



FIRBOLG
RACE

3RD-LEVEL DRUID (CIRCLE OF DREAMS)
LEVEL & CLASS

ACOLYTE
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+0
10

CONSTITUTION
+1
13

INTELLIGENCE
-1
8

WISDOM
+3
16

CHARISMA
+1
12

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - +1** Intelligence
 - +5** Wisdom
 - Charisma
- SAVING THROWS

- Acrobatics (Dex)
 - Animal Handling (Wis)
 - Arcana (Int)
 - Athletics (Str)
 - Deception (Cha)
 - History (Int)
 - +5** Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - +5** Perception (Wis)
 - Performance (Cha)
 - Persuasion (Cha)
 - +1** Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - +5** Survival (Wis)
- SKILLS

15 PASSIVE WISDOM (PERCEPTION)

11/13
ARMOR CLASS

+0
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **21**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
QUARTERSTAFF ¹	+5	1D6+3 BLUDGEONING
SPELLCASTING ²	+5	SPECIAL

¹ YOU CAN WIELD YOUR QUARTERSTAFF WITH BOTH HANDS TO DEAL 1D8+3 DAMAGE ON A HIT.

² WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

PREPARED SPELLS. YOU HAVE CURE WOUNDS, ENTANGLE, FOG CLOUD, THUNDERWAVE, BARKSKIN AND SPIKE GROWTH PREPARED. YOU CAN PREPARE A NEW LIST OF 6 DRUID SPELLS (OF 1ST AND 2ND LEVEL) AFTER A LONG REST.

SPELL SLOTS
(1ST) (1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELLCASTING

YOU'RE A SHY AND GENTLE GIANT OF THE FOREST, A FRIEND TO BEASTS AND TREES, ABLE TO TAKE THE FORM OF LESSER CREATURES AND AID YOUR ALLIES WITH HELPFUL MAGIC.

FIRBOLG MAGIC. YOU CAN CAST DETECT MAGIC AND DISGUISE SELF, USING WISDOM AS YOUR SPELLCASTING ABILITY. ONCE YOU CAST EITHER SPELL, YOU CAN'T DO SO AGAIN UNTIL YOU FINISH A SHORT OR LONG REST. THIS VERSION OF DISGUISE SELF ALLOWS YOU TO APPEAR UP TO 3 FT. SHORTER.

HIDDEN STEP. AS A BONUS ACTION, YOU CAN TURN INVISIBLE UNTIL THE START OF YOUR NEXT TURN, OR UNTIL YOU ATTACK, MAKE A DAMAGE ROLL, OR FORCE SOMEONE TO MAKE A SAVING THROW. ONCE YOU USE THIS TRAIT, YOU CAN'T DO SO AGAIN UNTIL YOU FINISH A SHORT OR LONG REST.

POWERFUL BUILD. YOU COUNT AS ONE SIZE LARGER WHEN DETERMINING YOUR CARRYING CAPACITY AND THE WEIGHT YOU CAN PUSH, DRAG OR LIFT.

SPEECH OF BEAST AND LEAF. YOU CAN COMMUNICATE WITH BEASTS AND PLANTS. THEY CAN UNDERSTAND YOU, THOUGH YOU CANNOT UNDERSTAND THEM. YOU HAVE ADVANTAGE ON CHARISMA CHECKS MADE TO INFLUENCE THEM.

WILDSHAPE. YOU CAN USE YOUR ACTION TO TRANSFORM INTO ANY LAND-BOUND BEAST (WITH A CHALLENGE RATING OF ¼ OR LESS) THAT YOU ARE FAMILIAR WITH, FOR UP TO 1 HOUR. YOU CAN USE THIS FEATURE TWICE PER LONG REST.

WHILE TRANSFORMED, THE FOLLOWING RULES APPLY:

- YOU CAN REVERT TO YOUR NORMAL FORM BY USING A BONUS ACTION. YOU AUTOMATICALLY REVERT TO YOUR NORMAL FORM IF YOU FALL UNCONSCIOUS OR DROP TO 0 HIT POINTS.
- YOUR GAME STATISTICS ARE REPLACED BY THE STATISTICS OF YOUR BEAST FORM, BUT YOU RETAIN YOUR PERSONALITY, AND INTELLIGENCE, WISDOM, AND CHARISMA SCORES.
- YOU ASSUME THE BEAST'S HIT POINTS AND HIT DICE. WHEN YOU REVERT TO YOUR NORMAL FORM, YOU RETURN TO THE NUMBER OF HIT POINTS YOU HAD BEFORE YOU TRANSFORMED.
- YOU CHOOSE WHETHER YOUR EQUIPMENT FALLS TO THE GROUND, MERGES WITH YOUR BEAST FORM, OR IS WORN BY THE BEAST FORM (IF PRACTICAL).
- SEE PHB P. 67 FOR MORE DETAILS.

