

DRUID

THIS IS PLAYTEST MATERIAL

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

Among the more complex classes in D&D is the druid, with powerful spellcasting and a range on combat and noncombat proficiencies, in addition to the ability to change into the forms of animals. Nominally, the druid is a control-focused caster that can also support and recover its allies, diminish its foes, and act as a blaster to deal high burst damage. The druid falls back on limited weapon skills or short-ranged cantrips when it's not expending spell slots, or can shift into the form of an animal to fight or reposition. A druid's strength lies in the versatility of its kit.

The druid is the best class because it can do it all. While not as potent a blaster or debuffer as the wizard or as strong a supporter as the cleric and lacking the defensive power of more martially-inclined classes, the druid has a bit of everything, and tends to be among the best at crowd control and summoning. When you want a spellcaster than can fill or augment any role, the druid is often the best choice. The Wild Shape feature also expands the druid's utility in way that other classes can only meet by expending their spell slots.

The druid class receives new features and subclasses in this section. You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features you can gain as a druid. Unlike features in the *Player's Handbook*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

NONMETAL ARMOR

Druids avoid wearing metal armor, and in most campaigns can't cast spells while wearing it. However, druids can wear armors crafted by less-processed natural materials such as leather, bone, and chitin. New nonmetal armors are presented in Appendix A for use by druids.

ALLY OF THE WILD

7th-level druid feature

You can use your Wisdom modifier instead of Charisma when making a Charisma check to interact with a natural beast or plant, provided you have the means to communicate, such as with the *speak with animals* and *speak with plants* spells.

SOOTH PLANTS

13th-level druid feature

As an action, you can expend one use of your Wild Shape feature to dispel one magical plant effect within 30 feet of you. If the effect was created by a spell, you automatically dispel it if the slot level used to cast it is no greater than your proficiency bonus, otherwise you must succeed on a Wisdom check against a DC equal to 10 + the spell's level to end the effect.

DRUID CIRCLE OPTIONS

Druid Circles receive additional options in this section.

CIRCLE OF THE LAND

The Circle of the Land receives the following feature:

GEOMANTIC ATTUNEMENT

2nd-level Circle of the Land feature

When you finish a long rest, you can change the land associated with your Circle Spells feature to a different land in the feature's list. After using this feature, you can't use it again for 1d4 days.

CIRCLE OF THE SHEPHERD

The Circle of the Shepherd receives the following feature:

MIGHTY SUMMONER (VARIANT)

2nd-level Circle of the Shepherd feature, which replaces the Mighty Summoner feature

Beasts and fey you conjure or summon are more resilient than normal. Any beast or fey summoned or created by a spell that you cast gains the following benefits:

- The creature gains a number of temporary hit points equal to twice your druid level, but no more than its maximum hit point count.
- The damage it deals is considered magical for the purpose of overcoming damage immunity and resistance to nonmagical attacks and damage.
- Whenever the creature regains hit points, you can choose to grant it temporary hit points equal to the amount restored instead.

DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Circle of Balance, Circle of Embers, Circle of the Seasons, and Circle of the Untamed.

CIRCLE OF BALANCE

Those of the Circle of Balance are guardians of the Material Plane against intrusions from the Feywild and Elemental Planes. When there are no extraplanar threats, these druids act as liaisons between civilization and wilderness cultures, operating to create peace to preserve the lands and its people. They are frequently neutral in their dealings with others, but will join forces with the underdog in a struggle to maintain balance between sides to prevent the dominance of one side or the other, but never join outright evil causes. Druids of this circle seek peace and mutual prosperity for the denizens of their domains.

MIGHT OF THE GUARDIAN

2nd-level Circle of Balance feature

Once on each of your turns when you deal damage with a druid spell, you can add your Wisdom modifier to one damage roll of that spell.

WYLD NEGOTIATOR

2nd-level Circle of Balance feature

You can read and speak Sylvan and one humanoid language of your choice. In addition, you can add your Wisdom modifier on Charisma (Persuasion) checks you make with a fey, a member of your race, or a humanoid whose language chose with this feature.

