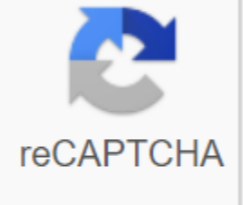




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## Druid spells 5e pdf

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Druidcraft Guide Mending Poison Spray Production Flame Resistance Shillelagh 1st Level Animal Friendship Charm Man Create or Destroy Water Cure Cure Discover Magic Discover Poison and Disease Entangle Faerie Fire Mist Cloud Goodberry Healing Word Jump Longstrider Clean Food and Drink Speak with Animals Thunderwave 2nd Level Animals Messenger Barkskin Darkvision Enhance Poison Spike Rising 3rd Level Call Lightning Conjure Animal Daylight Dispel Magic Meld in Stone Plant Energy Protection Wet Storm Talk with Plants Water Breath Of Water Walk Wind Wall 4th Level Blight Confusion Spell Small Elements Spell Woodland Creatures Water Control Dominated by Beast Freedom Movement Giant Insect Gullucative Terrain Ice Storm Find Creature Polymorph Stone Shape Stoneskin Cure Rans Planar Binding Reincarnate S Tree Stride Walls of Stone 6th Level Spell Fairy Find Path Healing Heroes' Holiday Move Earth Sunbeam Transport through Plants Wall Spikes Wind Walk 7th Level FireStorm Arkans Shift To Regenerate Reverse Gravity Level 8 Animals Form Antipathy/Sympathy Management Weather Earthquake Feeblemind Sunburst Level 9th Level Foresight Shapechange Storm Revenge True Resurrection in: Edit Share More Dungeons and Vicky Druid's Dragons Spells NameDruid Spells levelAs Druid, you'll get the following class features. Hit the dice: 1d8 for druid levelHit Points on level 1st level: 8 - your Constitution ModifierHit Points at higher levels: 1d8 (or 5) - your Constitution Modifier to the level of druids after 1stYou own the following items, in addition to any professions provided by your race or Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)Weapons: batons, Daggers, Darts, Spears, Mace, quarterstaves, scimitars, sickles, slings, spearsTools: Herbalism KitSaving Throws: Intelligence, WisdomSkills: Choose two from Arkan, Animal Processing, Insight, Medicine, Nature, Perception, Religion, and SurvivalYou to start with the following elements as well as all that is provided by your background. , The explorer's package, and the Druid focus you know the Druid, secret language of the Druids. You can speak the language and use it to leave hidden messages. You and others who know this language will automatically replace this Message. Others spot the presence of the message with a successful DC 15 Wisdom (Perception) check, but can't decipher it without magic. Based on the divine essence of nature itself, you can spell to form this essence according to your will. CantripsAt Level 1, you know two Cantrips of your choice from the Druid spell list. You'll learn the extra druid stripes of your choice at higher levels, as shown in the Druid's Cantrips Known Column. Preparing and casting the Druid Spells table shows how many spell slots you have to cast your spells 1st level and above. To give out one of these Druid spells, you must spend a spell level slot or higher. You restore all the spell slots you spend when you finish your long rest. You prepare a list of Druid spells that you can hand out by selecting from the list of Druid spells. When you do this, select a few Druid spells equal to your Wisdom modifier, and your druid level (minimum of one spell). Spells should be the level for which you have spelling slots. For example, if you're a Level 3 druid, you have four Level 1 and two Level 2 spell slots. With Wisdom 16, your list of prepared spells can include six 1st or 2nd Level spells, in any combination. If you prepare a Level 1 Cure Wounds spell, you can scatter it with a Level 1 ar 2 slot. Casting a spell does not remove it from the list of prepared spells. You can also change your list of prepared spells when you finish a long vacation. Preparing a new list of Druid spells takes time to pray and meditate: at least 1 minute per spell level for each spell on your list. Spellcasting AbilityWisdom is your ability to spell for your Druid spells, as your magic rests on your dedication and adaptability to nature. You use your Wisdom whenever the spell refers to your spell ability. In addition, you use the Wisdom modifier when setting up a DC throw save for Spell you threw and when creating an attack roll with one. Ritual CastingOu you can cast a druid spell as a ritual if this spell has a ritual tag and you have a spell prepared. Spellcasting Focus You can Druid Focus (see Equipment) as a spelling focus for your Druid Spells.Starting on Level 2, you can use your actions to magically take the form of a beast that you've seen before. You can use this feature twice. You restore the spent use when you finish a short or long rest. Your level of druids determines the animals you can turn into, as shown in the Forms of the Beast table. On level 2, for example, you can turn into any beast that has a Challenge rating of 1/4 or lower that has no flight speed or swimming. You can stay in the shape of a beast for a few hours equal to half of your druid level (rounded). You then return to normal if you don't spend another use of this feature. You can get back to your normal form earlier using bonus action on your turn. You automatically return if you fall unconscious, fall to 0 stroke points or die. While you are transformed, apply the following rules: Your game stats are replaced by Beast Stats, but you retain alignment, personality and intelligence, Wisdom, and Charisma scores. You also save all your skills and save throw Proficiencies, in addition to getting those creatures. If a creature has the same skill as you, and the bonus in its stat block is higher than yours, use a creature bonus, not yours. If a creature has any legendary or lair action, you can't use them. When you transform, you take on the hit point beast and hit the dice. When you get back to normal form, you go back to the number of hit points you had before the conversion. However, if you return as a result of falling to 0 hit points, any excess damage is transferred to normal form. For example, if you take 10 damages in the shape of an animal and only 1 point hit left, you will come back and take 9 damage. As long as excess damage doesn't reduce your normal shape to 0 stroke points, you haven't knocked unconscious. You can't give out spells, and your ability to speak or take any action that requires your hands is limited to the capabilities of