BALM OF THE SUMMER COURT. YOU HAVE A POOL OF FEY ENERGY REPRESENTED BY 3 D6'S. AS A BONUS ACTION, CHOOSE ONE CREATURE YOU CAN SEE WITHIN 120 FT. OF YOU AND EXPEND ONE D6, ROLLING IT; THE TARGET REGAINS HIT POINTS EQUAL TO THE TOTAL ROLLED, PLUS 1 TEMPORARY HIT POINT. YOU REGAIN ALL 3 D6'S AFTER A LONG REST.

SHELTER OF THE FAITHFUL. YOU COMMAND THE RESPECT OF THOSE WHO SHARE YOUR FAITH, AND YOU CAN PERFORM RELIGIOUS CEREMONIES THEREOF. YOU AND YOUR ADVENTURING COMPANIONS CAN EXPECT TO RECEIVE FREE HEALING AND CARE AT YOUR FAITH'S PLACE OF WORSHIP, THOUGH YOU MUST PROVIDE ANY MATERIAL COMPONENTS NEEDED FOR SPELLS. (SEE PHB 127 FOR MORE INFO.)

PROFICIENCIES. LIGHT ARMOUR, MEDIUM ARMOUR, SHIELDS; CLUBS, DAGGERS, DARTS, JAVELINS, MACES, QUARTERSTAVES, SCIMITARS, SICKLES, SLINGS, SPEARS; HERBALISM KIT.

LANGUAGES. COMMON, ELVISH, GIANT, PRIMORDIAL, CELESTIAL, DRUIDIC.

OTHER PROFICIENCIES & LANGUAGES

- ACOLYTE GEAR:**
- HOLY SYMBOL
 - PRAYER BOOK/WHEEL
 - 5 STICKS OF INCENSE
 - VESTMENTS
 - COMMON CLOTHES
 - 15 GOLD PIECES

- DRUID GEAR:**
- QUARTERSTAFF
 - WOODEN SHIELD
 - LEATHER ARMOUR
 - DRUIDIC FOCUS

- EXPLORER'S PACK:**
- BEDROLL
 - MESS KIT
 - TINDERBOX
 - 10 TORCHES
 - 10 DAYS RATIONS
 - WATERSKIN
 - 50 FT. HEMPEN ROPE

EQUIPMENT

FEATURES & TRAITS

CANTRIPS

SHILLELAGH

TRANSMUTATION CANTRIP
CASTING TIME: 1 BONUS ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: 1 MINUTE

THE WOOD OF A CLUB OR QUARTERSTAFF YOU ARE HOLDING IS IMBUED WITH NATURE'S POWER. FOR THE DURATION, YOU CAN USE YOUR SPELLCASTING ABILITY INSTEAD OF STRENGTH FOR THE ATTACK AND DAMAGE ROLLS OF MELEE ATTACKS USING THAT WEAPON, AND THE WEAPON'S DAMAGE DIE BECOMES A D8. THE WEAPON ALSO BECOMES MAGICAL, IF IT ISN'T ALREADY. THE SPELL ENDS IF YOU CAST IT AGAIN OR IF YOU LET GO OF THE WEAPON.

THORN WHIP

TRANSMUTATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 30 FEET
COMPONENTS: V, S, M
DURATION: INSTANTANEOUS

YOU CREATE A LONG, VINE-LIKE WHIP COVERED IN THORNS THAT LASHES OUT AT YOUR COMMAND TOWARD A CREATURE IN RANGE. MAKE A MELEE SPELL ATTACK AGAINST THE TARGET. IF THE ATTACK HITS, THE CREATURE TAKES 1D6 PIERCING DAMAGE, AND IF THE CREATURE IS LARGE OR SMALLER, YOU PULL IT UP TO 10 FT. CLOSER TO YOU.

DRUID SPELLS

CURE WOUNDS

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A CREATURE YOU TOUCH REGAINS 1D8+3 HIT POINTS. (THIS SPELL HAS NO EFFECT ON UNDEAD OR CONSTRUCTS.)

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE HEALING INCREASES TO 2D8+3.

