

# NATURE'S ALLY

ARCHETYPE FOR DRUIDS AND WIZARDS



BY FIL KEARNEY

# INTRODUCTION

*Nature's Ally* introduces summoner-focused archetypes for both the druid and wizard classes. Each of these two subclasses has much in common with the other, and it's not surprising, given all the similarities druids and wizards share. Druid circles are an order intended to safeguard secret knowledge shared among their members. Meanwhile, arcane traditions are areas of specialized study and instruction shared among their school. *Nature's Ally* imagines what would happen if nature priests and mages combined their talents to create a new order for each class.

In addition to in-game similarities, druids and wizards have a mirrored game mechanics design. They both have full spellcasting progression, class features gained at 2nd level that continue to scale in power with more class levels, and new subclass features at 2nd, 6th, 10th, and 14th levels.

The following pages provides one version of the Nature's Ally archetype for druid, one for wizard, and also explore a unique dual-progression for characters that multiclass as both druid and wizard.

## CIRCLE AND TRADITION OF NATURE'S ALLY

In days long past, a team of druids and wizards took interest in the art of summoning. While the druids commanded the spirits of nature to take physical form, the wizards would study the resulting entities and the primal energies that bring them forth.

Through experimentation, the team began to manipulate the primal forces, summoning creatures of far greater awareness than those before. The spirits became sentient, and both the wizards and druids found meaningful dialogue with them. Over time, mutual trust cemented a bond, and these awakened allies vowed to not harm their summoner while the summoner would act in kind.

As the druids and wizards further developed their techniques, the line between arcane and primal magic began to blur. Soon after, the druids and wizards learned to share the energies connecting spirit and summoner with each other. To the befriended entities, there was no difference—the summoners had all become nature's ally and the spirits were willing to aid their befriended spellcasters by simple request instead of primal energies compelling them.

The summoned spirits grew stronger as they absorbed more and more powerful magics furnished by the spellcasters.

The wizards, steeped in sentient primal magic for a lifetime of study, had become spirits themselves, sometimes taking the form of natural beasts.

The druids, refined in their casting and precise in their control, learned to collect the energies that clung to them after spellcasting to be used later.

These techniques are now taught to new apprentices of the circle tradition to infuse their budding powers with the primal energies of the spirits, teaching them that form is spirit, and that the energies are all around to infuse their casting.

In time, the apprentices also learn to use this energy to strengthen their summoned spirits, to release them from other summoners' control, to infuse them with self-awareness, and to become awakened allies as their mentors had done before them.

Through these studies, the Circle and Tradition of Nature's Ally continues to grow and thrive.

# CIRCLE OF NATURE'S ALLY

Druids that identify with the Circle of Nature's Ally strengthen their connection to summoned creatures. Some do so to commune with the spirits of the world around them, while others simply seek to strengthen the creatures summoned to aid them.



## NATURAL RECOVERY

When you choose this circle at 2nd level, you learn to regain some of your magical energy by meditating and communing with nature. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

## DURABLE SUMMONS

At 6th level, creatures you summon are more resilient. Any single creature that you summon gains 5 temporary hit points for each level of the spell cast.

## BEFRIEND NATURE

When you reach 10th level, you can bring beasts, elementals, fey, and plants under your control, even those summoned by other spellcasters.

As an action, you can choose one beast, elemental, fey, or plant with a challenge rating equal to or less than your casting level that you can see within 60 feet of you. That creature must make a Charisma saving throw against your druid spell save DC. If it succeeds, you can't use this feature on it again until after you finish a long rest. If it fails, it becomes friendly to you and obeys your commands until you use this feature again or begin a long rest.

If taking command of a summoned creature, the controlling spellcaster makes the spell save instead of the target. If the means used to summon the creature requires concentration, you must maintain the spell yourself for the remaining duration of the spell. You may only command one creature, even if the spell summoned more than one.

Intelligent creatures are harder to command this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour, ending the effect on a success.

You can command one creature at a time this way. Choosing a new target to command ends the effect of this ability on any other creature.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses after you finish a long rest.

## AWAKENED ALLIES

Beginning at 14th level, any summoned beast, elemental, fey, or plant benefits from the effects of the *awaken* spell while under your command.

