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Circle of spores druid 5e guide

Update: August 3, 2020 TEMPORARY NOTE: RPBOT is undergoing a massive update to DnD 5e content to accommodate rule changes and new content introduced by Tasha Boiler all over. Please be patient until these changes are made. I support this site as a hobby and I got access to the book on the same day as everyone else and I'm in a hurry to catch up as quickly as I can. Please check the date of the Last Update below the title of each page. If it was updated until November 17, it has not been updated to include new content. To see what I still need to complete to catch up with Tasha, see to follow the current updates, please follow me on Twitter. RpgBOT's disclaimer uses a color coding scheme that has become common among Pathfinder Build Guides, which are easy to understand and easy to read at first sight. Red: Bad, useless options, or options that are extremely situational. Orange: OK options, or useful options that only apply in rare cases. Green: Good options. Blue: Fantastic options are often needed to feature your character. I won't include 3-party content, including content from the DMs Guild, even if it's my own, because I can't assume that your game will allow 3-way content or homegrown. I also won't cover the unearthed Arcana content because it's not complete and I can't guarantee that it will be available to you in your games. The recommendations below are based on the current state of character meta optimization at the time of the last update to the article. Keep in mind that the meta state periodically changes as new source material or is released, and this article will be updated accordingly as time permits. The introduction of the Circle of Spore Druid is a complex, complex subclass. It offers a number of interesting features that will ensure that no part of your queue remains unused, and that you always have something interesting to do. However, it is difficult to build and play, and players will have to make difficult risk-reward decisions almost constantly. This guide is specifically for the Druid Controversy Circle, and omits sections of my typical reference classes when these sections are not significantly different from other class members. For more information about the Druids, see circle of spells: Almost everything on the spell is useful often, and you'll get a few options that aren't on Druid's spell list. Cantrip: You'll get Chill Touch for free on Level 2. It's buried in the Circle Spells text, not in the Circle Spells table along with everything else, so it's easy to miss. 3: Fantastic debuff and a very situational utility. 5: Logic why the Circle of Spore Druids can raise an undead huge plot, but Animate Dead is great regardless. Having four Skeletons are first get at any level because they are long and easy to use as bait without being sad about killing an innocent person. Gaseous Shape is great too for sneaking and researching gods. 7: A decent single-purpose spell of damage that works very well on plants, and a mediocre, unreliable debuff. 9: Two great offensive options. Circle controversy: When you first get this, the free 1d4 damage is a really good boost to your damage withdrawal. The damage scale is very slow, so it won't be particularly threatening at high levels, but consider how rarely do most druids get something to do with their reactions is a fantastic improvement in your economy action. Find allies who make numerous attacks (fighters, etc.) to stun locking enemies for long periods of time. The range is short, unfortunately, so make sure you have a tank ally between you and anything that tries to kill you. Symbiotic Essence: Someone has finally written a way for druids to thrive in melee without turning into an animal! Throw Shilleg on the club or quarterstaff, grab the shield, and go clubs. A 10-minute duration can be enough to get you through a few fights if you move fast, and even if you don't walk around brandishing a weapon, 4 time points strike in a class level massive pile of hit points. Fungal Infection: You are limited to small or medium-sized beasts and humanoid, which means that your best hope is for a wolf or something to die near you. It's great that you can activate this as a reaction, but 1 to 5 CR 1/4 zombies aren't going to do much. Best Scenario: Everything you fight spends a few of your attacks on zombies, not you and your allies. Spread dispute: This creates an additional area in which enemies can take damage from your Halo Spores. You activate this as a bonus action, but after that the creatures take the damage without wasting your reactions. You lose the ability to use Halo spores as a reaction, unfortunately, and the ability to curiously prevent you from damaging, so be careful not to top drop it on yourself. Throw something like Entangle to keep enemies from moving away quickly and then throw your spores at them. Fungal Body: