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Evil druid build 5e

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is presented in playtesting and sparks your imagination. The mechanics of this game are design and editing. They are not officially part of the game. Constructive feedback is welcomed and appreciated either in comments or on social media. If you can give me a good reason with examples of why something is off, 9/10 I'm able to make changes to the content and credit you for doing so. Otherwise, feedback without anything to bring it back gets ignored (or no more than a smile emoticon like

) Thanks! Design Notes For Evil Druids! Ooo! Walking, killing stuff, not appreciating life, those big of jerks! I want a common utility machine with this build, something that makes traveling around a little easier. Tired of undergrowth slowing down the party? No problem! Kill it! Hungry when traveling? Don't worry, just suck life out of this tree. Here's what I hope to accomplish with this build: While this druid is around, the spells that other types of druids and plant creatures could use to slow down the hand are not as effective. Druid should have some kind of negative impact on the environment. Potentially, a druid can wild form into an undead or rot form. Being able to siphon life from vegetation, plants, etc. It was a fun one to create. Basically, I took the basic idea behind the blight spell and completely blew it up on the entire subclass. First, I let the subclass have a kind of mini-blight power that worked similarly to a vampiric touch, though not nearly as effective. Plus, I limit its use to druid's Wisdom Modifier. Later, power can help druid create blights that can serve it (which will also be limited by your Wisdom Modifier). In addition to rot/VT power, I came up with rules for rot druid wild shape into undead form. Each of them is roughly under the level requirements somewhat to take into account some abilities. In addition, Wild Shape is based on temporary hit points (similar to Spore Druid's power of Ravnica) against the actual hit points of the creature. It's made for a neat build that doesn't require a mess of physical ability to recalculate. The three undead builds are based on: a powerful, fast one, and a scary AF one. At the 10th, the blight druid can land in step like a heater, but only through plants. Plus, when it does, it kills plants around it, others travel in their wake. Finally, in the 14th century, the blight druid becomes a master of plight, allowing it to exchange a lower-level spell slot casting a 4th-level miserable spell. The exchange rate is about the same as the magician's. Druid Circle level 2, Druid acquires the Druid Circle function. The possibility of such a circle of blight is available in druid, in addition to the ones usually offered. Circle blight More or anti-druid than true druid, Blight Druids have more in common with necromancers than other druidic pathways. By separating themselves from the natural world, they can take on unnatural undead countries and steal life with a vampiric touch. Simply moving through the forest causes vegetation around the blight druids to wilt and die. Who knows what dark road druids from blight circle fell to lead them to hate the nature they like they do. For the sake of the world, one would happen to anyone else. Siphon Life When you choose this circle in level 2, you can steal life from living beings with your own touch. You're going to attack the mlee spell attack, On the hit, the goal takes 1d8 necrotic damage, and you recover hit points equal to half of the amount of necrotic damage dealt. This feature does not affect the undead or design. If you target an unmagical plant that isn't a creature like a tree or bush, you don't have to make a spell attack; It just feels and you recover 5 hit points. You can use this feature several times equal to your Wisdom Modifier (at least once), and you will recover all the spent uses of it when you have finished a long rest. Your druid level determines the type of undead you turn into, as well as the benefits you gain. Zombie shape. You become a rotting, corpse-like version of your normal self. You get the following benefits: These benefits last for several hours, equal to half of your levels in this class, until you lose all these temporary hit points, or until you use your Wild Shape again: Your normal Strength score increases by an amount equal to your skill bonus or becomes 6 (unless it's already lower), and your charisma decreases by 5 (at least 3). You keep all your skills and saving throw proficiencies. you are immune to poison and poisoned. You get darkvision to 60 feet unless you already have it. You can't cast spells, and you lose your ability to speak, although you can still understand any language you're usually capable of. Transforming doesn't break your concentration on the spell you've already cast, however, or prevent you from performing actions as part of a spell like the call of lightning that you've Cast. You get the Undead fortitude function. If the damage unless the damage is radiant or out of critical hit. For success, your temporary hit points drop to 1 temporary hit point instead and you don't have to return to your normal form. You get the Powerful Build feature. When determining the load capacity and weight, you can push, drag or lift one size larger. You get a slam attack that can be used to naked strikes. If you hit with it, you get a deal bludgeoning an injury equal to 1d6+ in your Strength