1	1	1
18	4	4	3	3	3	3	1	1	1	1
19	4	4	3	3	3	3	2	1	1	1
20	4	4	3	3	3	3	2	2	1	1

Wild Shape

When a druid becomes an Initiate at 2nd level, their connection with the divine essence of nature allows them to assume the form of a beast they seen before. The following are how the specifics of the transformation work

- As an action, you can magically assume the shape of a beast you have seen before.
- You can stay in beast form for a number of hours equal to half your druid level (rounded down). At end of this time you revert back to your natural form. Prior to this you can revert back to your natural form by using your bonus action. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
- 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.
- You assume the beast's hit points and Hit Dice. 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 functions as normal, but the GM 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.

Druidic Circles

Circle of the Shaman

After the Dawn Wars when the demons were imprisoned within the Abyss, their servitors were liberated and free to live in the region they found best. As they divided themselves into tribes for the journey a few found they had a connection to the divine essence of the land. A connection that greatly benefited the chances of the tribe surviving the journey and later prospering in their new home. From this group the first shamans arose and established a tradition that still exists millennia later.

2nd Level

Wisdom of the Ancestors

The traditions of past shamans handed down orally over the generation incorporate many secrets about connecting to nature's divine essence. As a result, you can learn one additional druid cantrip of your choice.

Child of the Land

The oral traditions of your ancestors also include mediations on how to commune with the divine essence of nature. This allows you renew your ability to cast spells for the day. 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 6th level or higher. You can do this once between long rests.

3rd Level

The Bones of the Earth

Tribes know the landscape of their homeland well. Starting at 3rd level, you learn to use this knowledge to deepen your connection to the region's divine essence. This allows the shaman to prepare additional spell forms ready for casting. The additional prepared spells differ by region depending on their climate and geography. The different types of spells and their region can be found in the Shaman Spells section.

5th Level

Bones of the Earth Improvement

Your connection to the landscape of your homeland deepens you learn more spell forms ready for casting. The different types of spells and their region can be found in the Shaman Spells section.

6th Level

Ancestral Guides

After a shaman passes away their essence remain to guide their successors. These spiritual essences can guide you through various type of terrain easily and quickly. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, these shamanic essences ward you against plant life that threatens to impede your movement. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

7th Level

Bones of the Earth Improvement

Your connection to the landscape of your homeland deepens you learn more spell forms ready for casting. The different types of spells and their region can be found in the Shaman Spells section.

9th Level

Bones of the Earth Improvement

Your connection to the landscape of your homeland deepens you learn more spell forms ready for casting. The different types of spells and their region can be found in the Shaman Spells section.

10th Level

One with the Land

You have developed a more complete understanding of your tribal homeland. As a result, you can't be charmed or frightened by elementals or fey.

In addition, your skill and experience with the beasts and herbs of your tribal homeland has made you immune to poison and disease.

14th Level

Nature's Sanctuary

Creatures of the natural world sense your connection to nature's divine essence and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Circle of the Trehaen (tree-hay-ann)

After the Dawn Wars, not all the mortal survivors decided to wander away to establish their own fate. A few races decided it would be best to band together to regain some of what was lost before the rebellion of the demons.

These allied races formed the realm of Tir Taringar (tar-in-gar), the promised land. To rule over them was Amburien Corlennas, the leader of the Elves, was elected as the first High King. To help him, King Amburien created the Trehaen, an organization comprising of members from all the races of Tir Taringar united to defend, aid, and nurture the realm and its natural harmony.

Those who had a connection to nature's divine essence became valued members of the Trehaen. Their connection allow the King and the Trehaen to sense when something threatened the natural harmony and to send those who had the right skills to restore it.

Over the millennia, these individuals combined their practices into the Circle of the Trehaen. While High King Amburien tragically passed on and the realm of Tir Taringar is no more, its ideals are still upheld by the Trehaen to this day.

The Taigh

The Taigh (tay-guh) is a magical construct created by the Elves to protect their sylvan realms. The boundary of the taigh can be miles in diameter and often multiple taighs are established to protect the realm's borders. The heart of a taigh is a permanently rooted treant who volunteers to be the region's guardian. The treant becomes connected with the divine essence of the region. This allows druids of the Circle of the Trehaen to tend and protect the taigh. The first taighs were created as sanctuaries for refugees fleeing the demons during the Dawn War.

The boundary of the taigh can be miles in diameter and consists of a hedge several hundred yards in depth. The hedge boundary acts as a *entangle* against any intruder. Anybody beginning their movement in the boundary area has to make a strength saving throw at a DC 18. This saving throw is at a disadvantage. A failed save results in grasping weeds and vines restraining the creature. As an action any creature restrained can make a strength check to break free versus a DC 18. This roll is made normally. Afterward the creature can use their movement to move further within the boundary area.

The taigh has the ability to use *detect thoughts*. It can focus its mind on creatures within its boundaries. In addition, the taigh senses the location of anybody within its bounds and can communicate telepathically with them. It

A taigh's inhabitants often include many other sylvan creatures such as treants, centaurs, satyrs, nymphs, and dryads. A typical taigh grows 1 mile in diameter for every century of age.