A good list of conditions immunities. You can still take poison damage that seems strange, but I will never complain about the state of immunity. The ability unlike other Druids, circle Spohr Druid should be concerned about their physical assessment abilities. Because you don't rely on turning into an animal, but you still have to function in melee or melee, you should be able to survive the melee on your own. Unfortunately, this means that circle Spore Druid is more MAD than other druids. Strangely, it also means that your assessment abilities requirements meet the requirements of the monk. Str: You can't afford to have high-scoring abilities in four abilities, and strength just isn't useful enough. The only thing you need from the power of melee attacks, You can decide that by using the finesse of the weapon or the casting of Shillelagh. Dex: Druids are known to have poor AC, and all you can do to solve this problem still require high dexterity. Con: The circle dispute druid needs the Constitution more than other druids. Yes, Symbiotic Entity gives you a huge bunch of time points of hit, but you inevitably take the damage that goes beyond your time points of impact and you don't want to die because you have 10 constitutions. Int: Landfill. Wis: Druid spells are fed from Wisdom. Cha: Landfill. Point Buy Standard Array Str: 8 Dex: 15 Con: 15 Int: 8 Wis: 15 Cha: 8 Str: 10 Dex: 14 Con: 13 Int: 12 Wis: 15 Cha: 8 Racing Assessment Ability is absolutely important for The Circle Controversy Druid. Look for a combination of Dexterity, Constitution and wisdom in most cases. But beyond that, look for ways to make yourself more durable. Natural armor is offered by several races, and it is almost always more effective than the meagre options for producing armor that druids can wear. The list of races below deliberately comes down to omitting races that I believe are not viable to make the Circle Of Druid effect. For full race coverage, please see my full Druid Handbook. AarakocraEEPC: Dexterity and Wisdom increases, natural weapons, and flight. Everything is really cool in itself, but natural weapons are a strength-based weapon, and you still have to be in the melee or melee range for most of the Circle Of Controversy to function, so you'll sacrifice Aarakocra's biggest selling point, their capabilities in close combat. You can take a mobile feat to allow you to use flying hit-and-run tactics, which is a significant improvement, but Circle Controversy is very MAD so it's often hard to sacrifice and the ability to score an increase for the feat. DwarfPHB: Constitution No. 2, Darkvision, and Dwarf Sustainability are all great. Unfortunately, we will not be able to use dwarf combat training because there have been dumping forces and relying on shillelagh. DuergarSCAG: Nothing useful for druids. HillPHB: The Constitution, Wisdom, and a big bunch of extra punch points. Numerically it is mostly sounds, but the races that provide a way to deal with the dreaded AC Druids will still be more effective. MountainPHB: Nothing useful for druids. ElfPHB: Bonus agility helps a bit with AC. DwarfPHB: Nothing useful for druids. EldrinMTof: Nothing useful for druids. High ElfPHB: Nothing useful for druids. Sea ElfMTof: Nothing useful for druids. Shadar-KaiMTof: Nothing useful for the Druids. Wood ElfPHB: Wisdom is a bonus, and the wildlife magic works while in the wild. FirbolgVGM: A great option for druids in general, but few that directly complement the circle of controversy. Hidden Step is great when Symbiotic Entity runs out while you're stuck in close combat, but that's basically the only unique thing here. GenasiEEPC: Bonus Constitution never hurts. Air: Nothing useful for druids. Earth: Nothing useful for druids. Fire: Fire spells are good, but that's not enough. Bonus Wisdom, AC Resistance, and Some Extra Spells. GithMTof: Githzerai is a worthy option, but the intelligence option GithyankiMTof: Nothing useful for druids. GithzeraiMTof: Wisdom, some spells that are not on the druid spell list, and mental discipline. GoblinVGM: Agility and the Constitution are good, but falling behind Wisdom has been a major obstacle for a long time. A nimble escape is a great addition when the symbiotic Essence runs out, and the fury of the shield can be a useful increase in damage since most enemies are medium or larger. Half-Elf: The abilities work perfectly, and bonus skills are always nice, but the human option is strictly better. AquaticSCAG: Only if you are in a water campaign. DwarfSCAG: Nothing useful for Circle Controversy. High/Moon/SunSCAG: One cantrip from the Wizard spell list means you can get Boom Blade or Green-Flame Blade without taking Magic Initiate. However, at this point you will get a lot more from playing Option Man and taking Magic Initiate. Keen SensesSCAG: The sidebar descriptions semi-elf variants are specifics that you can take to Keen Senses instead of mastery of versatility, or