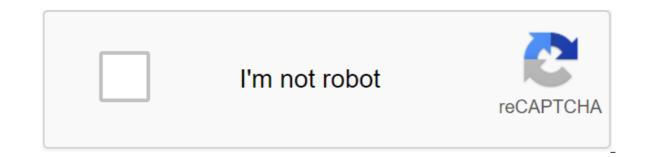
Xanathar's guide druid spells





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Wikidot.com privacy. Class Guides (en) Player Classes Published May 13, 2020, Last changed July 15, 2020 In this post, we will explore Druze Class Features and how you can optimize your druid by choosing race, score abilities, spells, feats, etc. This article will focus primarily on the content in the Sword Coast Adventurer's Guide and Xanathar Guide to Everything. This guide is intended as a deep dive into the DnD 5e Druid. For a guick overview of the Druid class, you can see our breakdown of the DnD 5e classes. The color code below has been implemented to help you determine at first glance how good that options out there that will be viable for your party and will be fun to play. Red is not going to contribute to the effectiveness of your character build on all orange version of Green is a good option. Jf you don't accept this option your character won't be optimized so if you're ready, grab the granola, grab some animal friends, and let's get into it. Before the races, check out our DnD race guide for non-standard racing. Keep in mind that most races are limited to the settings and source material chosen by THE DM. Check with your DM before choosing any of the races not listed below. Druids are a spelling class that uses WIS, so maxing it out is a top priority. Unfortunately Racial bonuses don't give 2 euros WIS, so you'll have to settle for 1 euro. After WIS, DEX and CON are equally important. Your decision to download one rather than the other depends on the build you play, but more about it later. Dragonborn: No WIS or DEX for Druids. Druid. The bonus to CON is good for initiative and light armor capabilities, and the perception pairs well with druids presumably high WIS score. No WIS bonus is a real drawback here. The advantage of saving throws against charmed and immunity to sleep keeps you healing and helps your party in dangerous situations. Sleepy Elf: CHA won't do druids. Wood Elf: Small WIS bonus, increased walking speed, and wildlife mask. Good choice. Gnome: INT is useless for druids. Forest: Not good for druids. Rock: Not good for druids. Half-Elf: The CHA bonus is largely unproductive for druids, but increasing two ability points by 1 allows you to boost WIS and CON/STR/DEX to create a pretty well rounded character. The advantage of saving throws against the charmed and immunity to strewn keeps you healing and helps your party in dangerous situations. Half-Orc: Relentless Endurance and Savage Attack work in wild form, which is a good bonus. STR will pretty much go unused, but the bonus to CON is nice. Halfling: DEX is good for the droid light armor and Lucky is always a pleasure to have. Lightfoot: CHA is mostly wasted on the Druids, and they usually have no reason to hide behind the allies. Stout: More CON will never hurt, but nothing else matters here. Man: People are always decent. Vanilla: Mid-road pick because they increase all their ability points by 1. Option: Increased WIS and feat on level 1. Unfortunately, the exploits are largely wasted by the Druids. except in a few circumstances where they can be very useful. Check out our Feats section for more information. Tiefling: Tieflings don't have any features that make them attractive to druids. The ability to assess indicators. Once wis max, the solution between CON and DEX is based on the Druid Circle you choose. STR: This is a definite landfill statistic if you need to be a strong wild shape in the bear. DEX: Seeing once Druids have access to light or environment, DEX is your primary defense (better to skip than hit with some extra HP). DEX also plays in AC, initiative, too common DEX throw saving, and a very important Stealth skill. CON: CON is secondary to most Druids as they can always wild Shape if they need extra HP. The exception is if you play the Circle of the Moon Druid, which will play a concentration spell, and then in close in the form of wild form. If this sounds like your type of build, stack the CON over DEX. INT: Don't worry with INT. WIS: Druids spell with their WIS, so pump it as high as you can. CHA: Druids should not try to focus on skills outside of WIS-based them. If necessary, the overall effectiveness of the character will suffer. Druid Class Progression 1 level Hit Points: Druids have midroad d8 hitdice. Better than the Sorcerer and the Wizard, but the problem is that the Druids are usually in the middle of a fight, rather than in a snooty position. A decent AC paired with their powerful healing spells should mitigate some of this risk. Saves: The profession with INT and WIS saves roughly. WIS keeps coming up a bit in later levels, but INT saves very rarely, and it's also one of your landfill stats. Weapons/Armor Skills: Light armor, medium armor, shields, and simple weapons are good for someone with a druid's skills: Druids are not known for their varied skill set. They can only choose two of the next eight skills. Animal Treatment (WIS): Animal treatment, as written, is a garbage skill. If your DM is soft with regulations it is