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## Dnd 5e druid spells pdf

Last updated: On March 11, 2020, RPGBOT uses a color scheme that has become common in Pathfinder's build handbook. Red: Bad, useless options, or very situational options. Orange: OK option, or a convenient option that applies only in rare situations. Green: A good option. Blue: A great option, often essential to the function of your character. I don't include third-party content, including content from dm guilds, even if it's my own, because I can't assume that your game allows third-party content or self-made. I also do not cover the unearthed Arcana content because it is not finalized, and I can not guarantee that it will be available to you in your game. Overview Druids has a unique spelling list with many of the exclusive options. They still have healing and support options, but many of their spells are focused on area control and forming the battlefield. This article is a permanent task in progress. I'll add ratings for more spells, so check back regularly. Druid Spell This is not a comprehensive guide to all available spells that would be a crazy practice. Easily compile the most notable spells available in your class. Spells available through Magic Intuid will also be excluded. For magic Irvais suggestions, see the Feats section above. Cantrips Control Flame / XGtE: Omitted from the function of the control flame in particular is the ability to create or extinguish them. Druidcraft and Prestication both give you the ability to illuminate and smell small flames. Control Flames allows you to spread them and change colors, but if you want to light the torch, you need to use Flint and Tinder like the average person, and if you want to put out the flames, you'd be smart enough to learn shape water instead. In fact, forget the control flame: instead of going to learn shape water. That's a better spell. Create a Bonfire EEPC/XGtE: This spell is great for Druid. Concentration requirements are not as big a hurdle as other spellcasters, because it matches the damage of the produce flame and can do continuous damage if the enemy stays in place or moves to a square, and the Druid has few spells that require concentration at low levels. If you position yourself well, you may be able to use this with Thorn Whip to repeatedly pull enemies into the square and do damage. This is a great introduction to amazing area control spells because Druid's area control options are part of their best spells. Druid Craft PHB: This spell is very disappointing. It does almost nothing and it does little to do. FrostbiteEEPC/XGtE: Low can-trip (d6-based) damage, but the main attraction is the disadvantage of the target's next weapon attack. Unfortunately, it works on constitution preservation throws and they tend to be relatively high compared to other saving throws. Guidance PHB: As long as you'reFocus on something with a long period of time during a battle and you should always throw this at your allies. Your rogues must have guidance for all skill checks that do search, sneak, trap handling, etc. GustEEPC / XGtE: I would be interested if this was somehow scaled. If it had more options, I would be interested. If there is a better range, I would be interested. However, as it stands, this spell is of little or no use. InfestaxGtE: The preservation of the Constitution tends to be high, and this is the biggest problem with this spell. The damage is low but fine, and forced movement is useful for moving dangerous places to enemies or from grapples, even though they do not control direction. Magic StoneEEPC / XGtE: At low levels, spell attacks dealing with 1d6+ wisdom will cause more damage than your other cantrip. However, all other damage can trips match it at level 5 and will not take more damage than 1d6 + 5 unless you throw more stones without extra attack. In addition to that, casting Magic Stone consumes bonus action, so it's hard to use in combination with other options. Your best bet is to pull out the rocks standing behind you and get three NPCs to throw them at the enemy while literally using your actions to do something. Mold EarthEEPC / XGtE: Do you know you can do this on the other? Sure, the shovel will take a long time, but if you get three can-trips at most (5 in the circle of land) and you can replace the can-trip with mediocre items, it's probably a bad can trip. The only important feature is to create difficult terrain, but because it is limited to two in-progress effects, you will only get two five-foot squares. And again, you can do it with a shovel. You are more likely to use this in combat than you would even use a shovel. Poison Spray PHB: This best damage will die for cantrip, at least until Toll the Dead comes. Poison sprays have serious problems: a range of 10 feet, and the enemy often resists it because it works on constitutional preservation throws. Primitive Savage XGtE: There is no more damage than you can get out of other Druid can trips except poison spray, but no function beyond damage. If you are building for proximity without wild shapes, you should consider this for options such as silella, sunderk wrap, and range cantrip that work with saving throws instead of