a trait based on your elf origin. Keen feelings give you one fixed skill and you give up skill in any of two skills. It must be immediately clear that this is a terrible trade. WoodSCAG: The wildlife magic works very well for the Druids, especially if you have Stealth skill. VanillaPHB: Nothing useful for Circle Controversy. Half-ElfPHB: Increasing to two points of ability is good, and the extra skills are always nice, but you can get more from numerous other races. Half-OrcPHB: Half-orcs do thrive in melee, but Half-Orc does little to provide a sustainable solution to Druid's strength and increased strength and maintain attacks not particularly helpful with a quarter of the staff or club. HalflingPHB: Increased agility provides a useful AC boost, and Ghostwise is a fantastic option for druids. GhostwiseSCAG: A little wisdom kick is good, but that's the only thing we really care about. LightfootPHB: Nothing useful for druids. StoutPHB: Nothing useful for druids. HumanPHB: Universal and fantastic in everything. Vanilla: 1 euro for each ability point means 1 euro for each of the three that we care about. Option: Put the bonuses in Agility and Wisdom, and capture the feat. 1 like Magic Initiate, personally, but Polearm Master is great, too. KenkuVGM: The perfect ability score increases, but there's little else that we care about. LizardfolkVGM: Lizard's natural armor is not as good as Loxodon, because you still need both Agility and the Constitution, but everything else about Lizardfolk is better. Unfortunately, Bite and Hungry Jaws are both strength-based, so don't expect to get a lot of them. TortleTP: Despite only increasing to one assessment of the ability that we Oh, Tortle's natural armor makes him a serious contender. No.1 Wisdom is enough to keep you in attack against AC progression, and 17 AC means you can ignore Dexterity. Grab the shield, and your air conditioner is 19 at level 1, which will fit most other druids to a very high level. Below is the address of specific races. Not every setting allows each race, and while most races presented in the basic rules and content for The Forgotten Worlds can be used in other settings, races specific to parameters such as Ravnic are not usually allowed in other settings. Talk to your DM about which races are allowed in your game. Eberon GoblinerLV Racing: See above under the general section of Racing. KalashtarERLW: The increase in Wisdom is great, but it does not solve the problem of poor durability of druids. You can do much better elsewhere. ShifterERLW: Since using Symbiotic Entity doesn't change the basic shape (a lot), you can still shift when using it and combine the two effects. However, the time points of hitting from the two effects will not stack, and if you lose the time points of impact from Symbiotic Entity (for example, the choice to replace them with temporary hit points from Shifting), the Symbiotic Essence ends immediately. Beasthide: The additional constitution is great, but since the time points of impact from the Shift conflict with the Symbiotic Essence, much of the appeal of the Beasthide Shifter is lost. If you just want Constitution and AC, play warforged. Longtooth: An additional attack as a bonus action can apply bonus damage from Symbiotic Entity, which is great. But Shifting only works once in a short or long rest, and you'll be underpowered in every meeting except where you shift. Swiftstride: Dexterity is good and the ability to get out of melee while shifting is good, but Circle Controversy must stay in melee to make the Symbiotic Essence effective. Wildhunt: The scoring ability is lining up well, and the Wildhunt Shifting Feature gives you an edge on test abilities that include a test of ability made with Dispel Magic. WarforgedERLW: The biggest problem druids have is longevity, and Warforged is all about durability. Resistance to poison is admittedly excessive, but that's fine, given how useful everything else is. Dragonmarks Although the design intention of Dragonmarks was that they would offer some innate spells for everyone, each dragonmark includes an expanded list of spells, which is perhaps a more significant advantage than most provided by racial traits. Since extended spell variants are such an important part of dragon characters, if you don't play a charmer you give up a huge part of your racial traits, making it exceptionally difficult to justify playing a dragonmark character who can't cast spells. Dragonmarked Half-OrcERLW: Dragonmark features replace all your racial traits. Search sign: And Wisdom increases great, and the Sign of the Hunter provides a small but pleasant increase in your damage output. However, many spells of dragon characters are already on the Druid spell list. Dragonmark HalflingERLW: Dragonmark features replace subraces. Sign Sign Dexterity, Wisdom, and a few new spells like the massive healing of the Word. Dragonmarked HumanERLW: Dragonmark traits