ENTANGLE

1ST-LEVEL CONJURATION
CASTING TIME: 1 ACTION
RANGE: 90 FEET
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 1 MINUTE

GRASPING WEEDS AND VINES SPROUT FROM THE GROUND IN A 20-FOOT SQUARE STARTING FROM A POINT WITHIN RANGE. FOR THE DURATION, THESE PLANTS 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 ENTANGLING PLANTS UNTIL THE SPELL ENDS. A CREATURE RESTRAINED BY THE PLANTS CAN USE ITS ACTION TO MAKE A DC 13 STRENGTH CHECK. ON A SUCCESS, IT FREES ITSELF.

WHEN THE SPELL ENDS, THE CONJURED PLANTS WILT AWAY.

FOG CLOUD

1ST-LEVEL CONJURATION
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 1 HOUR

YOU CREATE A 20-FOOT-RADIUS SPHERE OF FOG CENTERED ON A POINT WITHIN RANGE. THE SPHERE SPREADS AROUND CORNERS, AND ITS 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 2ND-LEVEL SPELL SLOT, THE RADIUS OF THE FOG INCREASES TO 40 FEET.

THUNDERWAVE

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: SELF (15-FOOT CUBE)
COMPONENTS: V, S
DURATION: INSTANTANEOUS

A WAVE OF THUNDEROUS FORCE SWEEPS OUT FROM YOU. EACH CREATURE IN A 15-FOOT CUBE ORIGINATING FROM YOU MUST MAKE A CONSTITUTION SAVING THROW. ON A FAILED SAVE, A CREATURE TAKES 2D8 THUNDER DAMAGE AND IS PUSHED 10 FEET AWAY FROM YOU. ON A SUCCESSFUL SAVE, THE CREATURE TAKES HALF AS MUCH DAMAGE AND ISN'T PUSHED.

IN ADDITION, UNSECURED OBJECTS THAT ARE COMPLETELY WITHIN THE AREA OF EFFECT ARE AUTOMATICALLY PUSHED 10 FEET AWAY FROM YOU BY THE SPELL'S EFFECT, AND THE SPELL EMITS A THUNDEROUS BOOM AUDIBLE OUT TO 300 FEET.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND-LEVEL SPELL SLOT, THE DAMAGE INCREASES TO 3D8.

BARKSKIN

2ND-LEVEL TRANSMUTATION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

YOU TOUCH A WILLING CREATURE. UNTIL THE SPELL ENDS, THE TARGET'S SKIN HAS A ROUGH, BARK-LIKE APPEARANCE, AND THE TARGET'S AC CAN'T BE LESS THAN 16, REGARDLESS OF WHAT KIND OF ARMOUR IT IS WEARING.

SPIKE GROWTH

2ND-LEVEL TRANSMUTATION
CASTING TIME: 1 ACTION
RANGE: 150 FEET
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 10 MINUTES

THE GROUND IN A 20-FOOT RADIUS CENTERED ON A POINT WITHIN RANGE TWISTS AND SPROUTS HARD SPIKES AND THORNS. THE AREA BECOMES DIFFICULT TERRAIN FOR THE DURATION. WHEN A CREATURE MOVES INTO OR WITHIN THE AREA, IT TAKES 2D4 PIERCING DAMAGE FOR EVERY 5 FEET IT TRAVELS.

THE TRANSFORMATION OF THE GROUND IS CAMOUFLAGED TO LOOK NATURAL. ANY CREATURE THAT CAN'T SEE THE AREA AT THE TIME THE SPELL IS CAST MUST MAKE A WISDOM (PERCEPTION) CHECK AGAINST YOUR SPELL SAVE DC TO RECOGNIZE THE TERRAIN AS HAZARDOUS BEFORE ENTERING IT.

WILDSHAPES (COMBAT)

WOLF

medium beast

Armour Class: 13

Hit Points: 11

Speed: 40 ft.

STR +1 (12) • **DEX** +2 (15) • **CON** +1 (12)

Skills: Perception +3, Stealth +4

Languages: you cannot speak in this form

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature.

Bite • +4 to hit • 5 ft. reach • 2d4+2 piercing damage • Target must succeed on a DC 11 Strength saving throw or be knocked prone.

BOAR

medium beast

Armour Class: 11 (natural armour)

Hit Points: 11

Speed: 40 ft.

STR +1 (13) • **DEX** +0 (11) • **CON** +1 (12)

Languages: you cannot speak in this form

Charge. If you move at least 20 ft. straight toward a target and hit it with a tusk attack, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a DC 11 Str saving throw or be knocked prone.

Relentless. If you take 7 damage or less that would reduce your boar form to 0 hit points, you are reduced to 1 point instead.

Tusk • +3 to hit • 5 ft. reach • 1d6+1 slashing damage