attack rolls. If you don't get a second attack from something like a Pollam Master, the primitive barbarians will defeat Syraera at level 5. The Circle of Pollam Master, Sylleerer and Sporedo Druid deals more damage than primal savage, but only up to the 17th floor and while running the Symbiotic entity. Produce FlamePHB: Druid's Damage Can Trip allows you to hold the flame and carry it around as a light source. Even if the function is not specified in the text of the spell, you should be able to use it to light a light. You hold a flame large enough to throw out twice as much light.That's about it after all. Shape WaterEPC / XGIE: It is versatile, available, like press titation. Freeze a solid 5-foot stood body of water and drop it on someone. Pour water into the lock, freeze it, and allow the ice expansion to break the lock. Put the ice dome on top of something you're protecting. Build a small bridge in a five-foot segment. Block the corridor. Secure the door in place. There are many uses, and it is wonderful. If you have a water barrel and you have this can trip, you have the solution to most problems. To be honest, the fact that this spell is much better than other elemental equivalents (control flame, gusts, and mold earth) is a good indicator of how terrible those spells are. For more information on the great ones of ShapeWater, see my practical guide to forming water. Sirelai B. stuck in close proximity? Shilleragh is a neat spell and it is a popular option for clergy (via multi-class or magic start) so that they don't have to devote an increase in ability score to strength or dexterity. But that's not a great option for most Druids. Druid never receives an extra attack, so the most damage from a melee attack is 1d8 + 5 (average 9.5), which matches the production flame at the fifth level (2d8, average 9). It's not a practical option as much as I love the idea of Druid standing in close proximity with magic staff and shields. However, the spore circle may be an exception. The Symbiotic entity should boost weapon attack damage that could keep the Syreler up to the 11th level, and at that point consider the Sun Dark Wrap for proximity needs. Thorn WhipB: Damage is fine, but the real attraction is the pull effect. You may not see much 10 feet, but you can pull enemies out of shelves, pull low-flying enemies into close proximity, pull enemies into area control effects like bonfires and fire walls, pull enemies out of grapples, and pull your allies out of dangerous places in a pinch (albeing at the price of a friendly fire). ThunderclapeEPC/XGIE: If you are close to facing numerous enemies, it is great to damage all creatures within your 5 feet. Extra Attacks also deal more damage to 3 or more enemies than weapons. For a breakdown of mathematics comparing normal martial arts attacks to melee camp trip spells, see my article on Proximity Camp trips vs. Extra Attacks. The first level spell absorbs elementsEPC/XGIE: Fantastic defense options at any level will save your life when encountering unpredictable causes of elemental damage like traps and spells. The bonus damage of your next attack is of little use, but it still feels cool when you use it. Beast LondonEPC / XGIE: Interesting, but Druid doesn't have anything like a beast companion who will benefit from this. You could cast a Conjure animal and combine it with this, but I don't know if it's worth the spell slot. Create or destroy a water EEPCC/The ability to magically create water has many uses. Some of them are combat-related, but combined with Goodberry and the right plants, this can be completely self-sufficiency. Cure Create PHB: Healing than healing words, but the action economy is pretty bad. Save this in case you need hitpoints and you're out of the hit dice or don't have time to rest. Earth Tremor EEPCC / XGIE: Nearly enough damage, but not tends, and the problem at 5e is not enough. If the base damage triples, I might think of this as a decent spell, but I'll use Enter instead. Entangle PHB: Great is a spell controlled at any level. Throwing intensity tends to be low for creatures that are not huge strength-based brutes, so it's easy to restrain even high-level enemies. But it needs concentration, so you can't easily combine it with something like creating a bonfire. Faire FirePHB: The lowest level options for dealing with invisible creatures, and the benefits of attacks against creatures that fail to save them, this means that high AC remains a high level well-strong support option against bug bulky enemies with poor dexterity savings. Hopefully you won't encounter invisible creatures at the 1st level, but it's important to have some way to deal with invisibility just in case. Healing WordPHB: Especially at low levels, it is more important than healing wounds. As