



## The Druid Major

# Druid School

(*Player's Handbook* (2014))

*"All plants are, like, sacred and stuff. But some plants are, um... super sacred. Like mistletoe and holly and, like, yew. And um... birch. Sh'yah, you know what? I don't think you can smoke any of those..."*

--Vadania, junior Elf Druid

Nature is a gift. Nature is strong, yet fragile. It protects us, but it needs us to protect it. Nature is an endless string of metaphors which we can apply haphazardly to our heart's content. And with that in mind, the Robyn Kendrick School of Druidism was formed. Sigil Prep teaches you to respect and adore nature, right in the comfort of the most enclosed city possible.

Each Druid student must select a Druidic tradition at some point during their first semester. These determine how they can best serve nature, and honestly, how nature can best serve them. Let's not kid ourselves here.

## FRESHMAN YEAR

In addition to some armor and basic weapons training, and a smattering of academic electives including Freshman Herbalism, the Druid student must complete the following during his Freshman year:

- Conversational Druidic** (DRD 100)
- Cantrips Lab- Druid** (DRD 102)
- Druidic Spellcasting Lab I-II** (DRD 101, 201)
- Ritual Casting** (DRD 110)
- Wild Shaping Practicum** (DRD 133)
- Improved Wild Shaping Practicum** (DRD 233)

## SOPHOMORE YEAR

Second year Druid students must take the following courses:

- Druidic Spellcasting Lab III-V** (DRD 301, 401, 501)
- Advanced Wild Shaping Practicum** (DRD 433)

## JUNIOR YEAR

Third year Druid students must take the following courses:

- Druidic Spellcasting Lab VI-VIII** (DRD 601, 701, 801)

## SENIOR YEAR

To qualify for your degree, senior students must complete the following:

**Druidic Spellcasting Lab IX** (DRD 901)

**Timeless Health and Fitness** (DRD 918)- Who knew the secret to eternal youth was praying to a tree?

**Beastly Spellcasting** (DRD 930)

**Wild Shaping and Arch Druidity** (DRD 980)

Upon completion of all the above requirements, you earn your Bachelor of Nature degree, which qualifies you to start your own Druid circle, or in some worlds, claim leadership of an existing one by murdering the current Archdruid. It's a messy business.

## Vadania Summerbreeze

(Elf Druid, junior)

Mialee's little sister, Vadania is one of the most well-known Druids on campus, mostly for her generally confused and easily distracted personality. Seriously, what's she been smok... Oh, I get it. Anyway, she's extremely laid back, and will converse readily with anyone who approaches her, although her responses may only make sense in her clouded-over mind.

If actually caught sober, which is rare, she reverts to a bratty little sister mode, making snappy comments to Mialee and bragging about how Mom likes her best. Mialee, for her part, grudgingly accepts it, because she knows she's going to have to suffer the blame for "letting her sister get into this mess" if Mom ever sees Vadania in her... ahem, natural state.

Vadania has a wolf animal companion named Dessen who is just so much smarter than she is. He has mastered the eye roll and is fully aware when Vadania has done something dumb. If Vadania finds herself in trouble, Dessen may seek out the PCs (assuming he can't find Mialee) and do that Lassie "point and bark" thing until they follow him.

*(Vadania is based on a portrait character from the Player's Handbook (2000; 2003); property of WotC)*

# Druidic Career Paths

The Circle of Druidism you choose is very important on how you conduct your Druidic career in your post-college career. Think carefully on your options, then pick the one that sounds the most awesome.

## Circle of Dreams

*(Unearthed Arcana: Druid (online download, 2016))*

Don't be fooled. This isn't about dream analysis. Or even about getting a lot of sleep and learning to dream all Dragonlance-style. It's about the Summer Court of the Feywild. It's like taking a class in the Royal Family, really, except with pointier ears. (If you're an elf, with equally pointy ears.)

The following additional requirements are added to your major:

**Balm of the Summer Court (COD 116)**

**Heart of Moonlight and Shadow (COD 360)**

**Finding and Exploiting Hidden Paths (COD 511)**

**Generation and Manipulation of Purifying Light (COD 760)**

## Circle of the Land

*(Player's Handbook (2014))*

Chosen primarily by Druids with a little bit of brain (so not Vadiana, then), the Circle of the Land program encourages knowledge and ancient rites. Abilities vary by the terrain you have chosen to protect, but only just.

