



## The Druid Major

# Druid School

(*Player's Handbook* (2014), *Xanathar's Guide to Everything* (2017))

*"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 several other programs in their Freshman year. These include Conversational Druidic (DRD 100), and numerous Cantrip and Spellcasting labs. You will also take intensive Wild Shaping practicums in both semesters.

## SOPHOMORE YEAR

Second year Druid students will continue their spellcasting labs, and will complete Advanced Wild Shaping practicum.

## JUNIOR YEAR

Third year Druid students primarily take spellcasting labs, although several botany and animal identification programs are recommended.

## SENIOR YEAR

Senior year Druids will take Timeless Health and Fitness (DRD 918). Who knew the secret to eternal youth was praying to a tree? Anyway, you'll also complete training in Beastly Spellcasting so you can be a spellcasting lemur, and complete your academic career with the conclusion of 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, Vadiana 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 Vadiana in her... ahem, natural state.

Vadiana 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 Vadiana has done something dumb. If Vadiana 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.

*(Vadiana 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), *Xanathar's Guide to Everything* (2017))

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 program requires taking Balm of the Summer Court (DRD 116), Finding and Exploiting Hidden Paths (DRD 511), and Generation and Manipulation of Purifying Light (DRD 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 program includes Spell Recovery by Short Rest Breaks (DRD 135), and a few additional units of Druidic Spellcasting lab, which must be used to study spells based on your terrain of choice. Spelljamming students, please note we do not currently offer "sun" as a terrain.

Your final course in this program is Nature's Sanctuary (DRD 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.

All of your courses required for this program are based on improving your Wild Shaping, from Wild Shaping Practicum for Gifted Transformers (DRD 190), Elemental Wild Shaping (DRD 525), and Wild Shaping into People for Disguise and Leisure (DRD 771).

## Circle of the Shepherd

(*Unearthed Arcana: Druid* (online download, 2016); *Unearthed Arcana: Revised Class Options* (online download, 2017), *Xanathar's Guide to Everything* (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.

You begin with program with Spirit Totem Bonding and two semesters in Conversational Sylvan, though your most important course is Care and Maintenance of a Guardian Spirit (DRD 515).

### *Circle of Twilight*

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

There's already plenty of folks who deal with Undead, guys. Clerics, Paladins, 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.

Your course load for this program is light, but disturbing, including Harvest's Scythe, Speech Therapy Beyond the Grave, and Discovering Paths of the Dead. If you're squeamish, consider another path.

# Circle of Self-Righteousness

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 there are those who love an entertainment franchise because of the engaging writing and exciting characters, or just because it's cheesy and fun. 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.

You know more than they do. They know who they are. Unless they don't because they're just blindly listening to "them." Whatever. They'll learn so enough, and they'll all wish they'd listened to you.

## **IT'S WHAT YOUR BODY ACTUALLY NEEDS, MAN**

After you take this Circle at 2<sup>nd</sup> level, you can sustain yourself on a trail mix you create. So long as you have access to twigs, bark, leaves, dirt, mulch, and (optionally) chocolate chips, you are able to create meals for yourself. Other people cannot sustain themselves on this mixture of yours, because they just don't get it like you do.

## **ARMOR OF SMUGNESS**

Starting at 2<sup>nd</sup> level, you can add your Wisdom bonus to your armor class because you're so sure you know better than the people attacking you.

## **BUT I CAST IT IRONICALLY**

At 6<sup>th</sup> level, choose any two spells of a level you can cast (including cantrips) that do not 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.

At 14<sup>th</sup> level, you may choose two other spells not on the Druid spell list

## **WHAT I'M INTO**

At 6<sup>th</sup> level, choose two skill or tool proficiencies you don't have. You have these proficiencies. It's totally your thing. You're super into them. During a long rest, you may choose to replace those proficiencies with 2 other skill or tool proficiencies you don't have.

## **IT'S NOT PARANOIA IF IT'S A CLASS FEATURE**

Because you're so much smarter than everybody else, you know certain conspiracy theo... um, "truths," and you're more than delighted to tell people about it. And sometimes, you're even right.

Beginning at 10<sup>th</sup> level, when you are in the midst of some mystery, on the trail of some major villain or kidnapped princess, or searching for a valuable artifact, you can tell your party mates a long, convoluted conspiracy theory that places a piece of crucial information where you dictate. (*"But Lord Darkling is the brother-in-law of Count Rasanon. Sure, Lord Darkling isn't married... publicly!... but he's secretly married to the illegitimate half-bullywug sister of Count Rasanon, and to keep that secret, he and Rasanon have formed a pact. I happen to know that Count Rasanon owns the balloon factory that produces the brand of balloon that kid is carrying. And if you take the balloon, Gimme! Release the knot*

*and let it go, it should land right... about... or it might hit that butcher in the eye. Soooo, butcher! What secrets are you keeping about Lord Darkling's plan?"*)

On a successful Investigation check vs. DC 20, even if all the bullshit you spun completely turns out to be untrue (and it will be), you still find crucial information at the end of your rant. (In the example above, perhaps the butcher is delivering a side of beef to Count Rassanon's spring ball, or he overheard someone discussing Rassanon's meeting with Lord Darkling, or the butcher himself is the brother of Lord Darkling's secret half-bullywug bride.) The DM will decide what information is gleaned, but it will always be of some use, even if the DM had not planned for anything to be found there.

And since this is a meta-ability anyway, once you've successfully gleaned information this way, you can't do it again until the next game session.

### **ARROGANT PROTEST**

Sometimes, the bad guys (i.e., anyone who disagrees with you) just get under your skin. Whether they're endangering a protected patch of forest, oppressing a group of people, or guarding a treasure you and your party want, they need to be told off. Harshly.