COLDFLAME

6th-level Circle of Balance feature

You always have the *flame blade* spell prepared and can cast it without material components. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration and burns brighter. If you do so, the spell's duration becomes 1 minute and it deals an extra 2d6 damage on a hit for that casting. The extra damage increase by 2d6 at 10th (4d6) and 14th level (6d6).

WYLD BARRIER

10th-level Circle of Balance feature

As an action, you can conceal the movements of you and your allies. You and each creature within 30 feet of you that you choose gain the benefits of the *sanctuary* spell and can't be targeted by beasts, elementals, and fey for 1 hour or until one of you harms a creature.

After using this feature, you can't use it again until you finish a long rest.

FORCE OF WILL

14th-level Circle of Balance feature

When you fail a Wisdom saving throw, you can take a reaction and expend one use of your Wild Shape feature to succeed instead.

CIRCLE OF EMBERS

Avengers of nature wronged, druids of the Circle of Embers know the damage civilization can wreak upon the land. They represent the ashes of forests burned, kindling a flame that washes over all. Dedicated to the defense of the balance, these druids are more willing to use their tools to attack intruders, and many are known to be merciless.

While every member of the circle isn't evil, druids with hatred in their hearts often are attracted to it.

MALIGNANT ECHOES

2nd-level Circle of Embers feature

When you hit a creature within 30 feet of you with an attack, you can deal an extra 1d6 necrotic damage to that creature. Once you deal this damage, you can't deal it again until the start of your next turn.

In addition, after a creature takes this damage, it has disadvantage on the next saving throw it makes within 1 minute.

CIRCLE SPELLS

2nd-level Circle of Embers feature

The despoilment and exploitation of the natural world has swollen your heart with fury. This fury grants access to some spells when you reach certain levels in this class as shown on the Circle of Embers Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF EMBERS SPELLS

Druid Level	Spell
2nd	<i>bane, hellish rebuke</i>
3rd	<i>hold person, spike growth</i>
5th	<i>animate dead, stinking cloud</i>
7th	<i>blight, dominate beast</i>
9th	<i>cloudkill, contagion</i>

DANSE MACABRE

If you have *Xanathar's Guide to Everything*, you can substitute the *danse macabre* spell for the *contagion* spell.

EXTRA ATTACK

6th-level Circle of Embers feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

MALIGNANT BINDS

10th-level Circle of Embers feature

You can use your Malignant Echoes feature to deal necrotic damage each time you hit a creature within 30 feet with an attack without limit.

In addition, a creature that takes damage from your Malignant Echoes feature, one of your druid spells, or a creature you control can't regain hit points for 1 minute.

NATURE'S AVENGER

14th-level Circle of Embers feature

While concentrating on a druid spell, you have resistance to bludgeoning, piercing, and slashing damage and advantage on Constitution saving throws to maintain concentration.

CIRCLE OF THE SEASONS

Members of the Circle of Seasons are druids who observe the passage of time, and respect change as a necessary element of growth. Through their devotion, they take on the aspects of the changing seasons.

ASPECT OF THE SEASONS

2nd-level Circle of Seasons feature

You can expend one use of your Wild Shape feature to take one of the aspects below as a bonus action. You remain in this aspect for 10 minutes, until you dismiss it during your turn, or you take on a different aspect.

Autumn's Leaves. You have resistance to ranged weapon damage. As a bonus action while bearing this aspect and as part of the same bonus action you used to enter it, you can grant one creature within 30 feet of you, which can be you, 1d8 + your Wisdom modifier temporary hit points.

Spring's Rain. You have resistance to fire damage. As a bonus action while bearing this aspect and as part of the same bonus action you used to enter it, you can summon a cloud of fog in your space, rendering it heavily obscured until the start of your next turn.

Summer's Heat. You are immune to the effects of exhaustion and your speed can't be reduced by magic. As a bonus action while bearing this aspect and as part of the same bonus action you used to enter it, you can make a ranged spell attack against a target within 30 feet of you. On a hit, the target takes 1d6 + your Wisdom modifier fire damage.

Winter's Tempest. You have resistance to cold damage. As a bonus action while bearing this aspect and as part of the same bonus action you used to enter it, you can summon a chilling wind around you until the start of your next turn. Each creature within 30 feet of you that moves toward you must spend one additional foot of movement for each foot moved, and a foe which ends its turn within 10 feet of you takes cold damage equal to your Wisdom modifier (minimum of 1 damage).