The following additional requirements are added to your course load:

**Cantrip Lab- Druid (DRD 102)-** one additional unit

**Spell Recovery by Short Rest Breaks (COL 135)**

**Additional units of Druidic Spellcasting Labs I-IV-** during which you must learn spells based on your terrain of choice. Spelljamming students please note we do not currently have requirements for "Sun" as a terrain.

**Striding through Rough Terrain Theory and Application (COL 302)**

**Nature's Ward (COL 502)**

**Nature's Sanctuary (COL 710)-** you must sign a waiver to enroll in this class, as part of the lab requirements involve being attacked by packs of wild dogs and jaguars

## Circle of the Moon

*(Player's Handbook (2014))*

More aggressive Druids may wish to pursue the Circle of the Moon path, which encourages combat in defense of nature. And much better wild shaping. Other druids top out at lions or something. By senior year, you'll be turning into triceratopses. King of the beasts my butt.

The following requirements are added to the standard Druid course load:

- Wild Shaping Practicum for Combat (COM 110)**
- Wild Shaping Practicum for Gifted Transformers (COM 190)**
- Natural Weapons Training- Enchanted (COM 320)**
- Wild Shaping Practicum, Elemental (COM 501)**
- Wild Shaping into People for Disguise and Leisure (COM 770)**

### *Circle of the Shepherd*

(*Unearthed Arcana: Druid* (online download, 2016); *Unearthed Arcana: Revised Class Options* (online download, 2017))

You might see a trend in these names not really being literal. This program involves engaging with animal spirits and commune with beasts. It has next to nil to do with tending flocks of sheep. Although you certainly could use these skills to further your shepherd career, if that's what you're into.

When you enroll in this program, you add the following to your major requirements:

**Spirit Totem Bonding (CSP 106)**- You will be required to select an animal spirit to bond with. As ever, the correct answer is bear.

- Understanding the Speech of the Woods (CSP 112)**
- Mighty Summoning (CSP 316)**
- Care and Maintenance of a Guardian Spirit (CSP 515)**
- Faithful Summoning (CSP 706)**

### *Circle of Twilight*

(*Unearthed Arcana: Druid* (online download, 2016))

There's already plenty of folks who deal with Undead, guys. Clerics, Druids, Rangers Who Have Chosen Undead to Be Their Favored Enemy. We don't really need Druids... okay, fine. Be an undead-hunting Druid. Why not? Turning into a heron is exactly the skill you need to rid the world of nosferatu.

When you enroll in this program, add the following to your major requirements:

- Harvest's Scythe (COT 106)**
- Speech Therapy Beyond the Grave (COT 306)**
- Watching at the Threshold (COT 511)**
- Discovering Paths of the Dead (COT 712)**

# Circle of Hipsterism

There are those who live a healthy, conscientious vegan lifestyle because it reflects their beliefs and values and they should be respected for it. And then there's you, who does it because it's what you've decided is cool this week. But not "their" cool. Your cool. Once they know it's cool, it's no longer cool.

Unless you genuinely like it, but that's impossible. If it's popular with the masses and you like it, you clearly like it ironically, and they just can't enjoy it the way you do. They're a bunch of wannabes anyway. You can't really enjoy a thing if you didn't start liking it on the ground floor.

## **IT'S WHAT OUR BODIES WERE MEANT TO EAT**

After you take this Circle at 2<sup>nd</sup> level, once a day, so long as you have access to grass, moss, twigs, dirt, acorns, bark, and (optionally) chocolate chips, you can make a trail mix that serves as one meal of daily rations. People other than you can eat this trail mix and derive nutrition from it, but only other druids can do it without gagging.

## **STRICTLY VEGETARIAN... WITH ONE EXCEPTION**

Beginning at 2<sup>nd</sup> level, when you are at half your maximum hit point total or below, you can eat a hamburger and benefit as if you just drank a Potion of Healing. Eating a hamburger or any other red meat at any other time leaves you nauseated (treat as poisoned) for one minute.

## **BUT I CAST IT IRONICALLY**

At 6<sup>th</sup> level, choose any two spells of a level you can cast (including cantrips) from any spell list, excluding any spells that appear on the Druid spell list. The chosen spells count as Druid spells for you. You always have these spells prepared, and they do not count against the number of spells you can prepare each day.

