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## Druid 5e level up guide

Class guides | Classes | Players Published on May 13, 2020, Last modified on July 15th, 2020 In this post we will examine the Druid class features and how you can optimize your Druid by selecting race, ability to score, spells, performances, etc. This article will focus primarily on content from the Dungeon Master Guide and player guide, but will also delve into some of the content in the Sword Coast Adventurer Guide and Xanathar's Guide to Everything. This guide is meant as a deep dive into the DnD 5e Druid. For a quick overview of the Druid class, see our breakdown of DnD 5e classes. You can see the Druid class function here. The color code below has been made to help you identify, at a glance, how good this option will be for your Druid. This color coding is not a hard and fast rule; There are many sub-optimized options out there that will be viable for your party and will be fun to play. Red will not contribute to the effectiveness of your character build at all Orange is OK option Green is a good choice Blue is a great choice, you should strongly consider this option for your sky blue character is an amazing choice. If you don't take this option your character shouldn't be optimized so if you're ready to grab granola, catch some animal friends, and let's get into it. Before you start racing check out our guide to DnD races for substandard races. Keep in mind that most races and sub-events are limited by the settings and source material selected by the DM. Check with your DM before selecting any of the races not listed below. Druids are a spellcasting class that uses WIS, so making it out is a top priority. Unfortunately, no racial bonuses give +2 wis, so you have to settle for +1. After WIS, DEX and CON are just as important. Your decision to load one instead of the other depends on the build you are playing, but more on that later. Dragonborn: No WIS or DEX for Druids. Dwarf: Bonus con is nice. Hill: +1 on WIS it's okay to choose. Mountain: Does not help the druid. Elf: DEX is good for initiative and light armor capabilities, and the perception of pairs even with the Druid is probably a high WIS score. No wis bonus is a real drawback here. The advantage of saving throws against being charmed and immunity to sleep will keep you healing and help your side in dangerous situations. Drow Elf: CHA won't make the Druid much good and the sensitivity of sunlight is uncomfortable. High Elf: INT is useless for Druids. Wood Elf: Small WIS bonus, increased walking speed, and mask from the wild. Good choice. Gnome: INT is useless for Druids. Forest: Not good for druids. It's not good for the Druids. Half-Elf: Cha bonus is largely unproductive for Druids, but increasing the two skill score of 1 allows you to increase WIS and CON/STR/DEX to create a fairly well-rounded character. The advantage of saving throws against being charmed and immunity to put you to sleep will keep you healing and help your side in dangerous situations. Relentless perseverance and Savage Attack work in a wild shape, which is a good bonus. STR will largely go unused, but the bonus on con is nice. Halfling: DEX is good for light armor Druids and Happiness is always nice to have. Lightfoot: CHA is mostly useless on the Druid and they usually have no reason to be allies. Stout: More CON never hurts, but nothing else is important here. People are always decent. Vanilla: In the middle of the road pick up as they increase all your skill score by 1. Variant: Increased WIS and performance to 1. Unfortunately, performances are largely wasted on druids, except in a few circumstances where they can be very beneficial. Check out our performances section for more information. Tiefling: Tieflings have no features that make them appealing to the Druid. Ability Scores Ability Score (ASI) at 4th, 8th, 12th, 16th and 16th Prioritizing WIS over other skill scores. Once WIS is maxed out, the decision is between CON and DEX based on the Druid circle you choose. STR: This is a definite landfill stat if you need to be a strong wild shape by a bear. DEX: Seen as the only armor druids have access to is easy or medium, DEX is your primary defense remedy (it's better to be missed than hit with some extra HP). DEX also plays into AC, initiative, all-too-common DEX savings throw, and very important stealth skill. CON: CON is secondary to most Druids because they can always take a wild shape if they need additional HP. The exception is if you play the ring of the moon Druid, which will cast a concentration of magic and then get close in the form of wild shape. If this sounds like your assembly type, stack the CON via DEX. INT: Don't bother with INT. WIS: Druids cast spells with their WIS, so pump it as high as you can. Druids should not try to focus on social skills outside of those based on WIS. If you must, the overall effectiveness of the