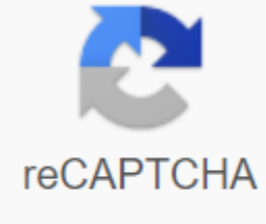




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Dnd 5e druid spells guide

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Class Guides (en) Players ClassesPublished May 13, 2020, Last modified July 15, 2020 In this post, we will explore the features of the Druid class and how you can optimize your druid through race selection, ability assessment, spelling, exploits, etc. This article will focus primarily on the content of the Dungeon Master's Guide and Player Guide, but also delve into some of the content in sword coast adventurer and Xanath Guide throughout. This guide is intended as a deep dive into the DnD 5e Druid. For a quick 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 option will be for your Druid. This color coding is not a difficult and quick rule; There are a lot of sub-optimized 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 allOrange is OK optionGreen is a good optionBlue is a great option, you should strongly consider this option for your characterSky Blue is an amazing option. If you don't accept this option your character won't be optimized so if you're ready, grab a granola, grab some animal friends, and let's get into it. Before startingRacesCheck from our guide to DnD racing for non-standard racing. Keep in mind that most races and sub-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. To No racial bonuses give 2 euros WIS, so you 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. Dwarf: Bonus Bonus CON is good. Hill: No.1 to WIS makes it a good pick. Mountain: Doesn't help the druid. Elf: DEX 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 much good and sunlight sensitivity is annoying. High Elf: INT is useless for 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 scoring ability by 1.Variant: Increase WIS and feat at 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 Druid.Ability ScoresAbility Score Increases (ASI) on the 4th, 8th, 12th, 16th and 19th levels. WIS's priority over other ability 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 strong wild shape in Bear.DEX: Seeing once the Druid armor have access to light or medium, DEX is your primary remedy (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 get in close in the wild form If that sounds like your type of build, the CON stack 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 social skills outside of WIS-based If necessary, the overall effectiveness of the character will suffer. Druid Class Progression1st LevelHit Points: Druids have mid-road 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 skillset. 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 Arcana 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 can know is cool and has a chance to come up a couple of times in a campaign. Spell: 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 your druid effective in 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 say in business: There's a wild form for that. Here's The best beasts to wild form in and use them. For more information on the Circle of the Moon Wild Shapes, see Circle of the Moon section.2nd Level Max CR: 1/4 No Flying or Swimming speedCat: No. 4 to Stealth, No. 3 to Perception, and Darkvision to make the cat great for exploration 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 Badger: Can burrow at a speed of 10 feet and is one of the best damage dealers. 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. Velociraptor: Best Damage Wild Shape at this level, but seeing how wild shapes are limited to creatures you've seen, good luck with this one.4th Level Max CR: 1/2 No FlyingApe: Decent damage, climbing speed, and rare range attack. Crocodile: Stunning one target control and speed of swimming. He can hold his breath for 15 minutes. Octopus: Good for hidden underwater missions. Reef Shark: Only very useful if 15 minutes underwater as a crocodile is not enough. Warhorse: Replaces moose as best travel wild form. Big damage, springboard charge and speed.8th level Max CR: 1 No limitationsBrown Bear: It can be a great wild shape for the Druids Moon Circle on the 2nd level, but its AC makes it difficult to be viable on level 8. A great option if you're a semi-ok barbarian because of Savage 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 at 8th Level.Giant Toad: Swallow's ability makes a giant toad a pretty viable option against a single-goal 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 CircleAt 2nd level druids get the opportunity to choose 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. Circle DreamsBalm Summer Trial: The range of healing as a bonus action is always awesome. Hearth of Moonlight and Shadow: A solid way to make sure you don't get caught ambush during a short or long rest. Hidden Ways: The ability to teleport as a bonus action up to 5 times in a short stay is amazing. It can also be used to get your allies out of sticky situations. Walker's in Getting a free Level 5 spell is good, but spells aren't particularly effective. This is especially true with the limitations that are put on Teleportation Circle.Circle sporesCircle dispute spells: CantripChill Touch: Chill Touch is actually a pretty good cantrip. Necrotic damage is much less resisted than fire damage.3rd LevelBlindness/Deafness: Great 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.5th LevelAnimate 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 a couple of solid uses from this spell in most campaigns.7th LevelBlight: Level 4 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.9th Level:Cloudkill: A great spell with prolonged damage and combo potential. Heavy obscurity makes it difficult to target any creatures caught inside. Contagion: The poisoned state is quite 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 shapes.