

GNOME DRUID

2nd-Level Small Forest Gnome Druid

AC 16 (hide armor and shield)

Hit Points 17 (1d8 Hit Die)

Speed 25 ft.

Alignment neutral

Languages Common, Gnomish

ABILITY SCORES

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	16	(+3)
Charisma	12	(+1)

ATTACKS

Melee Attack: Scimitar (+3 to hit; 1d6 + 2 slashing)

Ranged Attack: Sling (ranged 30 ft./120 ft.; +3 to hit; 1d4 + 2 bludgeoning)

Spell Saving Throw DC: 14 (13 without a magic focus)

EQUIPMENT

Hide armor, shield, scimitar, sling (20 bullets), yew wand, *potion of healing*, healer's kit, backpack, bedroll, belt pouch, candles (5), clothes, two sets of clothes (common and noble), disguise kit, ten stoppered vials filled with colored water, set of weighted dice, playing cards, signet ring of an imaginary duke, 29 gp, and 5 sp.

LORE

When you make an intelligence check to recall political lore, religious lore, or natural lore, you gain a +10 bonus to the check.

CANTRIPS

Druidcraft, guidance, minor illusion.

PREPARED SPELLS

Cure wounds, entangle, thunderwave.

Racial Traits

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Class Features

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Druid Lore. You know the secret language of druids. You can speak the language and use it to leave hidden signs. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages. Others spot the messages' presence with a successful DC 15 Wisdom check but cannot decipher it without magic.

Proficiencies. You have proficiency with the club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, and spear. You are also proficient with padded armor, leather armor, dragon leather, hide armor, shields, and the herbalism kit.

Wild Shape. You can magically assume the shape of a beast. You can do so as part of any action that doesn't involve casting a spell or activating a magic item. You can use this feature twice, and you regain any expended uses of it when you complete a long rest.

To start with, you have access to the Shape of the Hound (detailed below). You can stay in a particular shape for 1 hour. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious or die.

While you are transformed, the following rules apply:

- The shape's statistics show changes to your normal statistics. Some replace your normal statistics, while others are modifications to those statistics.
- You have proficiency with the shape's attacks, if any, and can use only those attacks while in the shape. If a shape lacks attacks, you cannot attack while in that shape.
- You can speak, but you cannot cast spells.
- You are limited to actions and movement the new shape could reasonably perform.
- Your gear is subsumed into the new shape, so you cannot access such equipment to activate, use, or wield it.

Shape of the Hound

Medium Shapechanger

Speed 50 ft.

Special Senses low-light vision

Keen Senses. You gain a +5 bonus to all ability checks to detect hidden creatures.

Melee Attack—Bite or Claw. Attack bonus + Strength or Dexterity modifier to hit (reach 5 ft.; one creature). Hit: 1d8 + Strength or Dexterity modifier piercing or slashing damage.

Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day.

Wisdom is your magic ability for your druid spells.

Spells per Day. Your druid level determines the number of druid spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have three 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of druid spells that you can cast of 1st level. This pre-generated character already has a list of prepared spells.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare.

Casting a Prepared Spell. When you cast a prepared spell, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *cure wounds* and *entangle* prepared and have two 1st-level castings, you can cast both spells once or one spell twice.

Spellcasting Bonus. Your spellcasting bonus is +1. If you are holding a magic focus (such as a rod, staff, or wand made of wood) when you cast a spell, you can add your spellcasting bonus to the spell's saving throw DC.

Background: Charlatan

You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters in a specific person's handwriting, as long as you have seen an example of the kind of document you are trying to copy.

Proficiency. You have proficiency with the disguise kit.

Spells

You have the following spells and cantrips available.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Druidcraft

Transmutation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- You produce up to five wisps of light that last for up to 1 minute. Each wisp sheds dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on that point and 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 roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image can be as large as a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

With a loud crack, 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 one, it takes half as much damage and is not pushed.

In addition, unsecured objects completely within the area of effect are pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom that audible within 300 feet of you.