character will suffer. Druid Class Progression 1st Level Hit Points: Druids have a midway D8 hitdice. Better than a sorcerer's guide, but the problem is that druids tend to be in the middle of a frayed plane in a range of positions. Decent AC paired with their powerful healing spells should mitigate some of this risk. Saves: Expertise with int and wis saves is rough. WIS saves come a little bit in later levels, but INT saves are very rare, and this is also one of your listing stats. Weapon/Armor Probate: Light armor, medium armor, shields and simple weapons is fine for someone with the druid's skillset. Skills: Druids are not known for their diverse skillset. They can choose only two of the following eight skills. Animal Handling (WIS): Handling animals, as written, is a garbage skill. If your DM is indulgent with decisions it is certainly a useful skill for Druids to pick up, but otherwise avoid it. Arcana (INT): Arcana is one of the most important skills based on INT. See how INT is a landfill stat for Druids, avoid it if you have another Arcana in your side. Insight (WIS): Insight is great for social interaction because it can give you a ton of information about the person you're trying to persuade or manipulate. Medicine (WIS): Medicine's skill is quite outdated according to the Druid's list of spells. Nature (INT): Nature is an important skill int. If no one else at your party has it, it makes sense for the Druid to know what's going on when you're out in the woods. Perception (WIS): We've said this before, Perception is the best skill in D&D. Gaining expertise and expertise in this can help you recover your low WIS score. Religion (INT): It depends on your campaign, but it is usually much less likely to come than Arcana or nature. Survival (WIS): Like nature. If you don't have another savvy woodsman in your party, it is your duty as a Druid to pick it up. Druidic: A secret language that only other Druids may know is cool and has a chance to come up several times in the campaign. Spellcasting: The Druids cast their spells with WIS and are considered full caster class. 5e Druids know and therefore can prepare, no druid charm, they are high enough to cast. If that wasn't good enough, some Druid circles provide Circle Spells that are always ready for free. The Druid charm list consists of a great combination of healing, support, battlefield control, and damage to make for very well-rounded wheels from the get-go. 2. Level Wild Shape: Wild Shape is a versatile ability that can make your Druid effective in almost any situation. Whether you find yourself in a fight, stealth, exploration, or survival situation, there are ways to put a wild shape to use. Here are some of the best beasts to wild shape into and use them. For more information about the circle of wild moon shapes, see The Circle of the Moon. 2. Level | Max CZE: 1/4 | No Flying or Swimming Speed Cat: +4 on Stealth, +3 on Perception, and Darkvision make Cat great for scouting missions in many environments. Los: Faster movement speed and more fighting options than the draft horse. Unfortunately it has 6 HP less than the draft horse that will actually matter at this low level. This wild shape is really only for travel. Giant Badger: Can Burrow speed 10 feet and is one of the better damage sellers. Giant Wolf Spider: +7 on Stealth, +3 on Perception, Darkvision, Blindsight, and Spider Climb make it the best scout you can get at this level. Also, do some of the best combat damage at this level. Velociraptor: The best damage to the wild shape at this level, but see how wild shapes are limited to the creatures that you've seen, good luck with this. 4. Level | Max CZE: 1/2 | No Flying Monkeys: Decent damage, climb speed, and rare moving attack. Crocodile: Amazing single goal control and speed swimming. It can hold your breath for 15 minutes. Octopus: Good for inconspicuous underwater missions. Reef Shark: Just really useful if 15 underwater as a crocodile is not enough. Warhorse: Replaces Moose as the best cruising wild shape. Great damage, trampling charge, and speed. 8. Level | Max CZE: 1 | No restrictions on Brown Bear: This could be a big wild shape for the ring of moon druids on the second level, but his AC is hard to be viable into the eighth tier. Great choice if you are a Half-Orc Barbarian because of Savage Attack and Rage. Direwolf: Sensible AC and HP. Pack Tactics can make it worthy if you have another melee fighter in your party, and the chance to knock down a target prone to bites is that of the most viable melee fighting wild shapes at this level. Giant Octopus: HP, speed, advantage on stealth, and powerful attack. This is the best aquatic wild shape at this level. Giant Spider: Web capability is fine, but the DC 12 STR control is pretty low on the eighth level. Giant toad: Swallow's ability makes giant toad a pretty viable option against a single target size medium or smaller. Giant Vulture: Great