

# GNOME DRUID

**7th-Level Small Forest Gnome Druid**

**Armor Class** 16 (hide armor and shield)

**Hit Points** 52 (7d8 Hit Die)

**Proficiency Bonus** +3

**Speed** 25 ft.

**Alignment** neutral

**Languages** Common, Druidic, Dwarvish, Gnomish

## ABILITY SCORES

<b>Strength</b>	8	(-1)
<b>Dexterity</b>	14	(+2)
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	11	(+0)
<b>Wisdom</b>	18	(+4); add proficiency bonus to saves
<b>Charisma</b>	12	(+1)

## ATTACKS

**Melee Attack:** Scimitar (+5 to hit; 1d6 + 2 slashing)

**Ranged Attack:** Sling (ranged 30 ft./120 ft.; +5 to hit; 1d4 + 2 bludgeoning)

**Spell Saving Throw DC:** 15 (12 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

*Call lightning, confusion, cure wounds, entangle, flaming sphere, fog cloud, moonbeam, protection from energy*

## 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

**Circle of the Moon.** You are the circle of the moon. Your circle grants you features at certain druid levels.

**Battle Wild Shape.** You can use Wild Shape as part of any action that doesn't involve casting a spell or activating a magic item.

When you use your Wild Shape, you can choose to transform into an animal form that is dangerous in battle. The battle forms you can assume are a brown bear, a dire wolf, a panther, or a wolf.

**Beast Speech.** You can speak in beast form, and you can take actions that require speech, other than spellcasting.

**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.

**Wild Shape.** You can use your action to magically assume the shape of a beast. Once you use this feature, you cannot use it again until you have completed a short rest or a long rest.

When you transform, choose one of the shapes available to you. You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, a toad, or a weasel.

You can stay in a particular shape for a number of hours equal to half your druid level, after which time you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious, are reduced to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment and your 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 both you and the creature have the same proficiency, use only the higher bonus.
- When you transform, you assume the creature's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, 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 to your normal form and take 9 damage.

- You cannot speak, cast spells, or take any other action that requires hands or speech. Transforming does not break your concentration on a spell you have already cast, however.
- Your gear is subsumed in the new shape, so you cannot access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.)

## 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.

### SPELLS PER DAY

Spell Level	1	2	3	4
Spell Slots	4	3	3	1

**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 4th). 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.

### Call Lightning

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** Concentration, up to 10 minutes

A roiling stormcloud appears over your head, flashing with lightning. When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, and half as much damage on a successful one.

Until the spell ends, you can use your action to call down another lightning strike from the cloud.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. When you call down a bolt of lightning from the storm, it deals 6d10 damage.

*At Higher Levels:* When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each level above 3rd.

### Confusion

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius cloud centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

A creature affected by this spell must roll a d10 at the start of each of its turns to determine its behavior during that turn.

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
- 2-6 The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.
- 7-8 The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

**Material Components:** Three nut shells.

## 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.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

## 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.

## Flaming Sphere

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

*At Higher Levels:* When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

**Material Components:** A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

## Fog Cloud

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

## 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.

## Moonbeam

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**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.

Each creature that enters the light on its turn or starts its turn there is engulfed in ghostly flames that cause searing pain. The creature must make a Constitution saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 3d8 radiant damage on a failed save, and half as much damage on a successful one. Shapechangers that fail the saving throw also instantly revert back to their

natural forms and cannot assume different forms until they leave the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 50 feet in any direction.

*At Higher Levels:* When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

## Protection from Energy

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.