PRIMAL FOCUS

6th-level Circle of Seasons feature

When you take on an aspect, you gain additional benefits for 1 hour or until you take on a different aspect. If you use your Wild Shape feature to transform into a beast, you gain the benefits of equinox if it is spring or autumn or solstice if it is summer or winter, as if you had assumed an aspect.

Equinox. When you enter Autumn's Leaves or Spring's Rain, you have advantage on Intelligence (Investigation) checks while outdoors and (Wisdom) Perception checks at night. You can see into nonmagical darkness to a distance of 60 feet.

Solstice. When you enter Summer's Heat or Winter's Tempest, you are unaffected by extreme temperatures (but still take fire and cold damage normally), your movement speed increases by 10 feet while outdoors, and you have advantage on Strength (Athletics) checks.

ENHANCED ASPECTS

10th-level Circle of Seasons feature

Your aspect grants you additional benefits:

Autumn's Leaves. When a creature within 30 feet of you is hit by an attack, you can take a reaction to make the attacker reroll the d20. You choose which roll to keep.

Spring's Rain. When a creature within 30 feet of you makes a saving throw, you can take a reaction to roll a d6 and add the number rolled to its saving throw.

Summer's Heat. When a creature within 30 feet of you makes an ability check, you can take a reaction to roll a d6 and subtract the number rolled from its check.

Winter's Tempest. When a creature moves within 30 feet of you, you can take a reaction to blast it with biting winds. The creature must succeed on a Strength saving throw against your spell save DC or be pushed 10 feet away from you and knocked prone.

PASSAGE OF TIME

14th-level Circle of Seasons feature

The duration of the blinded, charmed, deafened, frightened, paralyzed, or stunned conditions, as well as magical effects that target you are reduced by 1 round at the start of each of your turns before you suffer the effects. For instance, if you are stunned until the end of your next turn, the stunned condition ends at the start of your turn, ending the condition for you and allowing you to act normally that turn instead.

CIRCLE OF THE UNTAMED

The reclusive druids of the Circle of the Untamed prefer to revere spirits under the night sky. For them, there is a proper form to interactions demanding respect and patience. Curses are reserved for those that transgress against these principles. They are ritualists who refuse to conform to the ways of society, keeping to their own covenants. Away from their circle, these druids act as witch doctors and seers, offering their services to those who show proper respect.

ACCURSED MAGIC

2nd-level Circle of the Untamed feature

When you cast a spell against a hostile creature, you can choose to expend on use of your Wild Shape feature to imbue it with dark energy as a bonus action. If the spell requires an attack roll, you have advantage on the attack roll against one target, and if the spell requires a saving throw, one target of your choice has disadvantage on its saving throw. On a hit or a failed save, as applicable, the target is cursed. At the start of its next turn, a cursed target must choose to either take 1d12 psychic damage or become afflicted.

The afflicted status lasts for 1 minute or until removed by the *remove curse* spell or a similar effect. The creature has disadvantage on attack rolls and ability checks and can't take reactions. Moreover, the first time it attempts to cast a spell or manifest a power, it must succeed on a Wisdom saving throw against your spell save DC or the spell or power fails as if countered; subsequent castings and manifests are unimpeded by the afflicted status unless it is cursed by this feature again.

The psychic damage a creature takes for choosing to take damage increases by 1d12 at 6th (2d12), 10th (3d12), and 14th level (4d12).

CIRCLE SPELLS

2nd-level Circle of the Untamed feature

Through ritual craft, you have a deep connection to nature and can use a ritual dagger as a spellcasting focus. In addition, you are granted access to certain spells. At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Untamed Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE UNTAMED SPELLS

Druid Level	Spell
2nd	<i>sanctuary, sleep</i>
3rd	<i>alter self, suggestion</i>
5th	<i>bestow curse, clairvoyance</i>
7th	<i>call woodland beings, polymorph</i>
9th	<i>dream, insect plague</i>

BEGUILER

6th-level Circle of the Untamed feature

Your words are soft when they can be and sharp when they need to be. You have advantage on Charisma checks against creatures you speak with, provided you share a common language.