flight speed and damage. Its AC and HP leave something that is desirable, but it's the most viable flying Wild Shape. Druid Circle on the second level of the Druids choose their Druid Circle. The Druid circle completely defines how the build plays, so choose the one based on the playstyle you might enjoy the most. Circle Of Dreams Balm in the Summer Yard: Moved healing as a bonus action is always amazing. Quantum moonlight and shadow: A solid way to make sure you're not ambushed during a short or long rest. Hidden Roads: Being able to teleport as a bonus action up to 5 times in short rest is amazing. It can also be used to get your allies out of sticky situations. Walker in Dreams: Getting Free 5. This is especially true with the limitations that are placed on the teleportation circle. Circle spore circle spore spells: Cantrip chill touch: Chill touch is actually a pretty good cantrip. Necrotic damage is much less resisted than fire damage. 3. Level of blindness / deafness: Large debuff and does not require concentration. Gentle repose: It won't see much use. It could be beneficial if your BBEG is a necromancer or something. 5th level animate the 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. Is Animate the Dead Powerful? Yes. Are there consequences and balancing effects for walking with hordes of the undead behind you? Yes, too. Gaseous form: Underestimated usefulness and infiltration magic. You get a few solid uses from this spell in most campaigns. 7. Level Blight: 4th level single-goal charm that uses common save. It barely outdamages a 4th-level 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 their allies on Level 9: Cloudkill: Great charm with permanent damage and combo potential. Heavy darkness makes it difficult to target all the creatures caught inside. Contagion: The poisoned condition is quite potent, but many creatures have resistance to poison, which makes it a bit of a gamble. Halo Spores: Decent damage if you remember to use it at every step. CON save to avoid damage hurts this ability a lot. Symbiotic entities: This, combined with Shillelagh, helps the Druid become more viable in combat while still being able to pass on spells. The fact that it ends when you lose temporary hitpoints is super rough at a low level, but okay at a high level when it starts to overtake your wild shapes. Mushroom Attack: Being able to kill things and turn them into zombies is cool. You'll probably only get one shot off with them because they only have 1hp, but luckily they'll come right after you again. Spread Spores: Decent bonus action battlefield control. Mushroom body: Immunity to certain common conditions and no more critical hits against you is very nice. Circle Country Bonus Cantrip: Bonus cantrips are great, but the Druid cantrip list has a serious damage-solving deficiency. Being limited to cantrip druid with this feature limits its usefulness. Natural Recovery: Basically guide Arcane's recovery ability, which is very good. Circle Spells: Depending on your country, you will have access to various spells: Arctic 3rd Level Hold Person: One of the best spells in the game against humanoids. Spike growth: moderately good crowd control, or can be used to stage ambushes because it is masked. 5. Level Sleet Storm: Turmoil with enemy concentration, can extinguish flames, and has the potential to knock down enemies susceptible. Slow: Great crowd control debuff where you can choose which creatures debuff and takes over the damage (as opposed to a hypnotic pattern). 7. Level of Freedom of Movement: Very good when your DM throws control crowd effects your way or if you decide to take a trip underwater. Ice Storm: The damage to the magic of AoE is not too ragged. 9. Level Comedies with Nature: Great for roleplay and story progression, not so great for fighting. Cold Cone: It's fireball damage for the 5th Level magic slot, although it's easier to control and reduce friendly fire than fireball. Coast 3rd Level Mirror Picture: Great self-buff. Misty Step: Who doesn't want to teleport? And you can do so as a bonus event while avoiding attacking opportunities. This spell will save your ass on more than one occasion. 5. Water breathing level: pretty useless because at this point you have a swimming wild shape. The only useful scenario would be if you wanted the rest of your party to follow you underwater. Water Walk: This is likely not to be seen to be used throughout the campaign. 7. Level of Freedom of Movement: Very good when your DM throws control crowd effects your way or if you decide to take a trip underwater. Control Water: Truly versatile and Magic. 9th level conjure elementary: a great charm for a powerful ally. Pay attention to loss of concentration, or you could end up causing more problems than you are solving. Scrying: Useful but niche. Desert 3rd Level Blur: Blur is best if you have a solid AC (think Eldritch Knights), but you really want to mirror the picture differently. Silence: Silence is a niche charm with a high ceiling if you can somehow reduce the speed of the