## **BEAST FORMS ARE FINE FOR OTHER GUYS**

But not you, you do plants. Beginning at 10<sup>th</sup> level, you may use your Wild Shape to transform into any plant creature of up to 1 CR. You can also turn into ordinary plants of up to size Medium; you can see and hear normally as a non-creature plant but can't move or take any actions.

## **OVERWHELMING INSIGHT**

At 14<sup>th</sup> level, you know what's really going on in the world, the stuff that the sheep are too blind to see, and you're more than happy to share it with your enemies. If you are able to talk, you can cast *Confusion* as a 4<sup>th</sup> level spell, by explaining the problems with the socio-economic system that's exploiting the little guy to bolster those who are already in power. They aren't confused, of course; they're clearly in awe of your brilliant understanding of social undercurrents. Regardless, the effect is the same.

Once you have used this ability, you must take a short or long rest before you can use it again.

# Druid Faculty

## Robyn Kendrick [department head]

(Human Druid, Professor of Druidism, Naturalism)

A bright and friendly woman, Professor Robyn (she seldom uses her married surname) is nonetheless serious about her craft. Students who don't take their studies seriously are a pet peeve. Although the Druid Department head, she refuses a proper office and does all her business in the Grove. (*Robyn is a character from the Moonshae series of Forgotten Realms novels; property of WotC*)

## Anther Jinsang

(Human Druid, Professor of Magical Dendrology)

Professor Jinsang has catalogued numerous forms of magical tree, being possibly the foremost expert on supernatural forestry. During summer months, she spends her time exploring forests, searching for trees she hasn't yet discovered. Ultimately, she wants to create the perfect Druid grove, and she's terribly jealous of the one in the center of Sigil Prep's campus. Still, hers is going to be better. Obviously.

(*Anther Jinsang is a character from Polyhedron #20 (1984); property of WotC*)

## Doak Evergreen

(Advanced Treant, Professor of Plant Husbandry)

Professor Evergreen is an elder treant with a long green beard of leaves. He is cordial, knowledgeable, and speaks very slowly. Verrrrrrrry slowly. And the material is already kind of boring. Yadda-yadda-leaves are green, photosynthesis, seeds make plants, blah-de-blah. Professor Falconhand could cover six of his lectures in the same hour, and make it interesting.

Unfortunately, Professor Falconhand's class filled up in early enrollment. Sorry.

(*Doak Evergreen is a character from the Expert D&D adventure, Blade of Vengeance (1985); property of WotC*)

## Heather Shadowbrooke, Lady

(Human Vampire Druid, Professor of Druidic Tradition and Symbolism)

Professor Shadowbrooke is a mysterious and melancholy woman whose particular vampire curse requires her to feed on animal blood (or, oddly, tree sap). She is obsessed with restoring Druidic tradition to places where those traditions have been tarnished (up to and including rebuilding a bunch of Stonehenges that have toppled around the Demiplane of Dread).

She can't feed on humanoids, so her students are safe, but she has great respect for wildlife, so feeding on animals—which she must to survive—causes her great emotional torment. She blames you. She knows it's not your fault, but she'll be taking it out on you, anyway.

(*Lady Heather Shadowbrooke is a character from the Ravenloft supplement, Children of the Night-Vampires (1996); property of WotC*)

## Jorrik the Wanderer

(Human Druid, Professor of Free Will)

Professor Jorrik is a kind man who will always help those who need healing, sanctuary, or help with the homework. He is a man of strong character, and strong devotion to life and nature. He knows no borders. If he wants to teach Professor Falconhand's 9 AM class, by damn, he's walking in there and teaching it. He'll hold session indoors, outdoors, in the middle of town, or wherever he happens to wander. His students love him. When they can find him.

*(Jorrik the Wanderer is a character from the Birthright supplement, The Rjurik Highlands (1996); property of WotC)*

## Maiden of Pohja

(Human Druid, Professor of Communing with Nature)

Actually, it's probably "Maiden of Pohjola", but she joined the faculty during an era of terrible typos. Regardless, she's a well-regarded member of the Druid faculty, mostly because there's a rainbow over her head all the time. It's beautiful, man. It brought a man to tears in that one YouScry video.

*(The Maiden of Pohja (Pohjola) is a figure from Finnish mythology, introduced into D&D via Gods, Demigods & Heroes (1976))*



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