BALEFUL CURSE

10th-level Circle of the Untamed feature

A target affected by one of your druid spells has disadvantage on any new saving throw against that spell, provided it can see you.

In addition, when you cast the *bestow curse* spell, you can choose to modify that casting of the spell to apply a second curse effect on the target. The target suffers both curse effects until one is removed, in which case both are removed. After casting the spell this way, you must finish a long rest before you can modify it with this feature again unless you set a condition understood by the target that will end both curse effects early if met. The condition must be something the target can feasibly achieve without harming itself or another creature, such as gifting you a particular object, relaying a certain message to a specified creature, or breaking a commitment.

DEATH CURSE

14th-level Circle of the Untamed feature

When you are reduced to 0 hit points, you can take a reaction to cast the *bestow curse* spell against each creature you choose that can hear you as if you cast it use your highest level spell slot. The casting doesn't expend the spell slot, nor can it be modified with your Baleful Curse feature. After using this feature, you can't use it again until you finish a long rest.

The curse ends early if you don't die within 1 minute, and can't be removed if you are killed until you are restored to life or made undead.

MAKING YOUR OWN DRUID CIRCLE

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own druid subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing druid subclass meets your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re flavor the features. If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your vision, this section will guide you toward making a druid subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The druid is a primary spellcaster with limited fighting capability. It has decent weapon choice with the spear and scimitar and can wear light armor and hide by default, but can wear any nonmetal medium armor, such as those made from dragon scales or other exotic hides. Of spellcasters, the druid has the greatest range of spell options. While they specialize in battlefield control, they have access to recovery, direct damage, zone damage, buffs, and debilitating effects, and even have a number of charms and illusions.

A druid is a spellcaster regardless of any feature offered by its subclass, and needs to be designed and balanced as such. A druid should tap its broad range of spells to cover most scenarios. The druid is best when in the middle ranks of the party so that it can target its spells freely, adapting to the immediate needs of its group.

HIT DICE

The druid has a d8 Hit Dice. This provides a cushion against incoming damage, but doesn't generally permit druids to endure difficult fights when directly attacked. It lacks the AC and magic defenses to enhance its staying power, but a druid can often afford to raise Constitution more than its peers.

PROFICIENCIES

Druids specialize in skills to navigate and survive in wilderness environments. They have good armor and decent weapon proficiencies, but the best options require custom crafting or exotic materials, leaving many druids with studded leather armor.

ABILITY SCORE IMPROVEMENT

The druid uses standard progression for the Ability Score Improvement (ASI) feature (4th, 8th, 12th, 16th, and 19th level). Since druids only need Wisdom, this allows druids to increase another ability of their choice or pick up feats without compromising their core talents.

SPELLCASTING

The most important aspect of the druid class is its access to spells. The druid is a full spellcaster and will have access to powerful spells at each level. The druid spell list is diverse, giving it a plethora of tools to draw from. It can hinder enemies with spells like *entangle* and *ice storm*, aid allies with buffs, healing, and recovery, and even summon creatures to aid in combat or exploration. It also has a range of utility offerings to overcome environmental or social challenges.

No matter what features a Druid Circle adds, a druid is a powerful spellcaster. The druid spell list should not be underestimated.

WILD SHAPE

This is a side feature for the druid, focused mostly on out-of-combat utility or positioning in combat. While the druid can transform into many different forms, the druid is a spellcaster at its core, and shifting into animal form is an auxiliary tool in its kit. Certain subclasses may seek to expand on this feature.

DRUID CIRCLE FEATURES

Druid Circles grant features at 2nd, 6th, 10th, and 14th level. This pattern is common among full spellcasters as it fills in the gaps left when gaining a new spell level.

BUILDING A DRUID CIRCLE

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing druid subclasses.

Circle of the Land. The Land druid is a more basic spellcasting druid that primarily offers always prepared spells and a few traditional druid perks for being in the wilds. Players choose this circle to play a streamlined spellcaster with a terrain theme, often working with their DM to pick a relevant environment for the campaign.

Circle of the Moon. Druids of this circle use the Wild Shape feature to engage in combat and gain abilities beyond other druids. Its ability to transform into stronger beasts gives it more options, further enhanced when it can turn into a standard elemental. Players choose this circle because they want to utilize the transformation of Wild Shape to a greater degree, and enjoy playing in animal or elemental form.