wheel you are targeting at 0.5. Level Create Food and Water: It only shines in survival situations, and even then it is overshadowed by Goodberry. Energy protection: This is usually overshadowed by absorption elements, except in specific circumstances where you are constantly exposed to a certain type of damage. 7. Level Mold: 4th level single-goal spell that focuses on common save. It is hardly from damaging the 4th-level Fireball and flat-out doesn't work on some common types of creatures. Hallucinations Terrain: One of the spells, like a minor illusion, where its ceiling is determined by your creativity. 9. Insect Plague Level: A better version of Cloudkill in most circumstances due to difficult terrain and light darkness. Wall of Stone: A great tool for handling the battlefield for the benefit of your party. Forest 3rd level Barkskin: Most Druids will have it so they can cast it before using wild shape. Spider Climb: This is outdated by your wild shapes. 5. Level Call Lightning: If you manage to keep concentrating on it for the whole meeting it can be absolutely ugly, but it certainly has its limitations. Plant Growth: Slows down annoying enemies moving around a lot or trying to escape, but not particularly good at one. Also cool for the story beats to restore nature that was destroyed by war. 7. Level of Freedom of Movement: Very good when your DM throws control crowd effects your way or if you decide to take a trip underwater. Diviation: In the same spirit as Augury; it's a good way to keep the indecisive party moving. Plus, it's a lot of fun to put your DM in place! 9. Level Comedies with Nature: Great for roleplay and story progression, not so great for fighting. Tree Step: A fun charm with lots of uses if you can get a little creative. Without trees nearby you won't be striding anywhere though. Grassland 3rd Level Invisibility: Good infiltration charm or help from your Rogue. Pass Without Trace: Huge value for such a low magic slot, this magic can single-handedly solve your heavy armored Paladin stealth problem. 5. Daylight Level: Light cantrip on steroids. The distraction of darkness could be useful. Haste: Big fan for 3. Pay attention to concentration, because the overthrow of this spell soon has consequences. 7. Level of Freedom of Movement: Very good when your DM throws control crowd effects your way or if you decide to take a trip underwater. Diviation: In the same spirit as Augury; it's a good way to keep the indecisive party moving. Plus, it's a lot of fun to dm on the site! 9th Level Dream: Low key one of the best spells in the game. This can really mess with BBEG campaigns. Insect plague: a better version of Cloudkill in most circumstances due to difficult terrain and easy darkness. Mountain 3rd Level Spider Climb: This is outdated by your wild shapes. Spike growth: moderately good crowd control, or can be used to stage ambushes because it is masked. 5. Level Lightning Bolt: Neglected younger brother fireball. This can certainly be more useful if your enemies are lined up for you! Meld in stone: Good for long rest? Maybe? 7. Level Stone Shape: Limited in its usefulness, but if you get creative it can be effective. Stone Skin: Effectively double the HP melee warrior (or your wild shape) against creatures without magical weapons or spells for an hour. 9. Level Passwall: It can just about lift any door, barrier, or blocked space the DM can throw at you. It's not great in combat scenarios. Wall of Stone: A great tool for handling the battlefield for the benefit of your party. Swamp third level darkness: darkness has its uses, but usually strongly involve sheaths. Acid Arrow: Just straight-up subpar damage spell. Its only use is to make the wheels perform two different concentration checks. 5. Water Level Walk: This is likely not to be seen to be used throughout the campaign. Stinky cloud: Used under the right circumstances it can be effective, but it's hard to spell on the nail. 7. Level of Freedom of Movement: Very good when your DM throws control crowd effects your way or if you decide to take a trip underwater. Find Creatures: It will be a lifesaver at least once in the campaign. 9. Insect Plague Level: A better version of Cloudkill in most circumstances due to difficult terrain and light darkness. Scrying: Useful but niche. Underdark 3rd Level Spider Climb: This is outdated by your wild shapes. Web: The web is an amazing area of control charm and can combo into many fire damage. 5. Level Gaseous Form: Underrated utility and infiltration magic. You get a few solid uses from this spell in most campaigns. Stinky cloud: Used under the right circumstances it can be effective, but it's hard to spell on the nail. 7. Level Greater Invisibility: Great magic to avoid damage in combat while gaining an advantage on your attacks. Also, you can give it to a melee teammate for a very strong, hard hit damage dealer. Stone shape: limited in its usefulness, but if you get creative it can be effective. 