

# DRUID

## CIRCLE OF THE CITY

### CIRCLE SPELLS

Your adaptation to the urban environment gives you access to certain avenues of magic that are most helpful for overseeing the interests of nature in such an environment.

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the City 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.

Druid Level	Spells
2	<i>animal friendship, find familiar</i>
3	<i>detect thoughts, lesser restoration</i>
5	<i>clairvoyance, glyph of warding</i>
7	<i>fabricate, stone shape</i>
9	<i>mislead, wall of stone</i>

### LIVING EYES OF THE CITY

Starting at 2nd level, when you cast *animal friendship*, you can target up to a dozen animals of the same type when targeting tiny creatures (such as cats, rats, pigeons, or similar). When a tiny animal is charmed, they can understand you in a limited capacity (such as where something you can describe in terms they would understand is), you can understand them in a limited capacity (such as which direction something is), and will lend you aid in simple tasks as long as it does not place them in danger. You can be convinced to take on greater risks with an appropriate Animal Handling check with the DC determined by the GM.

Additionally, any familiar you summon with *find familiar* gains the ability to communicate with creatures of a type resembling the form it takes, and advantage on all Animal Handling checks while interacting with beasts it can communicate with. You can expend a use of your Wildshape feature to shift your familiar from one form it can take to another without having to resummon it.

### CONTROLLED MAGIC

Operating within the confines of a city, you have managed to tame your magic to more freely operate within the limitations of tight urban environments. When you cast a spell that targets an area of effect, you can exclude a 10-foot cube from the area of effect (the cube does not have to be entirely within the area of effect).

Alternatively, you can reduce the area of effect of any spell down to any value between its area of effect and a 5-foot radius, and can cast spells that would otherwise not be able to manifest in the environment (such as casting *call lightning* in a room less than 60 feet tall), with your spells adapting to fit within your environment.

You can use this feature a number of times equal to your Wisdom modifier, regaining all uses when you complete a long rest.

### CIVILIZED BEASTS

Starting at 6th level, when you use your Wildshape feature to take on the form of a beast, you retain your ability to speak (as long as the beast would normally be able to vocalize sounds at sufficient volume to do so), and become more dexterous and adaptable with paws, claws, or talons, allowing you to use them perform more complicated tasks that might otherwise require hands. You additionally retain the ability to cast spells while using Wildshape to turn into a beast.

### URBAN ADAPTATION

Starting at 10th level, you become immune to poison and disease, and gain one skill of your choice from Insight, Perception, Persuasion, Sleight of Hand, or Stealth. If you have all the listed skills, you can select any skill of your choice instead.

### KEEN SKILLS

Starting at 14th level, you gain proficiency an additional skill from the list in Urban Adaption.

Additionally, if a beast you assume the form of is proficient in a skill you are normally proficient in, you gain expertise in that skill while transformed into that beast.

## **CREDITS**

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- Subclass created by KibblesTasty
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