a bonus action, you can heal enough unconscious allies to get them back into battle, and you still have your actions for vicious mocking. Good Berry PHB: Useless in combat, but more healing per spell slot than hardened wounds. Player: Dump all of your spell slots at the end of the day on Goodbury, so you have a huge bag of healing to use during the next day's battle. DM: To prevent what I suggested, limit the player to 10 active berries at a time. Ice KnifeEPC / XGIE: Do not do enough damage, you will not only make an attack for the first damage, but also save the target throw to avoid complete splash damage. LongstriderPHB: A buff that helps mobile characters mobility, allowing you to take full advantage of low-level spell slots when your first-level spells start to fall behind in battle in a one-hour period. Speak with AnimalsPHB: Its feature is probably so obvious that it doesn't require exploration, but talking to animals is probably the most d-r-y spell that Druid can cast. Just be careful: animals are not very smart, so even though you have removed the voice barrier, your ability to convey useful information may be hindered. ThunderwavePHB: Except for gusts, this is one of your very few options for pushing enemies away from you. It's especially attractive if you can push enemies into the Area Control effect, but otherwise it's not a good option for combat damage output. 2nd Level SpellBarkskin PHB:16 AC exceeds almost all worth wild shape ACEven 20 wisdom and unaddered defense of monks. It's a great option for AC as long as you can commit your concentration to Burkeskin. But it's a concentrated spell, so you run the risk that the spell will end every time something hits you, and 16 AC isn't high enough to keep you safe if you draw a lot of fire. If you're not fighting with wild shapes, skip Burkeskin. 14 dexterity, hide armor, shield will get you 16 AC and Burkeskin will not interact with bonuses of any kind including shields and magical items, providing a minimum of AC. Dark Vision PHB: Dark Vision is an important tactical advantage and in an eight-hour period, this is a great way to get it. Dust Devil EEPCC / XGIE: A period of one minute means that you can spend a lot of time pushing enemies around. Because the damage is nasty, it must be combined with other area control effects to do meaningful damage. Unfortunately, dust devils require concentration, so it's hard to combine them with other effects like creating a bonfire. EarthbindEPC / XGIE: Technically situational, high-level flight is a decisive tactical option. If you can fly and your enemies can't, it's often the default to win battles. Capacity Enhancement PHB: Versatility, and the benefits of capacity checking can have a big impact if you cast this in time for use in multiple checks. FlameBlade PHB: This spell is terrible. If it worked like a shadow blade, it would at least be available, but as it is written, it is immediately bad and produces flames. 3d6 damage (average 10.5) barely exceeds 2d8 (average 9), expanding production flames without sacrificing high levels of spell slots. Flame SpherePHB: an interesting but sometimes difficult option, the flame ball combines area control and regular damage output, but monopolizes both bonus action and concentration for one minute. In small areas where the enemy cannot easily leave the sphere, it can be a reliable source of continuous damage while helping to control small areas. However, the sphere applies damage only when ramming an organism or when a creature has finished a turn. At intervening times the creature can pass or run directly through an unsethed sphere. WindPHB Gusts: Potentially a great way to push the enemy around, but at 15 feet per round enemy, you can often walk back the distance they were pushed without problems. Your best bet is to push the enemy to the area control effect, but the gusts require your concentration, so you may have problems creating the effects you want to use. Healing Spirits GE: This spell was greatly weakened by the errata issued in 2020. The upper limit of the use of 1+mod means that in most cases you can expect the use of 6 at most of the total spells with a total of 6d6 healing when cast at 2nd level. It is still incredibly effective for 2nd level spell slots and it is definitely better than cure wounds, but it is likely not enough to replace healing from a short rest when your party is in rough shape. Healing goes up.For each second and subsequent spell slots, you can use the 3rd level slot to double the healing. In general, you don't want to use this during battle because healing is fast enough and it needs concentration. Heat Metal Fub: For almost all humanoid in metal armor, this spell is a death sentence. The damage will be slow, but the disadvantages of attack roll and ability checking are that martial arts characters (usually er. of metal armor) are basically inewust. Hold PersonPHB: Humanoid on button. Humanoids (goblins, humans, etc.) are no longer common threats at low levels, but