9. Level Cloudkill: Great charm with permanent damage and combo potential. Heavy darkness makes it difficult to target all the creatures caught inside. Insect plague: a better version of Cloudkill in most circumstances due to difficult terrain and easy darkness. Landscape Stride: No more unmagical difficult terrain is nice, but it won't net you many benefits. The advantage of saving throws against plants that want to hinder your movement is Situational. Nature Ward: Immunity to enchanted and frightened against two common types of creatures is fine. Immunity to poison and disease is a good benefit, but it feels a little wrong to get it as a level 10 subclass function when paladins get it for free on the third level. Nature sanctuaries: Beasts are quite common, so it's a decent feature, it's just not impressive as a subclass capstone. Circle Moon Fighting Wild Shape: Being able to get into your wild shape faster and heal for spent magic slots makes wild shapes in combat much more effective. Circle Forms: This is a huge fan of your wild shapes. Here are some of our favorite wild shapes on each level: Level 2 | Max CZE: 1 | No flying or swimming speed Brown Bear: More damage than Direwolf, but lower AC and HP. You also lack synergy with other melee fighters in your party. Direwolf: Great AC and HP. Pack Tactics can make it worthy if you have another melee fighter in your party and it provides a chance to knock a target prone to a bite. 4. Level | Max CZE: 1 | No flying giant octopus: HP, speed, advantage on Stealth, and a powerful attack to give the best water a wild shape at this level. 6. Level | Max CZE: 2 | No flying Giant Constrictor Snake: Damage potential and high D.C. escape make giant constrictor Snake a great wild shape to use against single targets, especially those that don't have the power. Polar Bear: Slightly upgrade from Brown Bear with slightly better HP, AC, and damage. Saber-toothed tiger: Lacks the synergy of Dire Wolf and the multi-attack brown bear. This is a disappointing choice for CR2 damage sellers. Hunter Shark: Higher damage and benefits on attack rolls make this option probably a better option than a giant octopus when in the water. 8. Level | Max CZE: 2 | No restrictions quetzalcoatlus: Decent HP and AC, as well as Flyby, so it's the best air choice at this level. Good luck convincing your DM you've seen one. 9. Level | Max CZE: 3 | No restrictions on Ankylosaurus: Large 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've come across one if the campaign setup requires it. Giant Scorpio: This thing can hit the way above his paygrade with his three attacks. Decent AC and HP startup is the best Wild Shape melee damage dealer so far. 12. Level | Max CZE: 4 | No Elephant Restrictions: Just really viable with lots of space. If you can intervene with a trampling charge and Stomp in one step you can deal with mega damage. Solid HP and bad AC, so the elephant is overall a bit of a gamble over Giant Scorpion. Stegosaurus: Another dino. Stegosaurus is also a gamble over giant Scorpio, but if you're hitting things with this it will hurt. 15. Level | Max CZE: 5 | No restrictions brontosaurus: Good damage, AC, and a lot of HP. The potential to knock the creature susceptible. Also, the 20ft range means no one is safe. Dino. Giant Crocodile: Better damage than Brontosaurus. Restrained and effects make this beast a very versatile fighting form. Giant Shark: A huge pile of HP and great damage means that the giant shark gets the crown for the top water option. 18. Level | Max CZE: 6 | No restrictions on Mammoth: High D.C. on the trampling charge and huge damage make Mammoth an undeniably great choice. Depending on your situation, you'll either go with Mammoth or Giant Crocodile for straight-up melee fights. Initial Strike: A necessary upgrade to give your wild shape damage output similar to other combat classes. Circle Forms: Allows you to turn into some outrageously powerful creatures and provides a huge amount of usefulness. Elemental Wild Shape: Uses both of your wild shapes, but provides even more usefulness because of the elementaries' unique abilities. Fire Elemental is really the only Elemental that can keep up with Giant Scorpion in terms of raw fighting potential. A thousand forms: Your problems are likely to be solved by a lighter wild shape. A thousand forms is really only useful for political infiltrations. Circle Shepherd's Speech Forest: Learn sylvan and constantly talk to animals. It may be useful, but not too much so. Ghost Totem: Summon a perennial, moveable AoE enthusiast. Bear Spirit: Temp hit points are nice. Remember, temp HP does not stack, but is permanent until it is used or replaced, so it can be an effective one pops up before resting. Hawk Spirit: Putting 1 