Circle of the Shepherd. This Druid Circle focuses on summoning spells, and bolstering the creatures conjured or summoned by them. It also grants the character a more spirit-focused feel. Players choose this circle to empower their conjuration spells and provide some beneficial effects for their allies.

Circle of Wildfire. This flashier Druid Circle adds a new use for its Wild Shape resource to summon a minion. Its features focus on this minion and it gains additional fire-themed spells. Players choose this circle because they want the wildfire spirit and the added spells of the subclass.

Circle of Embers. The Circle of Embers is a more combat-oriented subclass. It engages in close combat while weakening its foes. Players choose this circle to be the avenger druid that uses nature to overwhelm its enemies.

Each druid subclass expands on what a druid can do, adding new spells or options, but at its core, each is a druid, able to wield a variety of powerful spells to overcome the challenges before it.

BUILDING THE SUBCLASS

This guide covers building a Druid Circle consistent with official published material. Each Druid Circle expands the class in a thematic direction, often by either enhancing the core druid kit or expanding it to include a new tool. The druid is among the most versatile of classes in D&D. As such, you will find that you can take the subclass in a lot of directions with different features; the subclass design for the druid is also versatile.

Subclass features are granted at 2nd, 6th, 10th, and 14th level. Except for 2nd level, each Druid feature level should only grant one subclass feature. Consult the Druid Circle Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

DRUID CIRCLE FEATURES

Druid Level	Feature
2nd	Identity Feature, Utility or Spell List Enhancement Feature
6th	Utility Feature
10th	Enhancement Feature
14th	Defensive Feature

IDENTITY FEATURE

2nd-level [Your Druid Circle] feature

This feature is the crux to establish your subclass's identity and theme. It should either enhance the druid's core kit in a substantial way or expand the druid's kit in a new direction, often consuming one of the druid's base resources, such as Wild Shape uses.

What you do with this feature depends on what roles you want to predispose your subclass toward or a central gimmick in its playstyle. This is the most likely feature where the druid will get a power boost, so you want to tune it well to prevent the druid from being too powerful

compared to its spellcasting peers – the druid is already a strong spellcaster with control, blasting, and summoning. If your enhancing the druid's spell list, you might increase the druid's power in that feature, so beware of double-dipping power increases when building the features; make sure to review your druid's power budget holistically with all features considered.

UTILITY FEATURE

2nd-level [Your Druid Circle] feature

This feature isn't included in every subclass. Its purpose is to add or augment proficiencies, such as adding a new language or making the druid better with a certain skill or tool. In certain cases, such as with the Circle of the Moon, you may replace this feature with a second Enhancement feature that supports an Enhancement Identity feature. You want to use a second feature when your Identity feature becomes complicated and wordy, but the new feature should be distinct in its function.

SPELL LIST ENHANCEMENT FEATURE

2nd-level [Your Druid Circle] feature

This feature adds one or more spells to the druid, and these spells should be always prepared. This is a feature you use to ensure the druid has access to thematic spells for the subclass. You don't need this feature for every Druid Circle, particularly if the circle offers a choice of options with its Identity feature.

The simplest version is to use Circle Spells feature, such as with the Circle of Spores or Wildfire, which can include a cantrip, or a list akin to the Circle Spells feature, as in the case of the Circle of the Land. A more complex design is to build a feature around a specific spell, such as done with the Circle of the Star's use of the *guiding bolt* spell.

If you include spells outside of the *Player's Handbook*, it is recommended that you offer alternative spells from it so groups without the referenced book can utilize your content without additional work on the DM's part. If the spell is one you created for the subclass, include its description after the subclass (or an appropriate section for a compendium of content).

CIRCLE SPELLS

Druid Level	Spell
2nd	1st-level spell, 1st-level spell, cantrip (optional)
3rd	2nd-level spell, 2nd-level spell
5th	3rd-level spell, 3rd-level spell
7th	4th-level spell, 4th-level spell
9th	5th-level spell, 5th-level spell

DRUID POOL FEATURES

6th/10th/14th-level [Your Druid Circle] feature

Druid subclass features don't have the rigidity of other classes. Most of the features are oriented toward utility or traversal options or adding minor defensive layers. In some cases, the features will enhance the Identity feature, allowing it to be competitive with other aspects of the druid's core kit, or they will expand the druid's repertoire to include new spells or similar functions. This grants you a lot of latitude in designing the subclass, and can prove to make it harder to design an interesting and balanced Druid Circle.