Modifier. You retain the benefit of any features from your class, race, or other source and use them if the zombie form (level 5 required). Your flesh and internal organs melt and you become an animated skeleton. You get 25 temporary hit points. While this feature is active, you get the following benefits: These benefits last for several hours, equal to half of your levels in this class, until you use your Wild Shape again, at which point you return to your normal shape: your speed increases by 10 feet. Your normal dexterity score increases by or becomes 12 for your qualifying bonus (whichever is higher, the maximum score is 20), and your charisma score decreases by 5 (at least 3). You keep all your skills and saving throw proficiencies. You get resistance to slashing and piercing damage and you are immune to poison damage. You are also immune to exhaustion and poisoned conditions. You get darkvision to 60 feet unless you already have it. You can't cast spells, and you lose you're usually capable of. Transforming doesn't interrupt your focus on the spell you've already cast, however, or prevent you from performing actions as part of a spell like a call of lightning that you've already cast. You get a claw attack and damage rolls in your unarmed strikes. In each of your turns, when you use an attack action with a naked strike, you can perform one naked strike as a bonus action. If you hit with your nails, you deal with a slashing injury equal to 1d6+ in your Strength or Agility bonus (your choice). You retain the benefit of any functions from your class, race or other source and use them if the skeletal shape is physically capable of doing so. Your equipment stays the same. Spectral form (level 11) mandatory). You become your usual eu spectral version. You 25 temporary hit points. While this feature is active, you get the following benefits. These Last for several hours equal to half of your levels in this class until you lose all these temporary hit points, or until you use your wild form again: you are benefiting from wearing armor or using shields. As long as your spectral shape, your armor class equals 10+ to your dexterity modifier + your Wisdom Bonus. You get a flying speed of 50 feet that can be used to hover. Your Strength score becomes 1 and your normal agility score increases by an amount equal to your qualifying bonus or becomes 12 (whichever is higher). You keep all your skills and saving throw proficiencies. You gain resistance to acid, cold, fire, lightning and thunder damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks, you are immune to necrotic and poisonous lesions. In addition, you are immune to charmed, petrified, poisoned, prone, restrained, and unconscious conditions. You get darkvision to 60 feet unless you already have it. You can't cast spells, and you lose you're usually capable of. Transforming doesn't interrupt your focus on the spell you've already cast, however, or prevent you from performing actions as part of a spell like a call of lightning that you've already cast. You take an incorporation form. You can move around other creatures and objects as if they were difficult terrain. You take an incorporation form. You can use your actions to drain the life of the creatures 5 feet away from you. To use your life to drain the onslaught, you make a melee spell attack. For a hit, you'll deal a 3d6 necrotic injury. The goal is to succeed on the Constitution rescue throw against your spell to save D.C. or it's stunned until the end of your next round. You retain the benefit of any functions of your class, race or other source and use them when the spectral form is physically capable of doing so. Your equipment is combined into a new form and is not valid until you leave this form. Create blight in level 6, you can create an undead plant servant. If a nonmagical tree that is medium or small dies from your Siphon Life feature, you can use your reaction to ani upinate it, causing it to take on a cruel resemblance to life. Wood is a statistic about needle rot (MM p32). It is still animated for 1 hour, after which it collapses and returns to the normal tree of the dead. In battle, the blight round comes right after you, and it obeys your spiritual team. Plant stride Starting at level 10, you can use your activity to activate a small aura that kills the life of all non-mesalic plants without slowing them down and without being damaged if they have thorns, spines or Risk. As you go through plants, plants delete and die, leaving behind the path for other creatures to follow. In addition, although this aura is active, you have the advantage of saving throws against plants that are magically created or manipulated to inhibit movement, such as those created by entanglement spells. At Lord Blight at level 14, you have mastered the magic of blight. You can spend three Level 1 druid spell slots, two Level 2 druid spell slots, or two Level 3 druid spell slots, or two Level 3 druid spell slots, or two Level 3 druid spell slots, two Level 3 druid spell slots, or two Level 3 druid spell slots, at any time to cast blight at a higher level, you have to spend the spelling slot as usual. Like? Share it! I love making stuff like this, and the best way for me to keep going is to get more people to see it! So SHARE SHARE by simply clicking on one of these classes and join fun games and contests by following me on Instagram. See you soon! Next: Fighter Exotic Weapons Master Art by Kobold Press, Press.

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