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. LandBonus Cantrip Circle: Bonus strips are great, but the druid cantrip list has a serious drawback associated with damage. Limiting druid cantrip with this feature limits its usefulness. Natural Recovery: Essentially Arcane recovers the ability of the master, which is very good. Spells: Depending on your Land you will have access to various spells: Arctic3rd LevelHold Man: One of the best spells in the game against Humanoids.Spike Growth: Moderately good crowd control or or or Be used for an ambush scene because it is disguised.5th LevelSleet Storm: Messes with enemy concentration, can put out flames, and has the potential to shoot down enemies prone. Slowly: A large debuff control crowd where you can choose which creature is debuff, and it lasts through the damage (as opposed to a hypnotic pattern). 7th LevelFreedom Movement: Very good when your DM throws crowd control effects your way, or if you decide to take a trip underwater. Ice Storm: The damage for the AoE spell is not too shabby.9th LevelCommune with nature: Great for role play and history of progression, not so great for combat. Cone Cold: This fireball damages for a Level 5 spell slot, though it's easier to control and reduce friendly fire than Fireball.Coast3rd LevelMirror 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 butt on more than one occasion.5th LevelWater 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 to see use throughout the campaign.7th LevelFreedom 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.9th LevelConjure Elemental: 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. Desert3rd LevelBlur: Blur is best if you have solid air conditioning (think Eldritch Knights), but you really want Mirror images otherwise. Silence: Silence of a niche spell with a high ceiling, if you can somehow reduce the speed of the charmer you're focusing on 0.5 levelCreate food and water: It only shines in survival situations and even while it's overshadowed by Goodberry.Protection from Energy: It tends to overshadow Absorb Elements, except in specific circumstances when you're constantly exposed to the type of damage.7th LevelBlight: Level 4 single-purpose spells, which is aimed at general preservation. It is barely out of damage to the Level 4 Fireball and flat out doesn't work on some common types of creatures. Hallucinatory terrain: One of the spells is like a small illusion where its ceiling is determined by your creativity.9th LevelInsect Plague: The best version of Cloudkill in most cases due to difficult terrain and light obscurity. Wall of Stone: A great tool for manipulating the battlefield in favor of your party. Forest3rd LevelBarkskin: Most Druids will accept this. They could throw it before using Wild Shape.Spider Climbing: It's made obsolete by your wild shapes.5th LevelCall Lightning: If you manage to keep a concentration on it throughout the meeting it could be nasty, 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's also cool for the story beats to restore nature that has been devastated by the war.7th LevelFreedom 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!9th LevelCommune with Nature: Great for role-playing and history progression, not so great for combat. Tree Step: A fun spell with lots of uses if you can get a little creature. Without trees nearby you won't walk anywhere though. Grassland3rd LevelInvisibility: A good penetration spell or to help your Rogue.Pass without a trace: Huge value for such a low spell slot, this spell can single-handedly solve the stealth problems of your heavy armored Paladin.5th LevelDaylight: Light can light up on steroids. Scattering darkness can be situationally useful. Haste: Great positive effect for level 3 spell slot. Watch out for concentration because the drop of this spell early has ramifications.7th LevelFreedom 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!9th LevelDream: 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. Mountain3rd LevelSpider Climb: It's made obsolete by your wild Shapes.Spike Rising: Moderately good crowd control or can be used to institut an ambush because it's disguised.5th LevelLightning Bolt: The Forgotten Little 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? Maybe?7th LevelStone Shape: Limited in its usefulness, but if you get creative it can be effective. Stone Leather: Effectively double HP melee (or your wild shape) against creatures without magic weapons or spells for an hour.9th LevelPasswall: This can almost negate any door, barrier, or blocked space the DM can

