



# Dungeons & Dragons

## SUBCLASSES

# Circle of Empathy: Druid Subclass

Druids in this circle focus on educating others about the natural world and fostering a deep empathy for all sentient beings. They use their connection to animals to inspire and teach, promoting harmony and understanding.

## GUIDING PRINCIPLE

*“If empathy for all living beings fades, the world will unravel, torn asunder by cruelty and lost to the discord that separates us from the natural order.”*

## CIRCLE SPELLS

Like many druids, your emotional bond with the living world grants you access to specific spells. Similar to Circle of the Land druids, once you gain access to a circle spell, you always have it prepared and it does not count against the number of spells you can prepare each day. If you gain access to a spell that isn't on the druid spell list, it's still considered a druid spell for you.

Druid Level	Circle Spells
3 <sup>rd</sup>	Calm Emotions, Locate Plants or Animals
5 <sup>th</sup>	Hold Person, Conjure Animals
7 <sup>th</sup>	Conjure Woodland Beings, Hallucinatory Terrain
9 <sup>th</sup>	Mass Cure Wounds, Commune with Nature

## EMPATHY CONNECTION

When you choose this circle at 2<sup>nd</sup> level, you can forge an emotional bond between a target humanoid and a target animal. This bond allows the humanoid to empathize with an animal and experience the animal's emotions and perspective as their own—for example, if the animal is frightened, the humanoid will become frightened, too. The humanoid will also become aware of the reason for the animal's emotion.

## PERSUASIVE RESONANCE

At 6<sup>th</sup> level, your voice has an almost supernatural quality, resonating deeply with those who hear it. When you speak, your words have the power to sway opinions, influence decisions, and inspire unwavering loyalty. As an action, you can target a number of beings equal to your Wisdom modifier (minimum of one) within 60 feet of you who can hear and understand you. These beings must make a Wisdom saving throw against your spell save DC. If the save fails, the beings will be charmed by you for an hour or until you or your allies do anything harmful to them. While charmed in this way, they will perceive your words and actions in the most favorable way possible. If the save succeeds, the beings will be unaffected and become aware that you attempted to influence them but failed.

## ENCHANTING ADDRESS

At 10<sup>th</sup> level, you gain the ability to speak passionately about the interconnectedness of all living beings, using your innate charm to weave a compelling narrative. As an action, you can choose a humanoid within 30 feet of you who can hear and understand you. The target must make a Wisdom, Intelligence, or Charisma saving throw (their choice) against your spell save DC. The target may also choose to fail. If the save fails, the target will be deeply moved and gain the following benefit.



**Protective Instinct:** The humanoid gains an advantage on Wisdom checks and saving throws and must take actions that benefit and protect animals for the next 24 hours. If any animal within 300 feet of the humanoid becomes the target of an attack, as a reaction the humanoid must move at up to half their speed in the direction of that animal. If the humanoid can reach the animal in time, they become the target of the attack instead.

## NATURE'S MIRROR

At 14<sup>th</sup> level, you gain the ability to reveal the interconnectedness of all life through the power of Nature's Mirror. Once per long rest, you can choose a natural area, such as a forest clearing, a riverbank, or a meadow, and transform it into a living tableau that mirrors the impact of actions.

For the next hour, this area will become a dynamic, interactive reflection of how the natural world and its inhabitants are affected by various actions. Anyone spending time in this area will gain a deep understanding of the consequences of their choices and actions on all life forms.

While within the area affected by Nature's Mirror, all creatures gain a +2 bonus to Wisdom- and Intelligence-based skill checks, representing their heightened awareness of the natural world's intricate balance and their role within it. Additionally, the source of any disharmony within the area will be revealed to you, as if under the effects of a Locate Object or Locate Creature spell. This allows you to identify entities or objects disrupting the natural environment, such as a hidden logging camp or other threats to nature's balance.

# Oath of Animal Liberation: Paladin Subclass

Paladins of the Oath of Animal Liberation strive to establish protections for all sentient beings. Driven by a commitment to justice, they wield their divine power to challenge oppressive forces and advocate for the equitable treatment of everyone.

## GUIDING PRINCIPLE

*“A paladin vows to protect all sentient beings, championing their freedom and challenging any force that seeks to oppress or harm them.”*

## TENETS OF SACRIFICE

When taking this oath, you swear to protect animals and fight for their liberation. Your tenets include the following.

- *Protection:* I shall defend animals from harm, exploitation, and any form of cruelty, ensuring their safety and well-being.
- *Equality:* I shall advocate for the ethical treatment of all sentient beings.
- *Justice:* I shall pursue justice for animals and hold accountable those who act unjustly, ensuring that their actions will be met with appropriate consequences.

## CHANNEL DIVINITY

When you take this oath at 3<sup>rd</sup> level, you gain two Channel Divinity options.

*Beast's Fury:* You can use your Channel Divinity to grant an ally (or yourself) the ferocity of a wild beast. For 1 minute, the chosen being's physical attacks will deal an extra 1d6 damage on melee attacks and have a chance to afflict them with fear. When the chosen being scores a hit with a melee attack, the target must make a Wisdom saving throw against your spell save DC. If the save fails, the target will become frightened of the attacker until the end of their next turn.

*Sanctuary of the Innocent:* You can also use your Channel Divinity to create a temporary protective barrier around nonhostile beings within a 30-foot radius. For 1 minute, these animals will be immune to all damage.