definitely worth the skill for the Druids to pick up, but otherwise avoid it. Arcana (INT): Arkana is one of the most important skills based on INT. Seeing as INT is a dump stat for druids, avoid this if you have another Arcan specialist in your lot. Insight (WIS): Insight is great for social interactions because it can give you a lot of information about the person you're trying to convince or manipulate. Medicine (WIS): Medicine skill done is pretty out of date in Druid's spell list. Nature (INT): Nature is an important INT skill. If no one else in your party has it, it makes sense for the Druids to know what happened when you are in the woods. Perception (WIS): We've said this before, Perception is the best skill in D.D. Getting knowledge and experience in doing this can help make your lowest WIS score. Religion (INT): Depends on your campaign, but it's usually much less likely to come up than Arkana or Nature. Survival (WIS): Similar to nature. If you don't have another savvy forester in your party, it's your duty as a druid to pick it up. Druids: A secret language that only other druids cast their spells with WIS, and they are considered a complete charmer class. 5e Druids know, and so can prepare, any spell of druids that they have a high enough level to throw. If that wasn't good enough, some druid circles provide a circle of spells that are always ready for free. Druid's spell list consists of a large combination of healing, support, battlefield control and damage to make for a very well-rounded speller from the very morning. Level 2 Wild Shape is a universal ability that can make your druid effective almost any situation. If you find yourself in a combat, stealth, reconnaissance or survival situation, there are ways to put Wild Shape to use. As we speak in business: business and using them. For more information on the Circle of the Moon wild shapes, see the Circle of the Moon section. Level 2 Max CR: 1/4 No Flight or Speed Swim Cat: No. 4 to Stealth, No. 3 to Perception, and Darkvision make the cat great for reconnaissance missions in many environments. Moose: Faster speed and more combat options than a horse project. Unfortunately, it has 6 HP less than the project horse, which will actually be an issue at this low level. This wild uniform is actually only for travel. Giant Wolf Spider: No. 7 to stealth, No. 3 to Perception, Darkvision, Blindsense, and Spider Climb make it the best scout you can get at this level. It also does some of the best combat damage at this level, but seeing how wild forms are limited to creatures that you've seen, good luck with that. Level 4 Max CR: 1/2 No Flying Monkeys: Decent damage, climbing speed, and rare range attacks. Crocodile: Stunning one target control and speed of swimming. He can hold his breath for 15 minutes underwater as a crocodile is not enough. Warhorse: Replaces moose as best travel wild form. Big damage, trampling charge and speed. Level 8 Max CR: 1 No Restrictions Brown Bear: It can be a great wild shape for the Druids' Moon Circle on level 8. A great option if you are a semi-ox barbarian because of wild attack and rage. Direwolf: Smart AC and HP. Pack Tactics can come in handy if you have another melee fighter in your game, and the chance to shoot down a goal prone with Bite makes it the most viable melee wild shapes at this level. Giant octopus: HP, speed, stealth advantage, and strong attack. This is the best water wild form at this level. Giant Spider: The web ability is OK, but the DC 12 STR check is pretty low on level 8. Giant Toad: Swallow's ability makes a giant toad a fairly viable option against a single target size medium or smaller. Giant vulture: Great fly speed and damage. Its air conditioning and HP leave much to be desired, but it is the most viable flying Wild Shape. Druid Circle on the 2nd level druids get to pick their druid circle. Druid's circle fully determines how the build plays, so choose one that is based on the style of play that you can enjoy the most. The circle of dreams of summer court balm: Ranged healing as a bonus action is always awesome. Hearth Light and Shadow: A solid way to make sure you are not ambushed during a short or long holiday. Hidden Ways: Being able to teleport as a bonus action up to 5 times in a short vacation is amazing. He can Be used to get your allies out of sticky situations. Walker in a dream: Getting a free Level 5 spell is nice, but spells aren't particularly effective. This is especially true of the restrictions that are put on Teleportation Circle. Circle Controversy Dispute Spells: Cantrip Chill Touch: Chill Touch is actually a pretty good cantrip. Necrotic damage is much less resistant than fire damage. Level 3 blindness/deafness: Big debuff and does not require concentration. Gentle Repose: It won't see much use. This can be helpful if your BBEG is a necromancist or something. Level 5 Animation Dead: This spell is very busted in a vacuum. You can control up to 16 skeletons or zombies at level 6, but your fellow players and DM may not be happy about it. Is the animation of the dead powerful? Yes. Are there consequences and balancing effects for