Basically, if your Identity feature should scale, you'll want to add one or more Enhancement features with the later level features. If your Identity feature inherently scales with level, you want to focus on Defense and Utility features. If your Identity feature doesn't scale or doesn't offer power, then you should consider adding an Expansion feature or even augment part of the core class kit with an Enhancement feature. Often, Utility features are granted at 6th level unless the Identity feature is enhanced. A Defense feature at 14th level is nearly universal, with some subclasses enhancing the Identity feature in a way to create a defensive niche.

Druid Pool Feature options include:

Defensive. With this feature, you expand or enhance the defensive ability for the class.

Enhancement. This feature improves upon part of the class or subclass kit. It can be as simple as a boost in uses or damage or even add a new layer or decision to another feature.

Expansion. The point of an expansion feature is to add something new to the class. Examples include adapting a class feature from a different class, such as the Extra Attack feature.

Utility. The feature grants new options that augment movement or skills. In some cases it can grant the casting of a spell to bolster noncombat pillars of play.

APPENDIX A

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Bone mail	60 gp	12 + Dex modifier	—	—	15 lb.
<i>Medium Armor</i>					
Scaled hide	75 gp	13 + Dex modifier (max 2)	—	—	25 lb.
Lacquered	100 gp	14 + Dex modifier (max 2)	—	Disadvantage	30 lb.
Chitin	600 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Carapace	1,000 gp	15 + Dex modifier (max 2)	—	Disadvantage	35 lb.
<i>Heavy Armor</i>					
Shell	150 gp	15	Str 13	Disadvantage	40 lb.

ARMORS

The armor descriptions are presented in alphabetical order. Their entries on the Armor table are arranged by Type and then by Armor Class.

Nonmetal Alternatives. Studded leather can use wood or bone studs instead of metal studs. Likewise, the scales or carapaces of large creatures can be fashioned into a suit of scale mail, much like how dragon scale armor is crafted. Substituting armor material in this way requires custom work, and depending on the rarity and complexity of the materials, buyers should expect at least a 25% markup.

Bone Mail. This armor is comprised of padded armor with a weave made of animal or monster bones stitched into its fabric. It often includes a skirt of composite bone and wood. Some sets of bone mail incorporate chest and rib bones that serve mainly as decoration.

Carapace. Made from the hardened shells of monstrous crustaceans, carapace armor is a breastplate worn over a padded shirt. It may include a padded coat or skirt.

Chitin. Chitin armor features plates of treated exoskeletons from gigantic insects. Typically this armor is fashioned into a breastplate and leggings, using leather around joints for flexibility.

Lacquered. This lamellar armor features lacquered wood plates and bands instead of metal, stitched into a canvas coat.

Scale Hide. Scaled hide armor uses treated hides from giant lizards and drakes for enhanced protection at the cost of added weight.

Shell. This armor is crafted from the shells of turtles or tortoises. It features a breastplate and backplate made of a single large, carved shell, or multiple small shells, and includes armguards and leggings made of a ribbing of split shells.

UPDATE NOTES

JANUARY 2024

- Circle of the Earth Mother removed. I wasn't happy with this one and will likely port a lot of the witch aspects over to the Magi class in some form and move the Ley Line stuff to a feat for any spellcaster.
- Circle of Embers added. This circle is the Avenger druid that seeks revenge on those who befoul nature.
- Circle of Balance added. These are druid wardens that protect the Material Plane from unnatural creatures.
- Circle of Untamed added. This is a darker subclass that fits well with a swamp witch/hag or dark forest type of druid.
- Circle of the Seasons had some of its language updated to be more consistent with modern design.
 - Summer's Heat effect changed to prevent speed loss instead of interacting with slow and stasis effects because it's more universally applicable and is cleaner mechanically.
 - Aspect is no longer lost when using Wild Shape to enter a beast form.