

GNOME DRUID

1st-Level Small Forest Gnome Druid

AC 16 (hide armor and shield)

Hit Points 10 (1d8 Hit Die)

Proficiency Bonus +1

Speed 25 ft.

Alignment neutral

Languages Common, Druidic, Dwarvish, Gnomish

ABILITY SCORES

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	16	(+3); add proficiency bonus to saves
Charisma	12	(+1)

ATTACKS

Melee Attack: Scimitar (+3 to hit; 1d6 + 2 slashing)

Ranged Attack: Sling (ranged 30 ft./120 ft.; +3 to hit; 1d4 + 2 bludgeoning)

Spell Saving Throw DC: 12 (11 without a magic focus)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Deception, Insight, Nature, Sleight of Hand

CANTRIPS

Druidcraft, guidance, minor illusion

PREPARED SPELLS

Cure wounds, entangle

EQUIPMENT

Hide armor, shield, scimitar, sling (20 bullets), yew wand, *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, candles (5), two sets of clothes (common and noble), disguise kit, ten stoppered vials filled with colored water, deck of marked playing cards, signet ring of an imaginary duke, 9 gp, and 5 sp.

Racial Traits

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Natural Illusionist: You know the *minor illusion* cantrip. Intelligence is your magic ability for it. The saving throw DC for this cantrip equals 8 + your Intelligence modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast the cantrip, you add your proficiency bonus to the spell's saving throw DC.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Class Features

Druidic. You can speak the secret language of druids and use it to leave hidden signs. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears (included in “Attacks”). You also add your proficiency bonus to ability checks made to use a herbalism kit and your skills (noted in “Skills”), as well as to your Wisdom saving throws (noted in “Ability Scores”). You also have proficiency with padded armor, leather armor, dragon leather, hide armor, and shields made of wood.

Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day.

Spells per Day. Your druid level determines the number of druid spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 1st level, you have two 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of druid spells that you can cast. Your list can contain a number of druid spells equal to 1 + your druid level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells on the druid list that are available to you (see the “Spells” document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your druid spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Rituals. You can cast any druid spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your magic focus, a rod, staff, or wand made of wood.

Background: Charlatan

You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters in a specific person's handwriting, as long as you have seen an example of the document you are trying to copy.

Proficiencies. You have proficiency with the disguise kit and playing cards, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Druidcraft

Transmutation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- ◆ You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- ◆ You produce up to five wisps of light that last for up to 1 minute. Each wisp sheds dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- ◆ You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

- ◆ You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.
- ◆ You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- ◆ You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's 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.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.