At 14<sup>th</sup> level, you can use an action to shout accusations and insults at a creature within 30 feet at you. They must make a Wisdom saving throw (DC = your spellcasting DC) or suffer 5d8 psychic damage, plus your Wisdom bonus. If the target takes damage, on subsequent rounds, you may continue your rant. You can continue the rant each round until you choose to stop, the target is unconscious or dead, you perform another non-bonus action other than ranting, or the target succeeds in a saving throw. You may not change targets, and as soon as the rant ends, you must complete a short or long rest to do it again. If the target succeeds his saving throw, he takes no damage and you mutter something about your freedom of speech being trampled.

# Circle of Squirrels

Sometimes it pays to specialize. There's squirrels everywhere. In the forest, in the city, in the parks... not so much in the arctic. Or the desert. Or the water, so... well, not yet. We're getting there.

The Circle of Squirrels is just a school of thought for druids who enjoy the company of our omnipresent tree-dwelling brethren, not a conspiracy of squirrel-dominance seeking to take over society via furry-tailed rodents. That's... insane. Who would even... believe that? Squirrel fanciers aren't crazy! \*slow, deep chuckles building to maniacal laughter\*

## **SQUIRRELY AFFINITY**

Beginning when you take enter this Circle at 2<sup>nd</sup> level, you become highly in tune with squirrelkind. You can talk to squirrels at will without casting a spell. Any creature you conjure will have squirrely traits or a somewhat sciuroid appearance, although this does not grant them any abilities a creature of their type doesn't normally have. (A summoned bear, for instance, might have a squirrel-like face or a bushy tail, but it will still be a bear).

## **SWARM O' SQUIRRELS**

Beginning at 2<sup>nd</sup> level, you may summon a swarm of squirrels (see the "Monsters of Sigil Prep" chapter of the Administrator's Guide) into any square within 50 feet of you, including one that is occupied. They come scampering out of the fields and drop down from the trees (or, if you are inside, out of the halls and down from the rafters; or, if you are underwater, they all drown. You asshole)

If they are summoned in an occupied square, they take the hint, and attack the person in that square, following him as he moves. They continue until the swarm is destroyed, you dismiss them, or one minute has passed, after which time, they disperse. Once you have summoned a swarm of squirrels, you must take a short or long rest to do it again. You gain a second use of this ability at 6<sup>th</sup> level, and a third at 10<sup>th</sup>.

If they are summoned in an unoccupied square, they caper and play with each other for one minute, everyone goes "Awww", and they disperse on their own.

## **SCIUROID WILD SHAPE**

Beginning at 6<sup>th</sup> level, you can use your wild shape to assume squirrelform beasts of a CR equal to your druid level divided by 3 (rounded down). You can still take the form of non-squirrely beasts, but you remain limited as per the PHB.

While in a squirrelform wildshape, you can use your paws as if they were hands, manipulating tools (tools must be of a size you can manipulate). Thus, if you have proficiency with thieves' tools, for instance, you may use your little squirrel paws to pick a lock.

Squirrel-like beasts (presented in the "Monsters of Sigil Prep" document) include:

CR 0- Squirrel, flying squirrel

CR 1/8- Antlered squirrel, arctic squirrel, sea squirrel

CR ¼- Giant carnivorous flying squirrel

CR 2- Dire squirrel

CR 3- Sabretooth dire squirrel

### **TURN CANIDS**

Also at 6<sup>th</sup> level, you gain the ability to turn dogs, wolves, jackals, hell hounds, werewolves, gnolls, and other canine creatures. By yelling “squirrel!” you cause squirrels to run past. All canids you can see within 30 feet of you must make a Wisdom saving throw (DC = your spellcasting DC), or chase the squirrels, moving away from you at their full movement rate for one minute.

You must take a short or long rest to recover this ability. At 12<sup>th</sup> level, you may use this ability twice between rests. At 18<sup>th</sup> level, you may use it three times.

### **IMPROVED SCIUIROID WILDSHAPE**

At 10<sup>th</sup> level, you gain the ability to use your sciuiroid wildshape to take the form of squirrelform creatures of types other than beasts. Such creatures (presented in “Monsters of Sigil Prep”) include:

- CR ½- Squirrelbot 700 (construct)
- CR 1- Fungal squirrel (plant)
- CR 2- Equinox squirrel (elemental)
- CR 4- Squirrelhemoth (monstrosity)
- CR 5- Oakmaster squirrel (plant)
- CR 6- Dragon squirrel (dragon)

While in a squirreloid form, you may expend a spell slot to regain 1d8 hit points per level of the spell slot expended.

### **MASS SCIUIROID WILDSHAPE (“Squirrel Team Seven”)**

Starting at 14<sup>th</sup> level, you may transform additional willing individuals into squirrels along with yourself when you wildshape. You may affect one extra person per four levels you possess (rounded down). You may only become DC ¼ or lower squirrelforms with this ability. All transformed individuals retain any abilities your wildshape normally allows (intelligence, wisdom, and charisma scores; proficiencies, etc.), and can use their paws as hands to manipulate objects. You and they can speak to each other while in squirrel form, but it only sounds like chittering to non-squirrels.

Just like you, they cannot cast spells as squirrels, unless you have 18 druid levels (and thus, the Beast Spells feature), but once you do, any transformed spellcasters can cast normally in sciuiroid form.

# 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))*

*Text and concept by Patrick Duke*  
*Art and logo design by David Cummings*  
*Dungeons & Dragon and all related properties ©Wizards of the Coast*