

DRUIDIC SURVIVALIST

You are at home in the wilderness, and protect the wild from those who would do it harm. Your dedication to Nature impressed Archdruids who taught you to infuse your skills with Druidic power. You draw strength and magical power from with wild, and use the natural world to your advantage as you keep threats at bay.

KEEN SURVIVALIST

Starting at 3rd level, you gain proficiency in survival and perception. If you already have proficiency in either of these skills, your proficiency bonus doubles.

DRUIDIC WEAPON MASTERY

At 3rd level, you learn the Thorn Whip cantrip. Your druidic mastery over this spell has enhanced it:

- It can now also target objects, instead of only creatures
 - When aiming at a loose object of size Small or smaller, you can bring it to you
 - When aiming at a fixed object, you can pull yourself 20ft toward it

DRUIDIC ENHANCEMENTS

At 3rd level, your Druidic training and attunement with nature have given you enhanced capabilities. You know as many Druidic Enhancements as half of your Ranger level, rounded up. When you gain a Druidic Enhancement, you can also replace one you previously learned with a different Druidic Enhancement.

QUICKENED THORN WHIP

At 7th level, your skill with your thorn whip increases, allowing for its swift use.

- You can now use it as a bonus action.
- Moving with your thorn whip does not trigger an opportunity attack.

NATURE'S WRATH

At 7th level, your Druidic connection to nature intensifies. Once per turn when you hit a creature with an attack, you can cause the attack to add 1d8 damage. Moreover, you can choose to spend a spell slot to deal an extra 1d8 damage per spell slot level (up to a maximum 5d8). The damage type is fire, cold, acid, lightning, or thunder (your choice).

ONE WITH THORNS

At 11th level, your thorn whip becomes second nature to you.

- If a creature hostile to you comes within 15 feet, you can use your thorn whip as a reaction.
- If you are targeted with a melee or missile attack, you can use your thorn whip to attempt to knock it aside. Using your reaction in this way increases your AC by 3, potentially causing the attack to miss you.

DRUID STRENGTH

At 15th level, your Thorn Whip has grown stronger as you have mastered its use.

- You can now pull yourself 30 feet with your thorn whip, and can take one willing creature with you.
- Your thorn whip can now also move creatures that are Huge or smaller, and pull loose objects to you that are Medium or smaller.
- Attacks with your thorn whip score a critical hit on a roll of 18-20

DRUIDIC ENHANCEMENTS

- **Whip Strike Synergy:** Your thorn whip can enhance your melee weapon strikes. Pulling an enemy into a successful weapon attack triggers a critical hit
- **Nature's Rebuke:** Your thorn whip can push a target instead of pull it
- **Nature's Reach:** Your thorn whip's range is doubled
- **Nature's Shove:** Your thorn whip can knock a creature prone. It makes a strength saving throw against your spell save DC. On a failure it falls prone.
- **Nature's Grasp:** Your thorn whip can be used to restrain your enemies. After a hit, your thorn whip grasps your target. The creature makes a strength saving throw against your spell save DC. On a failure it is restrained. A creature restrained in this way or one that can touch the creature can use its action to make a strength check against your spell save DC. Using your thorn whip again releases the creature.
- **Nature's Hand:** Your thorn whip can be used to disarm your opponent. On a successful attack, you can attempt to seize one item held by your opponent. The target takes no damage from your attack, but must make a strength saving throw against your spell save DC. If they are surprised they do so with disadvantage. On failure, your thorn whip grabs the item and brings it to you as if it were a loose object. On success, nothing happens.
- **Thorn in their Side:** Your thorn whip can slow your enemies by embedding its thorns in them. The target's speed is reduced by 10 until the end of your next turn.
- **Empowered Whip:** Your thorn whip is a powerful weapon in battle. You can add your dexterity modifier to your spell attack roll in addition to your wisdom modifier. You can add your wisdom modifier to the damage roll.
- **Twinned Whip:** Your thorn whip has forking tendrils. You can target 2 creatures within ten feet of each other with a single whip attack.
- **Nature's Mask:** If you are hidden by the natural environment (or with the Hide in Plain Sight feature), movement with your thorn whip keeps you hidden, so long as you move somewhere that provides natural camouflage.

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