giants are also humanoids and long be suitable threats for CR. But with that in mind, humanoids are only a small part of the monster manual, so this spell is a design situation. In encounters with multiple enemies, you can upcast the Hold Person to paralyze multiple targets, so it's not a good idea why AOE damage spells can handle a group of enemies for any reason. Paralysis is a serious condition that gives you an advantage over attacks against your target and ensures a critical hit against attacks that take place within five feet of your target. Send people with weapons in close proximity to exit the target before they manage to succeed in saving. However, because the target gets additional saves at the end of each round, it is not possible to predict how long this will take place. Upcasting to affect multiple targets can reach paralyzed points that may not be worth maintaining concentration. Less restored PHB: You don't need it all the time, but everyone finally needs it. Moon Beam PHB: It's easiest to compare a moon beam to a ball of fire without TracePHB: +10 bonus is huge in a game where most characters max up at +11. Bonuses are enough to offset fighter-like issues with full-plate armor. But remember: this is not an invisible thing. You can't cast this and crouch in plain view and magically disappear. I've heard that mistakes are being made constantly on podcasts. +10 Bonus does not deny gaze rules. You still need a cover or something. Protection from PoisonPHB: Situational, but if you know you're going to face a poison-damaging enemy, it's stupid not to bring it in. Poisoned conditions can be very problematic, and if you are facing repeatedly (troglodit, yuran ti, etc.), you need to be prepared for it. Spike GrowthPHB: 2d4 is damaged every 5 feet and it is every time the creature moves, not every time the creature moves. So if you push or pull creatures, they will take damage. Splea with a radius of 20 feet is also quite large, so it can easily affect the entire room or the long stretch of the hallway. WardingWindEPC / XGIE: A decent buff for melee druids including both a moon circle and a spore circle. Making the area around you a difficult terrain will make it difficult for the enemy to move or keep away from you, and you will be disadvantaged on the range.Attacks keep enemies with weapons in range from picking you up from a distance while you close the distance. 3rd Level Spell Call LightningPHB: Definitely difficult to use effectively with the situation. I've updated the rating of this spell many times because it's really hard to pin. In a 10-minute period, a total of 100 volts of lightning can be generated, each dealing with 3d10 (or more) damage in the AOE. This is a very efficient use of spell slots, but single-round damage is poor compared to spells of the same level, so if you're trying to kill what's in the room and move on, you'll need to look elsewhere. The cloud itself is immovable, and lightning must target the location under the clouds. It's a big area, but unless you're fighting long or fighting multiple battles within one area, you're more likely to expire this before you get the full effect. You can activate the lightning effect in a wild form, which means you can turn into a sneaky thing like a mouse or a little bird and go undered while raining lightning on your enemies. Conjour Animal PHB: Spells of the lowest level Conjour Creature, conjure animals can become a powerful tool. At low levels, a single CR 2 creature will greatly improve your party's combat abilities. But like other Conjure creature spells, DM determines which animal you want to summon (you need to select CR instead of a specific animal). That means you need to trust your DM to give you something useful. DaylightPHB: Necessary flames, light, or torches are generally sufficient, but sometimes you need to illuminate larger areas like dark combat or huge caves. This will also wipe out the magic darkness below the 3rd level, which is great if you are fighting enemies like Drow, which can produce magic darkness. Tragically, you can't cast daylight on a higher level to dispel the magical darkness of a higher level. Spell Magic PHB: Every party needs a person who can cast the spell magic. It's just too important to forget. Eruption EarthEPC / XGIE: This is probably the druid closest to the fireball. But it does as much damage as 2/3 and has a fourth of the surface area, so it's obviously another purpose: you're using this spell for difficult terrain. The damage is so much that you won't regret casting it instead of a can trip, and even at a higher level, it's a great way to place some difficult terrain. Difficult terrain effects are almost permanent, so if you have time, you can use this to set ambushes and chokepoints that can define encounters against things you can't fly. Fein Death PHB: Very situational. Flame Arrow EEPCC / XGIE: This is a waste of spell slots. This is a tragic waste of 3rd level spell slots, at most equivalent to 12d6 damage. If