replace all your racial traits. Search sign: See the search sign under Dragonmarked Half-Orc, above. Mechanically, the final racial traits are identical. Processing sign: Ability scores work great, but almost all spells are already on Druid's spell list. Sign of the asile: The ability to score is great, and dragonmark spells add a host of new spells to Druid's spell list including powerful options like The Misty Step to help you get in and out of the melee in a hurry. Mark Sentinel: Ability scores are great, you get a shield once a day for free, and most dragonmark spells are new to druids, including powerful low-level options like the Shield of Faith that can help compensate the Druids for poor AC. Set specific address races below. Not every setting allows each race, and while most races presented in the basic rules and content for The Forgotten Worlds can be used in other settings, races specific to parameters such as Ravnic are not usually allowed in other settings. Talk to your DM about which races are allowed in your game. Race Ravnic CentaurGGTR: Too strong on the basis. GoblinGGTR: See above under the general racing section. LoxodonGGTR: Excellent nuclei ability for druids, and a few useful passive benefits. The natural armor of Loxodon is a Constitution-based, so you can safely reset Dexterity and be incredibly durable. Simic HybridGGTR: Put a flexible increase in Wisdom. Take any of the Level 1 enhancements, and take Carapace to level 5. Grappling appendages are tempting, but it's strength-based so it's not a good option. Unfortunately, without increasing Dexterity or some other means of enhancing your AC, Simic Hybrid will lag behind other options at low levels. VedalkenGGTR: Great for many Druids, but Vedalken doesn't give anything that supports Circle Spohr. Racing Theros CentaurMOOT: See above under the general section of Racing. HumanMOOT: See above under the general racing section. TritonMOOT: See above under the general Racing section. Wildemount AarakocraEGW Racing: See above in the General Racing section. ElfEGW: Wildemount elves share the main features of the main elves, but Wildemount adds two new elven subraces. See above for information on the main features of the elves. Pallid Elf: The equivalent of Wood Elf, but with a greater emphasis on thinking and magic than on running around in nature. Sea Elf: See above. FirbolgsEGW: See above under the general Racing section. GenasiEGW: See above under the general Racing section. GoblinEGW: See above under the general Racing section. The exploits this section does not apply to every published feat, as it will lead to an ever-growing list of options that do not serve the class. Instead, this section will cover feats that I think work particularly well for the class or which may be tempting but had bad choices. Elementary AdeptPHB: Unfortunately, Elementary Adept does not allow you to choose poison. However, the druids are still heavily affected by the fire damage, so it may still be worth it. Magic InitiatePHB: Magic Initiate is a great option for The Circle of Controversy. Melee cantrips like Booming Blade and Green-Flame Blade allow you to exceed your normal cantrip damage by combining Shillelagh, attack cantrip, and additional 1d6 damage from Symbiotic Entity. On top of that, you can get either a Shield or a Magician Armor, any of which will be a useful boost for your AC. The Armor Magician in 13Dex AC will exceed 12 Dex studded skin, raising the maximum possible AC to 20 (13 bases, 20 Dex, Shield No. 2) without multiclassing or magical items. MobilePHB: Not important, but useful when the Symbiotic Entity runs out of temporary Polearm MasterPHB: Works with quarterstaffs, which means that it works with Shillelagh and all our other shenanigans. If you don't want to rely on melee cantrips, using Polarm Master to make an extra attack is a great option. You can still apply additional 1d6 damage from Symbiotic Entity to bonus attack action. ResilientPHB: A profession in the Constitution saves a very useful class with lots of really large spells that require concentration. SentinelPHB: Great if you want to be a quarterback, but I think you'll see better results from other feats. Shield MasterPHB: Druids usually don't have enough power to make the shove option useful. ToughPHB: More hit points will never hurt, but you almost certainly lack the feats to make room for that. War CasterPHB: You will spend a lot of time in the melee range and you can have weapons and shield in your hands when you do so. In many cases juggling weapons for spells can be a challenge, so War Caster can save you from many troubles. Even if you use personnel (Druids can use wooden personnel as a focus, and employees use the same gun stats as a quarter of the staff), you usually can't perform somatic components with weapons in hand unless the spell also has material components. Weapons MasterPHB: You already have knowledge in everything