ally on the turn advantage through the response is nice, but perception control probably won't help in the fight. Unicorn: The advantage of detecting creatures in aura is fine, but this spell can transform your 1. Talk about value for your magic slots. Mighty Summoner: It makes conjure up animals, already borderline busted charm, even stronger. Guard Spirit: A great way to combo your Totem Spirit with conjure animals. If you can maintain your concentration, your enemies will have a hard time weaning off your animal and Fey friends. Faithful Subpoena: This is a hilariously good way to make sure you never get hit while unconscious. A great way to thank the enemy who knocked you out is to bring 4 polar bears in your face. At higher levels, these polar bears are still able to hit higher AC enemies and can average 21 damage again if their attacks land. 18th level timeless body: Not sure if aging slower will come into play during your campaign. Animal Spells: This is meh if you are not a circle of the Druid moon, but it is amazing if you circle the Druid moon. 20. Level Archdruid: Unlimited wild shapes is pretty good if you're not a Circle of the Druid moon. This is the best thing because sliced bread if you circle the moon Druid. Performances Many performances are not suitable for druid classes, but we will go through those that you may consider. Since druids are full wheel classes, maximizing their WIS to get the most out of spells should be a priority. This means that too many performances is usually a bad idea. Warning: Being higher in the initiative ranking can be very valuable for each class. Druids will be able to land a great spell, buff their allies, or wild shape right at the start of the fight, but this feat probably isn't worth just for that option. Happiness: Happiness is a performance that is useful for any character. Magic Start: This performance is a good option if you choose wizard as a class that you can draw spells from. Tried and tested magic Find familiar as magic on 1. Firebolt or shocking grab for cantrips nicely fill your damage. If you're going to be in the Druid wheel range, it's definitely a useful pickup once you max wish to make sure you can still do adequate damage even if you start to run out of magic slots. Durable (CON): If you circle the Moon Druid, take the war caster instead. If not, skip this. War Caster: The advantage of con saving and casting spells as opportunity attacks are both beneficial components of this exercise. If you circle the Moon Druid you borderline need this power. If you are not a circle of the Druid moon, you can live without it. Druid Spells Druids have access to many spells. Therefore, we think it would be most beneficial to talk only about our favorite spells at each level, and which ones to avoid. Just remember that this does not mean that those that we do not mention are necessarily bad or have no purpose. For a full list of Druid spells click here. Cantrips Druidcraft: A subpar Prestidigitation. Leadership: Outside of the fight, you can use literally every time a party member makes the ability to control. Mending: Situational. Poison Spray: Short-range and CON save which creatures are often proficient inches to produce flame: most Druid's go-to damage cantrip. Resistance: A similar effect to the guidelines only it is so harder to predict when you have to make saving throws. Shillelagh: Being stuck in a fight is not a wild shape not a Druid's plan most of the time. The exception here is the Druid Spore Circle. Thorn Whip: The damage is fine, but the pull effect has a ton of use. 1. Level of Spells Cure Wounds: Healing is important, so pick up if you think you need it. Detect Magic: Each side should roll with at least one character that has access to Magic Detection. Tangle: This is one of the rare spells that will be useful even without the ability to upcast it up to a high level campaign. Faerie Fire: A great opportunity to deal with invisibility and can give your allies an advantage in attacks. 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 cast from 60 feet away. You can treat a critically wounded ally, and it's still your turn to do what you want. Goodberry: Not particularly useful in combat, but if you make Goodberries at the end of each day you will have solid pool healing to pull out of. Talking to animals: Its effectiveness is limited, but do you really want to be a Druid who can't talk to animals? Thunderwave: One of the few options to knock your opponent back if you find yourself in a sticky situation. The damage isn't bad either, but it's a CON save. 2nd Level Animal Magic Messenger: It has many reservations. If you have someone in your party with Shipping you will never need it. Barkskin: Go-to magic before wild shaping. Beast Sense: It doesn't have a ton of use, especially if you have someone with an acquaintance. Increase ability: Very versatile and can be a good fan going into a fight