your beast form. The conversion will not break your concentration on a spell that you have already cast, however, or prevent you from taking actions that are part of a spell such as Call Lightning that you have already cast. You retain the benefits of any function from your class, race or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special feelings such as Darkvision if your new form also has that feeling. You choose whether your equipment falls to the ground in your space, merges into your new shape, wear it. The worn-out equipment functions as usual, but the DM decides whether it is practical for the new uniform to wear a piece of equipment based on the shape and size of the creature. Your equipment does not change size or shape to fit the new shape, and any equipment The new uniform can not wear must either fall to the ground or merge with it. Equipment that merges with the shape has no effect until you leave the mold. At level 2, you choose identification with a circle of druids, such as the Circle of the Earth. Your choice gives you features on level 2 and again on level 6, 10th and 14th. When you reach level 4, and again at the 8th, 12th, 16th and 19th levels, you can increase the one-point ability of your choice by 2, or you can increase the two scoring abilities of your choice by 1. As usual, you can't increase your ability score above 20 using this feature. Starting from level 18, the primordial magic you own makes you age slower. For every 10 years that pass, your body ages only 1 year. Starting from level 18, you can scatter many of your Druid spells in any form you envision using Wild Shape. You can perform somatic and verbal components of a druid spell while in the shape of a beast, but you are unable to provide the material Components.At level 20, you can use the wild form an unlimited number of times. In addition, you can ignore the verbal and somatic components of your Druid spells, as well as any material components that are cost-free and not spelled. You get this advantage both in your normal form and in the form of a beast from Wild Shape.The Circle of the Land consists of mystics and sages who protect ancient knowledge and rites through an extensive oral tradition. These druids are found in sacred circles of trees or standing stones to whisper primitive secrets on the Druid. The wisest members of the circle preside as the main priests of the communities who adhere to the Old Faith and serve as advisors to the rulers of these people. As a member of this circle, your magic is influenced by the land where you were started in the mysterious rites of the circle. When you choose this lap at level 2, you will learn one additional druid cantrip of your choice. Starting from Level 2, you can restore some of your magical energy by sitting in meditation and interacting with nature. During a short stay, you choose the slots you spend to recover. Spell slots can have a combined level equal to or less than half of your druid level (rounded), and none of the slots can be level 6 or higher. You can't use this feature again until you finish the long rest. For example, when you are a level 4 druid, you can recover up to two levels worth of spell slots. You can restore either a Level 2 slot or two Level 1 slots. Your mystical connection to the earth fills you with the ability to cast certain spells. On the 3rd, 6th, 7th and 9th levels, you get access to the Spell Circle associated with where you became a druid. Choose this land - arctic, coast, desert, forest, grassland, mountain or swamp - and consult with the associated Spells list.Once you get access to the spell of the circle, you're always ready, and it's not relative to the number of spells you can cook every day. If you get access to a spell that doesn't appear on the Druid spell list, the spell is still a Druid spell for you. Starting from level 6, moving around a non-magical difficult area doesn't cost you extra movement. You can also go through non-magical plants without being slowed down by them and without taking damage from them if they have spikes, spikes, or similar hazards. In addition, you have the advantage in rescuing throws against plants that are and become magically created or manipulated to interfere with movement, such as those created by the Entangle spell. When you reach the 10th level, you can't be charmed or scared by elementals or faeries, and you are immune to poison and disease. When you reach the 14th level, the creatures of the natural world feel your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, this creature should make Wisdom save throw against your druid spell to save DC. If you fail to save, the creature must choose another target, otherwise the attack will automatically miss. If successfully saved, the creature is immune to this effect within 24 hours. The creature knows about this effect before it makes its attack against you. Druid considers some plants sacred, especially alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, ash, willow and yew. Druids often use plants as part of the spell focus, including the length of an oak or yew or a sprig of mistletoe. Similarly, the Druid uses such forests to make other objects, such as Weapons and Shields. Yew is associated with death and rebirth, so that the weapon handles for scimitars or sickles can be fashioned out of it. Ash is associated with life and oak with power. These forests make excellent half-planes or whole weapons such as clubs or quarter-staffs, as well as shields. Alder is associated with air, and it can be used to throw weapons such as darts or spears. Druids from regions that do not have plants described here have chosen other plants to take on similar use. For example, the druid of the desert region may appreciate the yucca tree and the plants cacti.Some Druids revere the forces of nature themselves, but most druids are dedicated to one of the many deities nature worshipped in the multiverse (the lists of gods in the Pantheon include many such deities). The worship of these deities is often considered an earlier tradition than the faith of clergy and urbanized nations. Spellcasting Ability Subclass Title Offered Ability Ability druid spells 5e guide. druid spells 5e wikidot. druid spells 5etools. druid spells 5e rpgbot. druid spells 5e pdf. druid spells 5e roll20. druid spells 5e donjon. druid spells 5e d&d beyond

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