walking around with hordes of undead behind you? Besides, yes. Gaseous Form: Undervalued utility and infiltration spell. You get some solid uses from this spell in most campaigns. Level 7 Blight: Level 4 of a single-target spell that uses a common save. It barely outdamages the Level 4 Fireball and flat out doesn't work on some common types of creatures. Confusion: Not the best spell of crowd control, because the result is random. Even if the creature fails to save they can still get to act normally or attack your allies at random. Level 9: Cloudkill: A great spell with long-term damage and combo potential. Heavy obscurity makes it difficult to target any creatures caught inside. Contagion: The poisoned state is guite strong, but many creatures are resistant to poison, making it a bit of a gamble. Halo spores: Decent damage if you remember to use it every step. CON save to avoid harming this ability a lot. Symbiotic Essence: This, combined with Schillelag, helps the Druids become more viable in combat, while at the same time being able to cast spells. The fact that it ends when you lose time points hit points is super rough at low levels, but fine at a high level when it starts to outpace your wild form. Fungal Infestation: Being able to kill things and turn them into zombies is great. You will probably only get one shot with them because they only have 1hp, but luckily they come right after your turn. Spread Controversy: A worthy bonus of battlefield control action. Fungal Body: Immunity to some common conditions and no more critical hits against you is very nice. Circle of Earth Bonus Cantrip: Bonus cantrips are great, but The Druid cantrip list has a serious flaw in the damage deal. Limiting druid cantrip with this feature limits its usefulness. Natural Essentially Arcane is restoring the ability of the master, which is very good. Circle of Spells: Depending on your Earth you will have access to various spells: Arctic 3rd Level Hold Person: of the best spells in the game against humanoids. Spike Growth: Moderately good crowd control or can be used for ambush scenes because it is disguised. Level 5 Storm with sleet: Messes with enemy concentration, can put out flames, and has the potential to knock enemies prone. Slowly: A large debuff, and it lasts through the damage (as opposed to a hypnotic pattern). Level 7 freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Ice storm: The damage to the AoE spell is not too shabby. Level 9 Commune with Nature: Great for role play and history of progression, not so great for fighting. Cone Cold: This fireball damages for the Level 5 spell slot, although it's easier to control and reduce friendly fire than a fireball. Coast 3rd Level Mirror Image: Great Self-Buff. Misty Step: Who doesn't want to teleport? And you can do this as a bonus action while avoiding the possibility of attacks. This spell will save your ass on more than one occasion. 5th Water Level Breath: Pretty useless because at the moment you have a swimming wild shape. The only useful scenario will be if you want the rest of your party to follow you down underwater. Water Walk: It's probably not seen using the whole campaign. Level 7 freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Water management: a truly versatile and fragrant spell. Level 9 Elementary Spell: A Great Spell for a Powerful Ally. Be careful about losing concentration or you could end up causing more problems than you solve. Scrying: Useful but niche. Desert Level 3 Blur: A spot is better if you have a solid air conditioner (think Eldritch Knights), but you really want Mirror images otherwise. Silence: Silence is a niche spell with a high ceiling, if you can somehow reduce the speed of the charmer you are targeting at 0. Level 5 Create Food and Water: It shines only in survival situations and even while it is overshadowed by Goodberry. Energy Protection: This is usually overshadowed by Absorb Elements, except in specific circumstances where you are constantly exposed to the type of damage. Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. 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It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Single-goal spell that goals total save. It is barely out of damage to the Level 4 Singleis like the Little Illusion, where its ceiling is determined by your creativity. 9th level of insect plague: the best version of Cloudkill in most cases due to difficult terrain and light Wall of Stone: A great tool for manipulating the battlefield in favor of your party. Barkskin Level 3 Forest: Most Druids will take this so they can throw it before using wild mold. Spider Climbing: It's made by your wild forms. Level 5 lightning call: If you manage to keep your concentration on this throughout the meeting it can be absolutely disgusting, but it certainly has its limitations. Plant Growth: Slows down pesky enemies moving around a lot or trying to escape, but not particularly good either. It is also cool for the story beats to restore nature that has been devastated by the war. Level 7 freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Divination: In the same vein as Oguri; This is a good way to keep the indecisive party moving. Also, it's loads of fun to put your DM in place! Level 9 Commune with Nature: Great for role play and history of progression, not so great for fighting. Tree Step: A fun spell with lots of uses if you can get a little creative. Without trees nearby you won't walk anywhere though. Grassland Level 3 Invisibility: A Good Spell of Penetration or to Help Your Rogue. Pass Without Trace: Huge value for such a low spell slot, this spell can solve the stealth problem of your heavy armored Paladin alone. Level 5 daylight: Light can recoup on steroids. Scattering darkness can be situationally useful. Haste: Great positive effect for level 3 spell slot. Watch out for concentration because the fall of this spell early has consequences. Level 7 freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Divination: In the same vein as Oguri; This is a good way to keep the indecisive party moving. Also, it's loads of fun to put your DM in place! Level 9 Dream: Low Key is one of the best spells in the game. This can really tinker with the BBEG campaign. Plague of Insects: The best version of Cloudkill in most cases due to difficult terrain and easy obscurity. Mountain Level 3 Spider Climb: It's made obsolete by your wild shapes. Spike Growth: Moderately good crowd control or can be used for ambush scenes because it is disguised. Level 5 Lightning Bolt: Forgotten Younger Brother Fireball. It can certainly be more useful if your enemies are all lined up for you! Meld Into Stone: Good for a long holiday? Can? Level 7 Stone Shape: Limited in its usefulness, but if you get creative it can be effective. Stone Skin: Effectively double HP melee (or your wild shape) against creatures without magical weapons or spells for an hour. Level 9 Passwall: This can almost negate any door, barrier, or blocked space the DM can throw at you. Not big in combat scenarios. Wall of stone: tool to manipulate the battlefield in favor of your party. Swamp Level 3 Darkness: Darkness has its application, but they tend to be heavily related to shenanigans. Acid Arrow: Just straight up the subpar spell of damage. Its only use is to caster casters two different concentration checks. 5th Water Level Walk: It's probably not to see use in the whole campaign. Stinky Cloud: Used in the right circumstances it may be effective, but it's a hard nail spell. Level 7 freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Find the Creature: This will be a savior at least once in the campaign. 9th level of insect plague: the best version of Cloudkill in most cases due to difficult terrain and easy obscurity. Scrying: Useful but niche. Underdark Level 3 Spider Climb: It's made obsolete by your wild shapes. Web: The web is an awesome spell of area management and can combo in a lot of fire damage. 5th Level Gaseous Form: Undervalued utility and infiltration spell. You get some solid uses from this spell in most campaigns. Stinky Cloud: Used in the right circumstances it may be effective, but it's a hard nail spell. Level 7 of Great Invisibility: A Great Spell to Avoid Damage in Combat, and gain an edge in your attacks. Also, you can give it to a melee teammate for a very powerful, hard-hitting damage dealer. Stone Shape: Limited in its usefulness, but if you get creative it can be effective. Level 9 Cloudkill: A great spell with long-lasting damage and combo potential. Heavy obscurity makes it difficult to target any creatures caught inside. Plague of Insects: The best version of Cloudkill in most cases due to difficult terrain and easy obscurity. Land's Stride: No more non-magical hard terrain is pleasant, but not going to net you many benefits. The advantage of saving throws against plants that want to interfere with your movement is very situational. Nature Ward: Immunity to the enchanted and frightened against the two common types of creatures is in order. Immunity to poison and disease is a good advantage, but feels a little bad to get it as a Level 10 sub-class feature when Paladins get it for free at level 3. Sanctuary nature: Beasts are quite common, so it's a worthy feature, it's just not as impressive as a subclass capstone. The circle of the moon fighting wild shape: the ability to get into the wild shape faster and heal for spent spell slots makes wild forms in battle much more effective. Circle Shape: This is a huge positive effect for your wild shapes. Here are some of our favorite wild forms on every level: Level 2 Max CR: 1 No Flight or Brown Bear Swimming Speed: More Damage Than Direwolf, but Below AC and HP. Also lacks synergy with other melee fighters in your party. Direwolf: Great AC and HP. Pack Can come in handy if you have another melee fighter in your game and provides a chance to shoot down a target prone with Bite. Level 4 Max CR: 1 No Flying Giant Octopus: HP, Speed, Advantage on Stealth, and Strong Attack Make It Best Water Wild Shape On On Level. Level 6 Max CR: 2 No Flying Giant Snake Constructor: Damaging potential and high DC escape make the giant Snake Conductor a great wild shape to use against individual