throw at you. Not big in combat scenarios. Wall of Stone: A great tool for manipulating the battlefield in favor of your party. Swamp3rd LevelDarkness: Darkness has its application, but they are usually largely associated with shenanigans. acid arrow: Straight up the subpar spell of damage. Its only benefit is to get the casters to do two different concentration checks.5th LevelWater Walk: It probably doesn't see use throughout the campaign. Stinking Cloud: Used in the right circumstances it could be But it's a tough spell of nail.7th LevelFreedom movement: Very good when your DM throws the effects of crowd control your way, or if you decide to take a trip underwater. Find a creature: It will be a savior at least once in the campaign.9th LevelInsect Plague: the best version of Cloudkill in most cases is due to difficult terrain and easy obscurity. Scrying: Useful but niche. Underdark3rd LevelSpider Climb: This is made obsolete by your Wild Shapes.Web: Web is an awesome spell of area management and can combo in a lot of fire damage.5th LevelGaseous Form: Underrated utilities and infiltration spell. You get some solid uses from this spell in most campaigns. Stink Cloud: Used in the right circumstances it can be effective, but it's a hard spell of nail.7th LevelGreater Invisibility: A great spell to avoid damage in battle and also 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.9th LevelCloudkill: 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 3rd Level.Nature's Sanctuary: Beasts is pretty common, so it's a worthy feature, it's just not as impressive as a subclass capstone. MoonCombat Wild Shape Circle: Being able to get into the wild shape faster and heal for spent spell slots makes wild shapes in combat much more effective. Circle Shape: This is a huge positive effect for your wild shapes. Here are some of our favorite wild forms on each level: Level 2 Max CR: 1 No Flights or Swimming SpeedBrown Bear: 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 Tactics 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.4th Level Max CR: 1 No FlyingGiant Octopus: HP, Speed, Advantage on Stealth, and Strong Attack This is the best Water Wild Shape at this level.6th Level Max CR: 2 No FlyingGiant Constrictor Snake: Damage potential and high DC escape make the giant Snake conductor a great wild shape to use against individual targets, especially those that are Forces. 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 attack rolls make this option arguably a better choice than a giant octopus when in the water.8th level Max CR: 2 No limitations of the zuetzalcoalus: 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.9th level Max CR: 3 No LimitationsAnkileosaurus: 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.12th level Max CR: 4 No LimitsLephaunt: 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 bad air conditioning, so the elephant is generally a bit of a gamble over the giant Scorpion.Stegosaurus: Another Dino. Stegosaurus is also a gamble over the giant Scorpion, but if you hit things with it, it will hurt.15th level Max CR: 5 No Limits 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 a lot of damage means that a giant shark gets a crown for the top water option.18th Level Max CR: 6 No LimitsMammoth: High DC on Trampling Charge and huge damage to make 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 is really the only Elementary that can keep up with the Giant Scorpion in terms of unworkable combat potential. Thousand Forms: Your problems are likely to be solved more easily by wild shapes. A Thousand Forms Really only for political penetration. Circle Shepherding Forest: Learn Sylvain and constantly talk to animals. It can be useful, but not too much. Spirit of Totem: Cause a lasting, aoE cones positive effect. Bear Spirit: The pace of hit points is nice. Remember Remember HP doesn't stack up, but is permanent until they're used or replaced, so it can be effective to pop out before resting. Hawk Spirit: Giving 1 ally for turn 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 multiple 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 able to hit higher AC enemies and can average 21 damages turn if their attacks land.18th LevelTimeless Body: Not sure that aging is slower to come into play during your campaign. Beast of Spells: It's meh if you're not the Circle of the Moon Druid, but wonder if you're the Circle of the Moon Druid.20th LevelArchdruid: Unlimited wild shapes are very good if you're not the Circle of the Moon Druid. This is best since sliced bread if you circle the moon Druid.FeatsMany feats are not suitable for the druid class, but we'll go for the ones you might want to consider. Поскольку друиды являются полным классом кастеров, максимизация их WIS, чтобы получить максимальную максимальную максимальную максимальную максимальную поддержку заклинаний, должна быть приоритетом. This means taking too many feats is usually a bad idea. Warning: Being taller in the order of initiative can be very 