

The Druid: Evolution Across History



The Druids were ancient priests of nature and spiritual beings in the Celtic region of Europe.

Little is actually known about their order and culture, creating an air of mystery around them.

What is known of them comes from second-hand, outside accounts.



People who identify as Druids today participate in a form of Neo-Pagan/Shaman religion.

They often make pilgrimages to Druidic sites in the Celtic world and perform their own spiritual rituals.

They tend to have a desire both to be in touch with the old, natural world (as opposed to the modern, chaotic world) and be connected with a spiritual 'Homeland.'



As a class in D&D, the Druid is much more of a warrior than the people they are based on. They have the ability to both shapeshift into animals and cast mostly nature-based spells.

If you have played a Druid in any sort of game, what drew you to this class?