or difficult situation. Find Traps: Reveals the presence of traps, but not their exact location. Druids can find much better uses for their magic slots. Hold The Person: One of the best spells in the game against humanoid. Heat Metal: Really good, no deposit and bonus action damage if they are wearing armor (or have a knife inserted in them). Minor Restoration: Diseases and conditions do come from time to time, so you'll be happy to do it when they do. Moonbeam: If you can get in a good position (like an obstacle or something), it can be a devastating spell at a low level. Otherwise, it is difficult to work because it needs continuous action, concentration and can hit allies. Pass without tracking: If you infiltrate an area you shouldn't be taking your side of, the +10 stealth bonus is massive. Spike growth: moderately good crowd control, or can be used to stage ambushes because it is masked. 3. Level of Spells Call Lightning: If you manage to keep concentrating on it for the whole meeting it can be absolutely ugly, but it certainly has its limitations. Conjure Animals: A big boost for your HP party and action economy. Keep in mind that the DM gets the final say on what animals get summoned, just choose a CR. Daylight: Light cantrip on steroids. The distraction of darkness could be useful. Distract Magic: As well as detect magic, each side should have character with that magic available. Meld in stone: Good for long rest? Maybe? Plant Growth: Slows down annoying enemies moving around a lot or trying to escape, but not particularly good at one. Also cool for the story beats to restore nature that was destroyed by war. Energy protection: This is usually overshadowed by absorption elements, except in specific circumstances where you are constantly exposed to a certain type of damage. Sleet Storm: Turmoil with enemy concentration, can extinguish flames, and has the potential to knock down susceptible enemies. Talking to plants: the flavor is spot on with this spell, it just doesn't have that much use. Breathing water: pretty useless because at this point you are swimming wild shape. The only useful scenario would be if you wanted the rest of your party to follow you underwater. Water Walk: This is likely not to be seen to be used throughout the campaign. Wind Useful against many archers, swarms of flying enemies, or against deadly fog. Except the damage is pretty bad. 4. Level Spells Blight: 4th level single-goal spell that focuses on common save. It barely outdamages a 4th-level 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 their allies randomly. This is one of the few Druid crowd control spells, however. Conjure up tiny elementals: You can summon the same CR creatures as conjure up animals, but elementary ones usually have interesting effects that can be useful in specific situations. If you make a reasonable request and have a reasonable DM it's totally worth it. Conjure up woodland creatures: almost as much as conjure up tiny elementals, but Fey have some distinguishing effects from elementals. Water Control: Really versatile and flavorful charm. Dominated by beasts: A very useful charm, depending on the beast. Freedom of Movement: Very good when your DM throws control of the crowd effects your way or if you decide to take a trip underwater. Giant Insects: Difficult to pull down in some areas as well as if you're not the kind of Druid wearing cups of bugs. If you can make a scorpion friend and reliably cast this spell during a fight, it can end up doing a lot of damage. Gripping Vine: This magic effect is not worth its magic slot. Not a long shot. Hallucinations Terrain: One of the spells, like a minor illusion, where its ceiling is determined by your creativity. Ice Storm: The damage to the magic of AoE is not too ragged. Find Creatures: It will be a lifesaver at least once in the campaign. Polymorph: Not as good as banishment, but it is very useful for taking a single fighter out of combat temporarily. Stone shape: limited in its usefulness, but if you get creative it can be effective. Stone Skin: Effectively double the HP melee warrior (or your wild shape) against creatures without magical weapons or spells for an hour. Wall Of Fire: An insanely good area of control charm. 