targets, especially those that lack strength. Polar Bear: A small update from a brown bear with slightly better HP, AC, and damage. Saber-toothed Tiger: Lacks the synergy of Dire Wolf and the multi-stage attack of the brown bear. This is a disappointing choice for CR2 damage dealers. Shark Hunter: Higher damage and advantage in attacking rolls make this option arguably a better choice than a giant octopus when in the water. Level 8 Max CR: 2 No Limitations of quetzalcoatlus: Decent HP and AC, as well as Flyby, so this is the best aerial choice at this level. Good luck convincing your DM you've seen one. Level 9 Max CR: 3 No Restrictions Ankylosaurus: Big AC and HP, solid damage, and knockdown effect. Again, it's a dinosaur, so it's going to be hard to convince your DM you're facing one if the campaign setting calls for it. Giant Scorpion: This thing can strike well above its paygrade with its three attacks. Decent AC and HP to boot makes this the best Wild Shape melee damage dealer so far. Level 12 Max CR: 4 No Elephant Restrictions: Only really viable with lots of space. If you can hit with trampling charge and Stomp in one twist you can deal mega damage. Solid HP and poor air conditioning, so the elephant is generally a bit of a gamble over the giant scorpion. Stegosaurus: Another dino. Stegosaurus is also gambling over a giant scorpion, but if you hit things with it it will hurt. Level 15 Max CR: 5 No Limitations brontosaurus: Good damage, AC, and HP loads. The potential to knock creatures are prone. Also, a 20ft reach means that no one is safe. Dino. Giant Crocodile: Better damage than Brontosaurus. The restrained and prone effects make this beast an extremely versatile fighting form. Giant Shark: A huge pile of HP and great damage means that the basking shark gets the crown for the top aguatic option. Level 18 Max CR: 6 No Mammoth Restrictions: High DC on Trumping Charge and huge damage making a mammoth is undoubtedly a great option. Depending on your circumstances, you will either go with a mammoth or a giant crocodile for a straight-up melee. Primal Strike: A necessary update to keep your wild result of damage form similar to other fighting classes. Circle of Shapes: Allows you to turn into some outrageously powerful creatures and provides a huge amount of utility. Elementary Wild Form: Uses both your wild forms, but provides even greater utility because of the unique abilities of the Elementals. Fiery Elemental the only Elementary that can keep up with the Giant Scorpion in terms of unprocessed combat potential. Thousand Forms: Your problems are likely to be solved more easily by wild shapes. A thousand forms are really only useful for political politic cones positive effect. Bear Spirit: The pace of hit points is nice. Remember, HP's tempo doesn't stack up, but is constant until they're used or replaced, so it can be effective to pop out before resting. Hawk Spirit: Giving 1 ally for turning advantage through a nice reaction, but the perception check probably won't help in combat. Unicorn: The advantage in detecting creatures in the aura is in order, but this spell can turn your Level 1 Healing Word into the 3rd level of mass word healing mulitple times. Talk about the meaning for spell slots. Mighty Invocation: This makes conjuring animals, already border-busted spell, even more powerful. Keeper of the Spirit: An amazing way to combo your spirit is totem with conjuring animals. If you can keep your concentration, your enemies will have a hard time putting down your pet and fairy friends. Faithful Summons: This is a fun good way to make sure you never get hit while unconscious. A great way to thank the enemy who knocked you out to summon 4 polar bears in their face. At higher levels, these polar bears are still capable of hitting higher AC enemies and can average 21 damage to turn if their attacks land. Level 18 of a timeless body: Not sure that aging is slower to come into play during your campaign. Beast Of Spells: It's fur if you're not the Circle of the Moon Druid, but wonder if you're the Circle of the Moon Druid. Level 20 Archdruid: Unlimited wild forms are very good if you are not the Circle of the Moon Druid. Exploits Many feats are not suitable for the Druid class, but we will go for the ones you may want to consider. Поскольку друиды являются полным классом кастеров, максимальную valuable to any class. The Druids will be able to land a great spell, buff their allies, or wild form right at the beginning of the battle, but this feat is a good choice if you choose the Masters as a class from which to draw spells. Tested Find Familiar as your Level 1 spell allows you to deliver sensory spells and give help to the actions of the players. Firebolt or Shocking Grasp for cantrips nicely fill you're going to be in the range Druid, it's definitely worth a pickup once you max your WIS to make sure you can still do reasonable damage even if you start running out of spell slots. Resilient (CON): If you're the Circle of the Moon Druid, take War Caster instead. If If No, miss it. War Caster instead. If If No, miss it. War Caster: The advantage at CON saves and