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 probably not worth it just for this option. Lucky: Lucky is a feat that is useful to any character. Magic Initiate: 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 your damage. If you're going to be in the Druid caster range, 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 circle the moon Druid, take Caster instead. If not, skip 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're Not the Moon Circle You can live without it. Druid SpellsDruids 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. CantripsDruidcraft: subparstidigitation.Guidance: Outside of combat, you can use this literally every time a party member does a spell. Mending: Situational.Poison Spray: Short range and CON save, which creatures often own in.in.production flame: 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 dispute Druid.Thorn Whip: Damage is good, but the effect of attraction has tons of uses.1st Level Spelling Wounds: 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 Magic Detection.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 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.2nd level SpellsAnimal Messenger: It has a lot of reservations. If you have someone in your party sending you will never need it. Barkskin: Go to the spell before Wild Shaping.Beast Sense: It doesn't have a ton of uses, especially if you have someone familiar. Improving ability: Extremely versatile and can be a good buff going 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 spell slots. Keep the Man: One of the best spells in the game against Humanoids.Metal: Really Don't save and bonus action damage if they wear armor (or knife embedded in them). Smaller Restoration: Diseases and Conditions come from time to time, so you'll be happy eat 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 Rise: Moderately good crowd control or can be used for an ambush stage because it's camouflaged.3rd Level SpellsCall Lightning: 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. Aside from that damage is pretty bad.4th SpellsBlight Level: Level 4 single-goal spells that goal total 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. It's one of the few spells druid controlling the crowd, however. Spell Small Elements: You can summon the same CR creatures as conjuring animals, but elementals usually have interesting effects that can be useful in specific situations. If you make a reasonable request and sensible DM, it's quite worth it. Spell of Woodland Creatures: Pretty much the same as conjuring minor elements, but fairies have some distinctive effects from elementals. Water management: truly versatile and fragrant Beast: A very worthwhile 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 effective. Stone Skin: Effectively double HP melee (or your wild shape) against creatures without magical weapons or spells for an hour. Wall of Fire: Insanely good control of the spell.5th SpellsAntilife Shell level: A great option if you find yourself in trouble in a melee. It will also hedge out your allies. 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 some downtime. 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 quite 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: You can find a use for mass cure wounds on especially meeting heavy days when everyone is looking a little beat. Planar Binding: 1 hour casting time makes it quite difficult to spell take off. Reincarnate: If one of your party members managed to get their head cut off, that's almost the only way to handle it. Scrying: Useful but niche. Tree Step: A fun spell with lots of uses if you can 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.6th level of spelling: strong, strong, Healing without a roll is necessary. 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 by transporting through plants) this is the best way to do so.7th level of Fire Storm spell: Depending on the size and position of the crowd you're struggling with, it can be either insanely large damage or an easy fireball target. 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 with this simple trick! It can also be used to get rid of the creature forever. Regenerate: Pretty good healing as well as 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.8th level SpellsAnimal Forms: The caveat that you can only affect ready-made creatures, along with restrictions on the size of the beast and CR, makes it very underwhelming. 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. The only thing 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. Sunburst: Great damage and a pleasant effect. Great AoE that is somewhat limited, forcing CON to save. Tsunami: This is a huge AoE with a crazy effect. Click 50ft per turn from you (up to 6 turns) and hit the creatures each turn.9th Level SpellsForesight: a positive effect that does everything you could ask for. Lasts 8 hours (no concentration!), concentration!), can't be surprised to have the advantage on the rolls, and other creatures have a flaw in 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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