you can somehow hit one target with all 12 arrows, it will do more damage than a fireball. But you have to hit in somehowPassing arrow arrows or passing them to the passers-by, following a typical attack and AC progression means that the player hits something like 65% of the time, and that means you're getting 65% of the maximum damage, so it's like 7d6. At that point, the eruption of the earth is better. Blending into stone PHB: very situational. Plant Growth PHB: Situational. Outside of normal adventure activities, the ability to enrich the land with the yield of double crops is very useful. However, DnD is primarily an adventure game, and the option of overgrowth the area of plants is a more important option. In most cases, Entangle works fine, but plant growth is not expired, so it remains difficult to walk through those plants until someone clears the plant. Protection from EnergyPHB: Excellent defense options, but you may be doing okay by absorbing elements. Slee StormPHB: This is not enough for the third level of spell slots. PHB talking with plants: situational. Tidal WaveEPC / XGIE: Standing is a very small cost, so usually the tendency to be knocked is not a problem at 5e. However, if you are easily knocked during flight, you may fall over and suffer a lot of damage. This spell does not need to be thrown over the ground or water. You can throw this out in the air, or even completely underwater. When used in the air, it seems like a good way to combat multiple flying enemies. WaterEPC / XGIE Wall: Wardingwind also causes drawbacks for range attacks, it lowers the level and it will follow you. Water Breathing PHB: Is situational, but is important when you need it. Waterwalk PHB: Normally, flying is a better option than walking across a liquid. Spells don't allow saving throws in particular, so they can be used to surface hostile creatures in the water. Wind Wallvive: Very situational. 4 Level Spells BlightPHB: Not enough damage for spell slots in this level, and the preservation of the Constitution tends to be higher. Charm MonsterXGIE: A great non-lethal way to deal with enemies. The target doesn't need to be able to understand you, but otherwise there are the same complications as the charm person: the target is only friendly to you, and when the spell is over they know they've been fascinated. Confused PHB: I've hated the mess since the third edition. It's unpredictable, unreliable, and takes twice as long as normal combat. It is AOE and you may be able to attack the creatures their allies, but it is great that there are too many points of failure to become a reliable option. Reminiscent of small elements: the same CR range as conjour animals, but higher spell levels. Elements can move in solid stones or lighten things on fire, so you can argue that elements may be more useful than animals, but you're still looking fully into the whims of DM. You may need the elements of the earth and get magmin or something. This spell is not limited to Vanilla Elemental. Elemental Creature Type CreaturesReminiscent of Woodland Beeps PHB: The same CR range as conjour animals, but higher spell levels. Faye is an interesting creature with a wide range of features, so your DM is free to give you any number of options that are perfectly suited to the situation or may not be completely useful. Control WaterPHB: All effects are situational and there are strange edge cases like using flood options in puddles or using full buckets where you don't know what will happen when the water overflows the container. Rule the beast: The beast tends to have the preservation of poor wisdom, and there is rarely a better way to deal with potentially hostile creatures than to rule it. This spell can make the entire type of creature impressive to spells of this level trivial, and scaling is so good that using a higher level spell slot is attractive if you encounter a beast powerful enough to reasonably drag it through some encounters. Even if the spell ends in the middle, the beasts may see creatures that were not particularly clever and forced them to continue fighting as enemies, and if they are injured, they may simply flee. Beasts rarely fight to their last hipoint unless they defend their youth or something. They are animals, not Zealot. Elemental BaneeEPC/XGIE: Druid relies heavily on Elemental Bain, especially the type of damage covered by fire damage, but focusing on this means that you can't focus on many of Druid's best spells. Extra damage is done on a per-turn, so if an ally can handle the same type of damage, it can accumulate a lot of damage very quickly. Unfortunately, preservation is based on the Constitution, and the preservation of the Constitution tends to be higher. Freedom of movement PHB: Nice, but situational. Huge Insect PHB: This spell is really good, but I still hate it because the best way to use spells is better to hold a lot of bugs in the jar for use in spells so that you don't rely on bugs that happen within your 30 feet. But if you