that can be the subject of Shillelagh, but if you have an exceptionally high dexterity you can use rapier rather than quarterstaff, but if you want better Finesse weapons you can play Wood Elf and use a short sword. The difference in damage between a rapier and a short sword is not big enough to waste a feat. Club: Works with Shillelagh, but a quarter of the staff works with Polearm Master, and it's a longer stick for poking traps and other strange objects. Dagger: Doesn't work with Schillelagh, but your agility should be worthy A lovely weapon is backed up, and each character must carry a dagger for official purposes and cut their way out of the creatures' stomachs. The quarter: Fine and you can use it with both Polearm Master and Shillelagh. Armor Hide: Your starting armor if you don't have 16 Dexterity on level 1. Skin: Your starting armor if you have 16 or more Dexterity on level 1. Studded Skin: The best armor you can get, but wait to get it until your agility is at least 16. Shield: You need a shield as the fish needs water. You're going to be in close combat. Given the choice between a weapon and a shield, always choose a shield. Druids have a terrible AC, and the time points of Symbiotic Entity are not enough to account for. Circle Spore Druid Spells This is not a comprehensive guide to every available spell, as this would be an exercise in madness. Below is a brief selection of the most notable spells available to the class. Spells available through Magic Initiate are also excluded. For suggestions for Magic Initiate, see circle dispute Druid probably needs to hold melee weapons in his hand both to attack their own turn and to take the possibility of attack. They also need a shield to help cope with the notoriously bad AC Druids. Unfortunately, this means that you will need to constantly draw/store your weapons to get a free hand with which to hand out spells. If you need to draw Spellcasting Focus or material components, it may require you to spend your interaction item on two consecutive turns to move from weapon to focus or from weapon to focus. Since this can be a problem and often leaves you empty-handed between turns, try using spells that have no material and somatic components whenever possible if you're not going to take War Caster. The section below only covers Cantrips. Most of the Druid Spore Circle spell is essentially the same as that of all other Druids. Your Cantrips will be a little different to emphasize fighting in melee or melee range, but for the most part you are still a regular druid. Cantrips Chill TouchPHB: Free on Level 2 thanks to Circle Spells. Chill Touch does as much damage as a 4-fold Production Flame, and it's a necrotic damage that's rare in druids. He also debuffs the undead, which is fantastic because the undead are usually immune to the poison damage that dominates the Spore injury circle. Primal SavageryXGIE: Because it's a spell attack, it won't benefit from additional damage from The Symbiotic Essence. The scaling of the damage will eventually surpass Schillelagh, but not to level 17. Unfortunately, Druid gets his latest new Cantrip at Level 4, and 5e has no official rules for replacing cantrips. I just can't. Carry around the cantrip for 14 levels that you will probably never use. It has the advantage of not requiring you to use weapons, but if magical weapons are a possibility of if you do not plan to take war was Schillelagh still seems like the best option. ShillelaghPHB: If you plan to do any melee of any kind, you will almost certainly need Shillelagh. You can't afford to invest in strength, and you need to focus on Wisdom over Agility until you click 20 Wisdom to keep your spells up par because that's still the core potential of your class. Thorn WhipPHB: The damage is OK, but the real appeal is the pull effect. 10 feet may not seem like much, but its enough to pull enemies from ledges to pull low-flying enemies in melee, to pull enemies into the control area effect, like create a bonfire or a wall of fire to pull enemies out of the fight, or in extreme cases you can pull an ally out of a dangerous place (albeit at the cost of some friendly fire). ThunderclapEEPC/XGIE: Damage to each creature within 5 feet of you is great if you are in close combat in front of numerous enemies. Even with the extra attack you'll have to deal more damage with this against three or more enemies than you could with weapons. See my article on Melee Cantrips vs. Extra Attack for breaking down the math comparison melee cantrip spells of normal combat attacks. Multiclassing this section summarizes the details of so obvious and enticing multi-class options, but doesn't fully explore the wide range of multi-class combinations. For more information on multi-classification, see Barbarian: Unarmed Defense is useful, but that's all we care about, and the monk's version works better. Cleric: More Wisdom-based spells, and some of the domains