casting spells as attack opportunities are useful components of this feat. If you circle the Moon Druid you border you need this feat. If you are not the Circle of the Moon Druid, you can live without it. Druid sung druids have access to many spells. Therefore we believe that it would be most helpful to talk only about our favorite spells at each level and which ones to avoid. Just remember that this does not mean that the ones we don't mention are necessarily bad or don't have purpose. Click here for the full list of Druids spells. Cantrips Druidcraft: Subparidigitation. Guide: Outside of combat, you can use this literally every time a party member does a test of ability. Mending: Situational. Poisonous spray: Short range and CON save, which creatures often own inches of Flame Products: Most Druids go to damage cantrip. Resistance: A similar effect as a guide alone is way harder to predict when you will need to do Saving Throws. Shillelagh: Stuck in battle is not a wild shape not a plan of druids most of the time. The exception here is the Circle of Spohr Druid. Thorn Whip: The damage is fine but the pull effect has tons of uses. Level 1 Spell Cure Wound: Healing is important, so pick it up if you think you need it. Discover magic: Each side must roll with at least one character that has access to Detect Magic. Entangle: This is one of the rare spells that will be useful even without the ability to upcast it to a high-level campaign. Faerie Fire: A great option to combat invisibility and can give your allies an edge in attack. Be careful because its effects work both ways. Healing Word: Healing potential doesn't quite stack up with other healing spells, but Healing spells, but Healing word is a bonus action and can be thrown from 60ft away. You can heal a badly wounded ally and it is still your turn to do as you please. Goodberry: Not particularly helpful in combat, but if you do Goodberries at the end of each day you will have a solid healing pool to pull out. Talk to animals: Its effectiveness is limited, but do you really want to be druids who can't talk to animals? Thunderwave: One of your few options is to knock opponents back if you find yourself in a sticky situation. The damage isn't bad either, but it's CON save. Level 2 Spell Animals Messenger: This has many reservations. If you have someone in your party sending you will never need it. Barkskin: Go-to spell before wild shaping. Beast Sense: It doesn't have tons of uses, especially if you have someone familiar. Improving ability: Extremely versatile and can be a good buff into a fight or a tough situation. Find traps: Shows the presence of traps, but not their exact location, Druids can find a much better use for their spells in the game against humanoids. Heat Metal: Really good, don't save and bonus action damage if they wear armor (or a knife built into them). Less Recovery: Illnesses and conditions come from time to time, so you'll be happy to have it when they do. Moonbeam: If you can get into a good position (such as a bottleneck or something), it can be a devastating spell at low levels. Otherwise, it is difficult to make work because it needs continuous action, concentration, and can hit allies. Pass without a trace: If you penetrate the area you don't have to be on your part, the bonus of 10 pounds to Stealth is massive. Spike Growth: Moderately good crowd control or can be used for ambush scenes because it is disguised. Level 3 lightning call spell: If you manage to keep your concentration on this throughout the meeting it can be absolutely disgusting, but it certainly has its limitations. Spell Animals: A big boost for your hp party and action economy. Keep in mind that THE DM gets the last word on what the animals get aroused, you just can choose CR. Daylight: Light cantrip on steroids. Scattering darkness can be situationally useful. Dispel Magic: Just like Detect Magic, each side must have character with this spell at their disposal. Meld Into Stone: Good for a long holiday? Can? Plant Growth: Slows down pesky enemies moving around a lot or trying to escape, but not particularly good either. It is also cool for the story beats to restore nature that has been devastated by the war. Energy Protection: This is usually overshadowed by Absorb Elements, except in specific circumstances where you are constantly exposed to the type of damage. Sleet Storm: Messes with enemy concentration, can put out flames, and has the potential to knock enemies prone. Talk to plants: taste spot on with this spell, it just doesn't have many uses. Water Breath: Pretty useless because at the moment you have a swimming wild shape. The only useful scenario will be if you want the rest of your party to follow you down underwater. Water Walk: It's probably not seen using the whole campaign. Wind Wall: Useful against a large number of archers, flocks of flying enemies, or against deadly fog. Other than that, the damage is pretty bad. Level 4 of the Blight spell: Level 4 of the single-goal spell that goals overall save. It barely outdamages the Level 4 Fireball and flat out doesn't work on some common types of