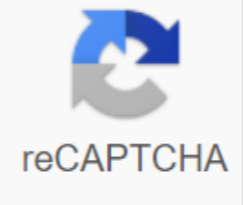




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damage, but the effects are powerful (and fun) nonetheless. Level 8 Spell Animal Shape: The caveat that you can only affect ready-made creatures, along with restrictions on the size of the beast and CR, makes it a very underwhelming spell. Antipathy/ Sympathy: Attract or reflect the creatures that you choose. The power of melee creatures from you or wavering creatures to your melee allies. It also lasts for ten days, which is a very long time. Weather control: This is one of those spells that can have massive consequences outside of combat. Its effect is extremely powerful, although its use may not be. Earthquake: There is too much left to discretion the DM for this spell to be effective in combat. what I see for this spell is the destruction of the city. Feeblemind: This could be a one hit, save or be-turned-drool-moron spell that legendary creatures have legendary resistance. Resistance. A lot of damage and a nice effect. Great AoE that is somewhat limited, forcing CON to save. Tsunami: This is a huge AoE with a crazy effect. Tap the creatures 50ft over the turn away from you (up to 6 turns) and hit the creatures every turn. Level 9 spell foresight: a positive effect that does everything you could ask for. Lasts 8 hours (without concentration!), the target may not be surprising, has the advantage on the rolls, while other creatures have a disadvantage when attacking rolls against the goal. Shapechange: Change to any creature while keeping your class functions and the benefits of the hardware. The only downside is that the creature must be something you have encountered once. Storm of Vengeance: The damage spell too extends into a few rounds to be as effective as a Level 9 spell should be. True Resurrection: Crazy expensive and regular Resurrection will often be good enough, as the age is not so much different from two centuries in the grand scheme of things. Giving a new body to a resurrected creature is another major advantage, as you can resurrect some legendary hero whose body has been lost. I hope you liked the guide! If you have any questions or feel like we missed something for 5e Druid, go ahead and post the comment below. If you like our content subscribe to Arcane Eye! Eye!

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