The taigh abilities disappear if the central treant is killed. In the case of severe injury, the taigh will put itself in a deep slumber until it fully heals many centuries later, its protective powers and abilities are limited to a few hundred yards around the central treant.

Taigh Attunement

Many of the abilities of the Circle of the Trehaen are enhanced when used within the bounds of a taigh. The druid has to be attuned to that specific Taigh in order to gain the enhancements. This counts as one of the druid's attunements.

Viz

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. What all these items have in common is they are infused with pure magic. Viz can be used in the casting of spells or the creation of magic items.

Viz allows spell-casters to cast spells without consuming a spell slot. The viz is consumed in the process. One viz for a first level spell, two viz for a second level spell, three for a 3rd level spell and so on. One viz is also worth 100d towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of giving out more gold pieces.

2nd Level

The Gift of the Taigh

Your training as a Trehaen Initiate allows you to concentrate the divine essence of the Taig to aid you or your allies. You can use an action to draw upon the divine essence of nature to create one viz. You can do this a number of times equal to your level between long rests if within the bounds of an attuned taigh. If outside the bounds of a taigh, then you can only do this equal to half your druid level (rounded down) between long rests. The viz you create may be in the form of any small natural object and can be used by you or your allies. Unlike naturally formed viz, these viz will disappear after 10 minutes.

6th Level

Pathways of the Taigh

Continued training a Trehaen has exposed the hidden pathways of the natural world. As a bonus action, you can touch a natural object and then exit out of another natural object like a rock or tree to an unoccupied space within 30 feet.

If within the bounds of an attuned taigh, as a bonus action, you can teleport and exit out of any natural object within the taigh's bounds. At 11th level, a druid of the circle of the Trehaen can utilize this ability outside of the taigh as an action. This is similar to the *transport via plant* spell but usable with any natural feature. The druid can do this once between long rests.

10th Level

Raise the Taigh

You learn to how to call upon the beasts to aid you to defend nature. You always have *Conjure Animal* prepared. This doesn't consume a spell slot if you are within the boundaries of a taigh. Also if you are in the boundaries of a taigh, you can cast *Conjure Animals* as a 6th level spell when you reach 11th level. As a 7th level spell when you reach 13th level. As a 8th level spell when you reach 15th level. And finally, as a 9th level spell when you reach 17th level.

14th Level

One with the Taigh

The taigh allows you to use its ability to use *detect thoughts*, sense the location of anybody within its bounds, and being able to communicate telepathically with anybody inside the bounds of the taigh. In addition, you can use this ability outside of the taigh. However, it is much more limited in range and it takes time to become one with local natural essence. You can after a 1 minute meditation use the above abilities covering an area equal to your level time 100 feet. If you are underground in a natural cave the range is your level times 10 feet. This doesn't work in urban or constructed dungeon areas.

Shaman Spells

When a druid of the circle of the shaman reaches 3rd level, their connection to the divine essence of their tribal homeland allows them to prepare additional spells forms for casting. The exact spells vary depending on the region's climate and geography. The following lists the different types of regions and the additional spells that shamans can prepare.

Arctic

Druid Level	Circle Spells
3 rd	<i>hold person, spike growth</i>
5 th	<i>sleet storm, slow</i>
7 th	<i>freedom of movement, ice storm</i>
9 th	<i>commune with nature, cone of cold</i>

Coast

Druid Level	Circle Spells
3 rd	<i>mirror image, misty step</i>
5 th	<i>water breathing, water walk</i>
7 th	<i>control water, freedom of movement</i>
9 th	<i>conjure elemental, scrying</i>

Desert

Druid Level	Circle Spells
3 rd	<i>blur, silence</i>
5 th	<i>create food and water, protection from energy</i>
7 th	<i>blight, hallucinatory terrain</i>
9 th	<i>insect plague, wall of stone</i>

Forest

Druid Level	Circle Spells
3 rd	<i>barkskin, spider climb</i>
5 th	<i>call lightning, plant growth</i>
7 th	<i>divination, freedom of movement</i>
9 th	<i>commune with nature, tree stride</i>

Grassland

Druid Level	Circle Spells
3 rd	<i>invisibility, pass without trace</i>
5 th	<i>daylight, haste</i>
7 th	<i>divination, freedom of movement</i>
9 th	<i>dream, insect plague</i>

Mountain

Druid Level	Circle Spells
3 rd	<i>spider climb, spike growth</i>
5 th	<i>lightning bolt, meld into stone</i>
7 th	<i>stone shape, stoneskin</i>
9 th	<i>passwall, wall of stone</i>

Swamp

Druid Level	Circle Spells
3 rd	<i>acid arrow, darkness</i>
5 th	<i>water walk, stinking cloud</i>
7 th	<i>freedom of movement, locate creature</i>
9 th	<i>insect plague, scrying</i>

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