## EXPANDED SPELL LIST

The Oath of Animal Liberation lets you choose from an expanded list of spells when you learn a paladin spell. The following spells are added to the paladin spell list for you:

Spell Level	Spells
1 <sup>st</sup>	Sanctuary, Healing Word
2 <sup>nd</sup>	Find Traps, Calm Emotions
3 <sup>rd</sup>	Revivify, Spirit Guardians
4 <sup>th</sup>	Death Ward, Freedom of Movement
5 <sup>th</sup>	Greater Restoration, Scrying

## SUBCLASS FEATURES

### Guardian's Refuge

Starting at 6<sup>th</sup> level, you and friendly beings within 10 feet of you gain resistance to damage from smaller beasts and monstrosities (CR 3 or lower). Additionally, animals within this



aura will be protected from fear and magical effects that would compel them to act against their nature.

### Unburden the Beasts

At 7<sup>th</sup> level, your presence ensures that animals won't be used for harmful purposes. As an action, you can project an aura of empathy and understanding within a 30-foot radius. For 10 minutes, any humanoid within this radius will be unable to use animals for riding, carrying loads, or engaging in combat. Additionally, their carrying capacity will be doubled, allowing them to carry heavy loads themselves.

### Whispers of the Wild

At 10<sup>th</sup> level, you can cast Speak with Animals at will without expending a spell slot. Additionally, this spell becomes telepathic for animals within 60 feet of you.

### Humanoid Handling

At 14<sup>th</sup> level, you gain the ability to influence the behavior of humanoids toward other animals. When a humanoid within 60 feet of you attempts to take an action that would harm an animal, you can use your reaction to intervene. The humanoid would then need to make a Wisdom saving throw against your spell save DC. If the save fails, the attempt at harm fails, the animal is unharmed, and the humanoid loses their action. You can use this feature a number of times equal to your Wisdom modifier (minimum of one), regaining all uses after a long rest.

# Warden of the Wild: Ranger Subclass

Wardens of the Wild are vigilant defenders of the natural world. They specialize in tracking and taking down those who misuse their abilities to harm or control animals. These rangers combine their martial prowess with a deep connection to nature, ensuring that the wilderness remains a sanctuary for all creatures.

## GUIDING PRINCIPLE

*“Warden of the Wild rangers devote themselves to shielding animals from harm, acting as guardians of nature’s balance. They stand against those who exploit or endanger animals.”*

## EXPANDED SPELL LIST

The Warden of the Wild grants you access to an expanded list of spells whenever you learn a ranger spell. The following spells are added to your ranger spell list:

Spell Level	Spells
1 <sup>st</sup>	Charm Person, Entangle
2 <sup>nd</sup>	Aid, Hold Person
3 <sup>rd</sup>	Dispel Magic, Create Food or Water
4 <sup>th</sup>	Polymorph, Grasping Vine
5 <sup>th</sup>	Antilife Shell, Reincarnate

## SUBCLASS FEATURES

### Sabotaged Hunt

Beginning at 3<sup>rd</sup> level, once per short rest you can use an action to mark a being you can see within 60 feet as the target of your sabotage. Until the mark ends, the being deals 1d6 less damage with weapon attacks against living targets and has a disadvantage on Wisdom (Perception) and Wisdom (Survival) checks to locate specific creatures. If the being drops to 0 hit points before the mark ends, you can use a bonus action on a subsequent turn to mark a new being.

### Echoes of the Wild

At 7<sup>th</sup> level, you can listen to the whispers of the wild, gaining insight into recent activities in an area. You’ll be able to hear the thoughts and discern the emotions of animals within 90 feet of you, learning about any threats they face, the location of traps, or the presence of harmful magic affecting them. This ability can help you track and neutralize dangers before they harm wildlife.

### Sanctuary

At 11<sup>th</sup> level, as an action you can designate a natural area as a sanctuary for animals. This area, up to 100 feet in radius, will become imbued with protective magic that prevents harm to any animals within its bounds. It lasts for 24 hours and can be used once per long rest. Beings entering the sanctuary with



harmful intent toward animals must succeed on a Wisdom saving throw against your spell save DC or be unable to take hostile actions while within the area.

### Purifying Light

At 15<sup>th</sup> level, once per short rest, as an action you can channel the energy of the natural world to undo dark magic affecting an animal within 30 feet of you and can cast one of the following spells without using a spell slot.

*Dispel Magic:* This spell targets only other spells or magical effects that harm or control the animal.

*Greater Restoration:* You cast this spell to reduce the exhaustion level of the animal by one or to end one of the following: one effect that charmed or petrified the target; one curse, including the target’s attunement to a cursed magical item; any reduction to one of the target’s ability scores; or one effect reducing the target’s hit point maximum.

# Additional Spells

The spells below can be added to the spell lists for druids, paladins, and rangers.



**Liberate**  
*1<sup>st</sup>-level Transmutation*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V  
**Duration:** Instantaneous

You can use this spell to free an animal from magical or mundane restraints, including cages, bindings, or mind control. The spell targets any being of the beast or dragon type within range, instantly dispelling any conditions imprisoning or controlling them.



**Crimson Mark**  
*1<sup>st</sup>-level Illusion*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Concentration, up to 1 hour

You can use this spell to call upon the forces of justice in order to mark those who hunt or otherwise harm animals. When you cast this spell, choose a being within range you believe to be guilty of cruelty. Their malevolence will be revealed with a visible crimson mark.

# Additional Tools



**Sanctuary Key**

*Wonderous item, rare (requires attunement)*  
This magical key can unlock any cage or trap that holds animals.



**Rescue Satchel**

*Wonderous item, uncommon*  
This magically expanded bag can safely carry up to five tiny or two small animals, providing them with a comfortable and secure temporary home.

**PETA**