don't mind the mere concept of willingly interacting with bugs, not me, this spell is a good thing. In fact, it is a very similar to conjur animals, but you can target the appropriate bugs and choose the creature you want. Spiders are good for crowd control, scorpions are blind, hornets are suitable for flying enemies, mudsleas are large enough to block large parts of the battlefield, and their damage is as good as huge hornets, so it's a great way to bog down enemies without the AOE option if you don't need to fly. Also, spiders are not insects. They may have called the spell Vermin Growth or Giant Birmin, but I think 5e is trying to escape from the previous version of the creature type Vermin. Grab VinePHB: This is almost enough for such high-level spells, but require concentration and monopolyBonus action makes it almost useful. Your best bet is to combine it with those that produce difficult terrain like eruption earth to keep creatures stuck within a 30-foot radius, but there are simply too many failure points to increase reliability remotely. Without the power to generate useful combos, this is a weak and unreliable crowd control effect. If this were a first-level spell, I'd still prefer Entangle. Sure, the entangle is really good, but grasping the sag is the fourth level, and the fact that it's worse than Entangle actually highlights how weak it is. Guardian of Nature XGIE: This is a challenging spell. The benefits are great, but the duration is short and the effectiveness of the spell depends heavily on how you are built. The primitive beast is clearly intended to be a horrible aggressive form, but the Druid, which performs a streng-based melee attack, is not built enough Druid or uses a wild shape. Great trees are usually a better option: dexterity and the benefits of wisdom-based attacks cover important options like daggers, but also anything that can be used in Syraera. Temporary hitpoints will help you to make up for your poor AC, and difficult terrain areas will help you keep enemies in a convenient proximity range. The May Druid circle can get some use from primal beasts, but it has a bonus action casting time and a duration of one minute, so it is difficult to get both effects at the same time until you get a Beast spell on the 18th floor and actually has up to 9 rounds to use the effect. The moon circle allows you to choose a wild shape as either an action or a bonus action, so you can start both effects in a turn, but you can't do much else in that turn. The remaining nine rounds are very effective, but they are still nine rounds. Hallucinational terrain PHB: situational. Ice Storm PHB: This spell is terrible. Two types of dice without easy obvious reasons. Two types of damage make sense, but they're still annoying. Compare this to the eruption Earth: Ice Storm AOE is much larger (20 foot cube vs. 20 foot radius cylinder), but it does an average of only 3 or more damage and difficult terrain lasts until the end of your next turn, so it's almost pointless. This is simply not enough to justify being at a higher spell level than the Earth's eruption. Find Creature PHB: It's more effective than mediocre tracking, but if the target is actively running away from you, a range of 1,000 feet can be a problem. If you use this, make sure you are moving faster than the target. Multi-morphPHB: great and versatile, but also very complex. For detailed advice on how to get the most out of polymorphs, see my Polymorph's hands-on guide. Stone Shape PHB: If the transmute lock is a huge sledge hammer, the stone shape is female. You can finely form almost a small amount of stone where you choose, and a five-foot squared of stone is enough to accomplish quite a lot. However, the wordEverything you do with a particular cast must occur in a five-foot cube. You won't get five feet worth of stone to run Shenanigan. Stone Skin PHB: Expensive, but really good. Burkeskin is Stoneskin's only competition and is resistant to weapon damage types of 16 AC. FirePHB Walls are more effective than: absolutely great area control options. Water SphereEPC / XGIE: If you just want to restrain the creature, please cast the entangle. The main attraction here is the ability to constrain targets and drag them for spell duration. 