Furthermore, summoned creatures that would normally become hostile when you break concentration are indifferent to you and won't harm you unless you or an ally attacks or harms them.

# TRADITION OF NATURE'S ALLY

Wizards who study the tradition of Nature's Ally learn to apply their control over the forces of magic to enhance their connection to the creatures they summon.

Some do so to commune with the spirits of the world around them, while others seek to strengthen their creatures' combat prowess. Still others just like to make new friends.

## WILD SHAPE

Starting at 2nd level, you gain the Wild Shape class feature, identical to the druid class feature of the same name.

## DURABLE SUMMONS

At 6th level, you add the spell *conjure animals* to your spellbook. This is a wizard spell for you. Furthermore, any single creature that you summon gains 5 temporary hit points for each level of the spell cast.



## BEFRIEND NATURE

When you reach 10th level, you can bring beasts, elementals, fey, and plants under your control, even those summoned by other spellcasters.

As an action, you can choose one beast, elemental, fey, or plant with a challenge rating equal to or less than your casting level that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again until after you finish a long rest. If it fails, it becomes friendly to you and obeys your commands until you use this feature again or begin a long rest.

If taking command of a summoned creature, the controlling spellcaster makes the spell save instead of the target. If the means used to summon the creature requires concentration, you must maintain the spell yourself for the remaining duration of the spell. You may only command one creature, even if the spell summoned more than one.

Intelligent creatures are harder to command this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour, ending the effect on a success.

You can command one creature at a time this way. Choosing a new target to command ends the effect of this ability on any other creature.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended after you finish a long rest.

## AWAKENED ALLIES

Beginning at 14th level, you add the spell *conjure fey* to your spellbook. This is a wizard spell for you. In addition, any summoned beast, elemental, fey, or plant benefits from the effects of the *awaken* spell while under your command.

Furthermore, summoned creatures that would normally become hostile when you break concentration are indifferent to you and won't harm you unless you or an ally attacks or harms them.

# MULTICLASSING NATURE'S ALLY

When Nature's Ally is chosen as a subclass for either a druid or wizard, individually there are no changes to multiclass rules. When a character has at least two levels in both druid and wizard, instead of progressing Nature's Ally as two individual subclasses, druid-wizard characters combine the total class levels to progress the features of Nature's Ally, as detailed below.

## DRUID PROGRESSION

At 2nd level, when the druid gains the Natural Recovery feature, the two classes combine their total levels when determining the number of spell slots regained during a short rest. You can use this feature once before finishing a long rest.

## WIZARD PROGRESSION

At 2nd level, when the wizard gains the Wild Shape feature, the two classes combine their total levels when determining the form you can assume and the duration. You can use this feature twice before finishing a short or long rest.

## MULTICLASS PROGRESSION

When your character gains 6 levels between druid and wizard, you add the spell *conjure animals* to your spellbook and you may prepare it as either a druid or a wizard, even if you can't otherwise prepare 3rd-level spells as either class. Furthermore, you gain the benefits of the Durable Summons subclass feature even if you don't have 6 levels of druid or wizard individually.

When your character gains 10 levels between druid and wizard, you add the spell *conjure minor elemental* to your spellbook and you may prepare it as either a druid or a wizard, even if you can't otherwise prepare 4th-level spells as either class. Furthermore, you gain the benefits of the Befriend Nature subclass feature, even if you don't have 10 levels of druid or wizard individually.

When your character gains 12 levels between druid and wizard, you add the spell *conjure elemental* to your spellbook and you may prepare it as either a druid or a wizard, even if you can't otherwise prepare 5th-level spells as either class.

When your character gains 14 levels between druid and wizard, you add the spell *conjure fey* to your spellbook and you may prepare it as either a druid or a wizard, even if you can't otherwise prepare 6th-level spells as either class. Furthermore, you gain the benefits of the Awakened Allies subclass feature even if you don't have 14 levels of druid or wizard individually.

When your character gains 18 levels between druid and wizard, you gain the benefits of the druid Beast Spell class feature, even if you don't have 18 levels of druid.

Design, Art, and Layout by Fil Kearney  
Development and Editing by Adam Hancock

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2020 by Fil Kearney and published under the Community Content Agreement for Dungeon Masters Guild