of Level 1 ability are tempting, but there is nothing that directly helps with the circle of controversy. Monk: Circle Controversy spends most of its time, especially at low levels, in melee or melee, but on their own Circle Controversy is really not very good in melee. Druid's air conditioning is terrible and they never get the opportunity to do additional weapons attacks, so 1d6 extra damage from the Symbiotic Essence makes no sense beyond the low levels. One level monk solved all these problems. Unarmored defense allows you to reach AC 20 with the ability to estimate which you're already going to increase, and you no longer need to use the shield. You can use unarmed punches instead of weapons, but you can also use quarterstaff with Shillelagh as long as your agility is high. However, your bonus action unarmed strike will still be based on Dexterity, so you may prefer to use something like a short sword and focus on Dexterity first instead of wisdom. Example Build - Tortle Druid When you think about it, the mushroom cover is kind of like a turtle shell. Except the fungus can't hide inside the shell. Okay, terrible shy. Move on. Tortle simplifies many things for Circle Controversy. Air conditioning 17 will exceed variable all the other druids are at low levels, and AC is a huge problem for the Druids, especially if you are going to be in close combat. Even Loxodon will only have a AC 16 on the first level and you probably don't want to spend zoom in on anything other than wisdom until your Wisdom hits 20, so the tortilla will have the highest AC Druid to level 12. At high levels other druids will eventually surpass your air conditioning, but it will take a Monk class dive and still not happen until at least level 9, so Tortle is kind to almost half the level range. With a fixed AC base, you don't need to worry about Dexterity as much as most other circle dispute druids. It's basically just for saving throws, and since we don't need to max out Dexterity as much as possible we can divide those points into other ability scores, so that our savings throw and skill bonuses aren't reset in favor of substantial combat efficiency. Ability We will count the points to buy abilities offered above. Base Increased Str 8 10 Dex 12 12 Con 15 15 Int 12 12 Wis 15 16 Cha 9 9 Race Tortle. As mentioned above, Tortle greatly simplifies both your ability assessments and your air conditioning, which are two of the biggest problems of the Druid Controversy Circle. You can turn off the Tortle for Loxodon without any problems. You'll start with a higher Constitution, but a little less AC. You probably won't be able to make room for enhancing constitution until you've maxed out your wisdom, but the 12th and 16th level will be very satisfying ability increases. Skills and tools begin with nature and perception, which are excellent skills for druids. You get two more from your background, but it's not particularly important. Background Information Your Choice background doesn't really matter outside of the normal Druid stuff. We will start with 16 Wisdom, so two ability to score increases will go to Wisdom, but we will have three more to spend. Starting with the 15th Constitution means that we can take a steady bring it to 16, and gain knowledge of the Constitution's savings throws. We can also look at other feats, but there is nothing that we strictly need. Level Levels feat (s) and Features Notes and Tactics 1 Druid Spelling Cantrips For your starter equipment, take a wooden shield, quarterstaff, leather armor, explorer pack, and Druid focus. With a shield in your hand, your air conditioner is 19. It's as high as most fighters with shields on level 1, so despite a few less hit points you're still very durable. In combat, your main role is similar to a fighter: get into a melee and a club of people with a stick. Shillelagh is immediately useful, and at this level you have very few options to use bonus action, but try to get into the habit of repeatedly casting Shillelagh whenever you can be attacked. As you get the levels, your action economy will be used heavily, and having Shillelagh running at the beginning of a fight can open up your bonus action for other things. In range, your main option Whip. Normally you want to get into melee with enemies, especially if they don't want to be in melee, and pulling them 10 feet closer can do so. 2 Wild Form of the Druid Circle. Circle Of Controversy Circle Spells: Spell. The Level 2 Halo Spores Symbiotic Entity is great for druids. You get the opportunity to wild shapes in animals, but you probably only use that for utility and exploration. More importantly, you get your subclass features. Circle Controversy especially gets Chill Touch as an extra cantrip at this level. This is easy to miss because it's listed in Circle Spells, not in the Circle Spells table. This suggests Halo Spores and symbiotic formations are the most important things we get at this level, and they are two of our most important options in combat. You'll still do well in combat without the Symbiotic Essence, and you'll use the same tactics but Symbiotic Entity as the Caps Lock button for kicks. It takes steps to activate and lasts ten minutes, so ideally you want to start it before the fight breaks out, but that's not always an option. 