5 Level Spell Anti-Life ShellPHB: Even useful against melee enemies with a short reach including the majority of monster manuals at high levels. Awakening PHB: Neat, but very situational. Commune with NaturePHB: 3 miles is not particularly large range, but this is a ritual, so you can cast this over and over again when you travel. You may get some useful information, but your DM (and your party) may get tired of sitting waiting to perform rituals every time you travel 6 miles. You can get away from doing this from behind a wagon or something, and you can cast things over and over again without slowing things down. Element PHB of Imaginary Elements: Your DM can completely screw you in and summon a single steam mefit or something incredibly low CR so you can't pick a CR while you get to choose the type of element summoned. Do not use this unless you believe your DM will give you something worth spelling slots. Also, be very careful to maintain the concentration of the duration of the spell. Losing control of summoned elements can be a serious problem if things are already going badly for you. Infectious PHB: Sage advice has made major changes to the way this spell works, so if you have a physical copy of the Player Handbook, download the latest version of Sage Advice and Erata Documentation. If you attack a target with a melee spell attack, they are poisoned for at least 3 turns. Poison is a very effective debakh, but many creatures are resistant or immune to it. Still, the poison effect may be more important than the disease. The target must fail a total of three saving throws to apply your selected disease, and considering that a typical battle lasts 3-5 rounds, many enemies will not live long enough for it to happen. Think of the poisoned effect as the main effect of the spell and think of the disease as a neat look that might come out if you don't manage to kill the target fast enough. ControlsWindseePC /XGIE: Downward is a great way to deal with a group of flying enemies because it is easy to fall during flight and will cause the target to fall. However, other options like Earthbind can handle flying enemies in spell slots at much lower levels, but certainly Earthbind will affect only one target and will not suffer falling damage. GeasPHB: This spell is a design situation. ThatOne minute casting time and word component, so you're not going to break through this part at once secretly in battle or dungeons. You will be restrained on the subject and stand around chanting for a minute and hope that they will fall to you. When it's done, you need to give them the appropriate command (read the spell description). In general, you'll want to make it profitable for you, but also target most periods to make sure they don't become a problem for you. Also remember that the basic effects of charmed conditions make it easier for you to speak creatures to do things with charismatic checks, so even if the original order is not directly related to what you want to do, the fun creatures will be a useful ally during the duration of the effect. If you increase the spell level, the duration will be extended, but the damage will not change. 5d10 is a great amount of damage, but it doesn't scale at the spell level and at some point the target wakes up, causes 5d10 damage, takes a short rest and then becomes smart enough to go about their business. If the damage scales this, this is not a problem, but if the damage is easily repaired at 5e outside the battle and there is no further penalty, Geas is more tax on the hit dice than the magic shackle. If you want a homemade fix, add a level of fatigue every day where the target is out of compliance or make it impossible to heal the damage until they spend the day without taking it. Neither is the perfect solution, but miles are better than an average of 27.5 damage. Larger Restoration PHB: An important healing option. Someone must have this at every party. Insect Plague PHB: Combining both continuous damage and difficult terrain, Insect Plague is an even better good area control option because it can be placed on the ground rather than in the air or underwater. However, if the radius is willing to spend action on the dash, it is not large enough to prevent the creature from fleeing, so look for other ways to force the creature to stay in the sphere, such as pushing, stumbling, or casting stone walls. Marstrom EPC/XGIE: awesome area control effect. There is not much damage, but in difficult terrain it covers a circle with a radius of 30 feet, so creatures in the center of a square with a speed of 30 feet must dash to reach the edge of the effect. If you can somehow force creatures to stay in the area (knock them, push/pull them, restrain them, etc.), you can get a lot of damage from one spell slot. Mascuer Wound PHB: You don't want this to be a good choice. When you need to revive a dying ally you can't reach, it's your best bet, but still healing words are usually enough. Plane Bound PHB: situation and very difficult to use. Druid can't cast a magic circle, so you'll have to ask a friend for help or come across a wild one. You also don't get high-level summoning options like Gate, so the best things you can bind are Faye and ElementalThrough Conjour Elemental and Conjour Fay. In addition, there is a consumable material component of 1,000gp. Playback Residual PHB: Back in 3.0, the reborn list was very strange. You were able to reborn people as badgers. The 5e version is only an option from PHB and is much more convenient, but there are few fun ways. If your party can't get a raised for any reason, this is a good option, but keep in mind that changing the race will probably destroy the target build. S Crying PHB: In previous versions, Druid could use a