

# 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 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.

## 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 Spores

(*Unearthed Arcana: Three Subclasses* (online download, 2018))

They're going to try to sell this program to you on the basis of "Hey, we don't think undead are inherently terrible people," to appeal to your goth side. But that's not what this is about at all. No, sir. This is a program that teaches you to become moldy and shoot spores at people. They're turning you into a living mildew farm and expecting you to like it.



Of course, if this appeals to you, more power to you, I guess. You'll get to take Fungal Infestation (DRD 376) and turn dead bodies into mushroom zombies. And at the end of it all, you're immune to critical hits. Because you're a frickin' toadstool.

### 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, ya lazy lions.

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 communing 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.

## NEW DRUID CIRCLE:

# 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. "My Little Ki-Rin" isn't good because it's good, it's good because I'm wearing this t-shirt. And all you need to be healthy is some granola and chia seed. And chocolate chips. Trail mix needs chocolate chips, we've decided, for maximum healthiness.

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.

### 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.

### PASSIVE AGGRESSION

Because you're so much smarter than everybody else, you can stifle the mundanes with your superior smug comments.

Beginning at 10<sup>th</sup> level, once per round you can use your reaction when someone is about to attack you to say "Whatever" or "Do you even know who you're working for?" or "Typical sock puppet of the PTB, man" or similar phrasing. The attacker must make a Charisma save (DC = your spellcasting DC); if they fail, they cancel their attack as they try to figure out what the nine hells you're talking about.

### 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.

Once you've used this ability, you must complete a long rest to use it again.

## NEW DRUID CIRCLE

# 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. Unless you check the Monsters section of the Sigil Prep Administrator's Guide, where there's a bunch of new squirrels.

The Circle of Squirrels is 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 WILDSHAPE**

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" section of the Sigil Prep Administrator's Guide) include:

- CR 0- Squirrel, flying squirrel
- CR 1/8- Antlered squirrel, arctic squirrel, sea squirrel
- CR ¼- Giant carnivorous flying squirrel, sciurumimus
- 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 SCIUROID WILDSHAPE**

At 10<sup>th</sup> level, you gain the ability to use your sciuroid 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 expand a spell slot to regain 1d8 hit points per level of the spell slot expended.

## **MASS SCIUROID 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 sciuroid form.