5. Level of Spells Antilife Shell: Great choice if you find yourself in trouble in a fight melee. This will also be a hedge from your allies. Wake Up: Love the taste of this spell. It's great for your traveling animal buddies or, if you have enough time and money, you can create an army of trees that would make Treebeard proud. This is not helpful in combat, but it is one of those spells like Hallow that can create really powerful effects if you have some downtime. Comedies with Nature: Great for roleplay and story progression, not so great for fighting. Conjure Elementary: A great charm for a powerful ally. Pay attention to loss of concentration, or you could end up causing more problems than you are solving. Contagion: The poisoned condition is quite potent, but many creatures have resistance to poison, which makes it a bit of a gamble. Geas: Not for use in but it can be used to bend the whole kingdom according to your tingling. Greater restoration: Great charm that can get you or party members out of very difficult situations. Insect plague: a better version of Cloudkill in most circumstances due to difficult terrain and easy darkness. Mass Cure Wounds: You may find use for mass cure wounds on particularly meet-heavy days when everyone is looking a little beat up. Planar Weave: 1 hour casting time makes it a pretty hard spell to pull off. Reincarnated: If one of your party members has managed to get your head cut off, it's just about the only way to deal with it. Scrying: Useful but niche. Tree Step: A fun charm with lots of uses if you can get a little creative. Without trees nearby you won't be striding anywhere though. Wall of Stone: A great tool for handling the battlefield for the benefit of your party. 6. Heal Magic Level: Strong, reliable healing without the role needed. It can also be used in the range and has some of the smaller restoration benefits built in the Heroes' Day: expensive casting costs don't take away from the undeniably strong fan your entire party gets. Move the Earth: Limiting it to dirt, sand, or clay really hurts the magic of being able to do meaningful work. Sunbeam: Basically Lightning + blinding effect at every turn. If you can maintain concentration it's a great charm. Traffic through plants: Certainly not as good as Teleport, but it could do in an emergency if you need to get to a specific place. In combat, you run the risk of being left behind by a party member. Wall of Thorns: It does great damage and is very difficult to get out without the ability to fly. Amazing crowd control. Wind Walk: If you're going somewhere that you haven't been before (which eliminates it by using traffic through plants), it's the best way to do it. 7. Level of firestorm spells: depending on the size and location of the crowd you are fighting, it can either be insanely large damage or easily target the fireball. Most of the time, it's going to be the other one. Mirage Arcane: The difficulty of this spell is insane and is really limited only by the imagination of the wheel. Plane Shift: Trying to get to other planes of existence is often a problem. Avoid that with this simple trick! It can also be used to get rid of the creature permanently. Regenerate: Pretty good healing as well as healing over time. The second bit works much better outside the fight course. Reverse Gravity: Sheath the magic if there ever was one. It's hard to position to create maximum damage, but the effects are powerful (and fun) however. 8. Level of spells animal shapes: the caveat that you can influence only willing creatures, along with limitations in beast size and the Czech Republic, it is a very captivating charm. Antipathy/Sympathy: Attract or fend off the creatures that you choose. The power of the melee creature from you, or moved the creature towards its melee allies. It also takes ten days, which is very long. Weather: This is one of those spells that could have massive consequences outside the fight. Its effect is very powerful, although its use may not be. Earthquake: There is too much left until the discretion of the DM for this spell to be effective in combat. The only use I see for this spell would be the destruction of the city. Weak story: This may be the one hit, save-or-be-turned-into-a-drooly-jerk charm that legendary creatures have legendary resistances for. Sunburst: Great damage and nice effect. Great AoE which is somewhat limited by forcing con to save. Tsunami: This is a huge AoE with crazy effect. Push the creature 50 feet behind to turn away from you (up to 6 turns) and hit the creature every turn. 9. Level of spells foresight: a fan who does everything you could ask for. It takes 8 hours (no concentration!), the target can not be surprised, has an advantage on the rolls, and other creatures have a disadvantage on the attack rolls against the target. Shape Change: Change to any creature while maintaining your class function and benefiting from the equipment. The only downside is that creation has to be something you've encountered once before. Storm of Revenge: The magic of the damage is too spread over multiple rounds to be as effective as 9. True Resurrection: Crazy expensive and regular resurrection will often be good enough, because a century is not everything that differs from two centuries in the great system of things. Providing a new body to a resurrected being is another major asset, because you may want to 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 the 5e Druid, go ahead and post a comment below. If you like our content subscribe to Arcane Eye! Eye!

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