3 level 2 spells. As you get access to more spells, look for spells that will help you in close combat. Warding Wind is a great way to make it even more difficult for enemies to get away from you, and spells control of the area as Spike Rising can help you control the battlefield. If you are low on hit points, throw healing the Spirit and stand your ground while it heals you. 4 Improving Ability Assessment (Wisdom 16 -gt; 18) Improving the wild shape of New Cantrips More Wisdom improves your spell and your attacks at the same time. At this level we learn Thunderclap. We don't have a good way to deal with crowds yet, and with just one weapons attack to turn at any level it can be difficult to deal with numerous enemies bringing you into close combat. 5 3 level spells. There aren't many good level 3 druid spells, and even less meet Circle Controversy. 6 Mushroom infestation is not particularly powerful, but it gives you pet zombies for up to an hour that you can use to block the enemy's movement, or you can throw a backpack at it and make it carry treasure or something. 7 level 4 spells. We're getting some great options at this level. The giant insect is really good, and if someone is gross enough to carry a bunch of bugs in their pockets it's a circle of Spore Druid. The Guardian nature is a fantastic fit, too. This level also gives us access to Polymorph. You are already level 7, so almost every polymorphic option is already available to you. As far as I can tell, you can use Symbiotic Entity then throw Polymorph and keep all the benefits of a symbiotic entity. Of course, you can't activate any of your class features once you're polymorphic, so you only take advantage of the time-kick points and bonus 1d6 poison damage from gun attacks. 8 Improving Ability Assessment (Wisdom 18 - 20) Improving Wild Shape I usually recommend to people that they get their basic ability scores 18 before they consider feats, so this is the first time I would consider introducing feats to build. 9 level 5 spells. A few good options, but nothing that changes our tactics. 10 New Cantrips At this level you have a bunch of bunch great area management spells like Spike growth and stone wall. Throw something down to keep enemies from escaping and then drop the spores on them and wait. We already have the cantrips we care about, so take whatever you want at this level. I'm always partial to the shape of the water because it's amazing and Druidcraft is a steaming pile of useless garbage. 11 level 6 spells. The flame investment and the Ice Investment both work well in close combat. 12 Feat: Sustainable (Constitution 15 - 16) Steady blows our Constitution increase, giving us a big bunch of hit points plus knowledge of the Constitution saves. 13 level 7 spells. Nothing exciting at this level, but you can use Plane Shift to get rid of enemies that you are having problems with. 14 The fungus body adds a bunch of good immunity to the condition. It doesn't change our tactics, but it makes you a little more durable. 15 level 8 spells. Again, nothing that changes our tactics. 16 Improving Ability Assessment (Constitution 16 -gt; 18) Another opportunity for feat, but at this level you're probably comfortable enough with your tactics that you don't need another feat. 17 level 9 spells. Throw your foresight at yourself. All targets suffer a disadvantage on attacks against you, making you significantly more durable and easy to compensate for any AC issues that you have not yet managed to resolve. You also get an advantage on all your attacks, checking abilities, and saving throws for a full 8 hours. 18 Eternal Body Beast Spells Tragically, We Probably Never Use Beast Spells. For the druids, this is a powerful option, allowing them to use wild shape to improve their mobility and stay out of reach while still casting spells offensively. 19 Ability to Score Improvement (Constitution 18 --20) Another big bunch of hit points or another feat. 20 Archdruid gets us two really great things. First, you can use Wild Shape as often as you want, meaning that you can use symbiotic faces as often as you want. You should basically always have it running and you can even upgrade it in the middle of a fight if the time points of impact run out. Second, you can ignore all somatic and verbal components, and most of the material components for your druid spells. You no longer need a free hand to perform the somatic components that have been a headache for most of your career if you haven't taken the Caster war. Caster.

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