creatures. Confusion: Not the best spell of crowd control, because the result is random. Even if the creature fails to save they can still get to act normally or attack allies at random. It's one of the few spells druid controlling the crowd, however. Spell Minor Elements: You can summon the same CR creatures as the animal spell, but the elementals usually have interesting effects that can be useful in Situations. If you make a reasonable request and has a reasonable DM, it's well worth it. Spell of Woodland Creatures: Pretty much the same as conjuring minor elementals. Water management: a truly versatile and fragrant spell. Dominate the Beast: Very worth the spell, depending on the beast. Freedom of movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Giant Insect: It's hard to take off in some areas if you're not the kind of druids to carry around cans of bugs. If you can make a friend of the scorpion and reliably cast this spell during the battle, it may end up doing tons of damage, Living Vine: The effect of this spell is not worth its spell slot. Not for a long shot, Hallucinatory terrain: one of the spells is like the Little Illusion, where its ceiling is determined by your creativity. Ice storm: The damage to the AoE spell is not too shabby. Find the Creature: This will be a savior at least once in the campaign. Polymorph: Not quite as good as exile, but very useful for taking one combatant out of the fight temporarily. Stone Shape: Limited in its usefulness, but if you get creative it can be effectively double HP melee (or your wild shape) against creatures without magical weapons or spells for an hour. Wall of Fire: An insanely good spell of control of the area. Level 5 of the Antilife Shell spell: A great option if you find yourself in trouble in close combat. It will also hedge out your alies. Awakening: Love is the taste of this spell. It's great for your animal travel buddies, or if you have enough time and money, you can create an army of trees that would make Treebeard proud. It's not useful in combat, but it's one of those spells like Hallow that can create really powerful effects if you have downtime. Commune with nature: great for combat. Spell Elementary: A great spell for a powerful ally. Be careful about losing concentration or you could end up causing more problems than you solve. Contagion: The poisoned state is guite strong, but many creatures are resistant to poison, making it a bit of a gamble. Geas: Not for use in combat, but can be used to bend the entire kingdom to your will. Great Recovery: A great spell to have that can get you or party members out of very difficult situations. Plague of Insects: The best version of Cloudkill in most cases due to difficult terrain and easy obscurity. Mass Cure wounds on especially meeting heavy days when everyone is looking a little Planar Binding: 1 hour casting time makes it a pretty difficult spell to pull off. Reincarnate: If one of your party members managed to get their head cut off, it's just just the only way to deal with it. Scrying: Useful but niche. Tree Step: A fun spell with lots of uses if you can get a little creative. Without trees nearby you won't walk anywhere though. Wall of Stone: A great tool for manipulating the battlefield in favor of your party. Level 6 Spell Healing: Strong, Reliable Healing Without a Roll Is Needed. It can also be used on the range and has some of the lesser benefits of restoring the built-in inches of Holiday Heroes: the expensive casting cost doesn't take away from the undeniably powerful positive effect your entire party will get. Moving the Earth: Limiting dirt, sand or clay really harms the ability of spells to do meaningful work. Sunbeam: Essentially lightning Bolt - a blinding effect at every turn. If you can keep your concentration it's a great spell. Transport through factories: Certainly not as good as Teleport, but it can do as a last resort if you need to get to a specific location. In battle, you run the risk of leaving a party member behind. Wall of spikes: It causes a lot of damage and is extremely difficult to get out without the ability to fly. A terrific version of crowd control. Wind Walk: If you're going somewhere that you haven't been before (which eliminates the use of transport through plants) this is the best way to do it. Level 7 Fire Storm Spell: Depending on the size and position of the crowd you are struggling with, it can be either insanely large damage or an easy fireball goal. Most of the time it will be the last. Mirage Arcane: The scale of this spell is insane and really limited only by the imagination of the charmer. Plane Shift: Trying to reach other planes of existence is often a hassle. Avoid this simple trick! It can also be used to get rid of the creature forever. Regenerate: Pretty good healing over time. The second bit works much better outside the fight, of course. Reverse Gravity: Spell shenanigans, if it ever was. It's hard position to create maximum

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 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 questio

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