pool of water for crying and it was a little unfair as much as I miss a bit of that taste. S Crying is a brilliantly powerful option, and if you know enough about the major tractors, you can spy on them repeatedly and learn that otherwise you may not be able to learn completely. Transmute RockEPC /XGIE: In previous versions, this is two spells, you can quickly turn mud into rocks and return to rocks after enemies have sunk into it. Now, that combination is particularly forbidden, but converting rocks into mud is still a decent cambiantion. Adventurers can often be taken to stone flops, caves, castles, or other places with ceilings that can be used to walk on walls, collapse structures, or ruin commonly made of stone without having to use them to restrain enemies. This affects a 40-foot cubic enough to do horribly large amounts of structural damage. Tree StridePHB: In the woods, this helps to move a short distance quickly, but at a distance as short as Mistystep is not effective (all trees are completely lined up and you can go a total of about a mile if you run a little during the turn), and you are completely limited by the position and species of the tree. StonePHB Wall: Stone Walls are defensively useful for creating instant covers and you can segment parts of the battle to isolate enemies from their allies or use it to put barriers between your allies and problem enemies. The permanent effect means that by repeated casting, you can build structures as long as you can meet the requirements that are merged with existing stones and firmly supported. NatureEPC / XGIE Wheez: This would be a great spell if you could guarantee that you will be in an area with trees, grass and loose stones every time you fight something. But you can't do it, and forests are a relatively small part of the environment of most worlds. EarthEPC /XGIE 6 level spellbones: This would be great if you're somewhere low enough to pin enemies to the ceiling. Otherwise, the border is useless. Conjare FeyPHB: Fay is a powerful creature with a wide variety of abilities, but remember that DM chooses the creature you want to summon, you can't guarantee that you will summon something useful. You can't even choose a CR, so your DMscrewing you in, you are allowed to summon a single frog. Do not use this unless you believe your DM will give you something worth spelling slots. Also, be very careful to maintain the concentration of the duration of the spell. Losing control of your summoned fay can be a serious problem if things are already going badly for you. Druid GrooveEPC / XGIE: It's not a spell that you throw frequently during an adventure, but the fact that you can make it permanent will be a really cool spell to cast when you retire from adventure. PathPHB: Situational and often difficult to use, but still very interesting. The hardest part of using spells is finding objects from where you want to go. Once you've resolved this issue, just look for the path and you'll see instructions. Be careful of traps and ambushes along the way because it avoids danger and does not point out traps. Heal PHB: One of the best healing options in the game, especially during combat. Hero's FeastPHB: The period is instantaneous, but the effect of eating a feast lasts 24 hours and it's definitely not confusing. Jokes aside, you should cast this spell every day. Poison is a common nuisance and fear is not so common, but it is still a problem, but the benefits of throwing to save all wisdom are simply too good to pass. On top of these already amazing benefits, the 2d10 extra hitpoints are a small but still useful boost to the durability of your party. These additional hitpoints are not temporary hitpoints, so you can add temporary hitpoints above the maximum number of boosted hitpoints. FlameEPC/XGIE Investments: Solid attack options are easy to apply if you're grappling (easily achieved by many wild shape forms) or when used to encourage enemies to escape and potentially pull out opportunities. And when you use wild shapes, the effect doesn't end, so it transforms into a flame owl and then flies to a safe position to use. IceEPC/XGIE Investments: Similar to flame investment, but trade ongoing fire damage due to difficult terrain areas around you. You will also trade fire line investments for cones of the same length, but in exchange for a broader AOE, you will lose a little damage. StoneEPC/XGIE Investment: Earthquake effects are almost useless, but other effects are great. Resistance to weapon damage types is great for classes with inmort low AC and only d8 hitpoints. The Moon Druid circle is especially useful because the effect continues during the wild shape, so it can remain in the wild shape for a long time without exhausting the hitpoints. Difficult terrain points may not be particularly useful, but until this level most of the Druid spells that create difficult terrain will do so by scattering the rubble that allows this spell to be conveniently ignored. Winder Pc Investment / XGIE: 60 Feet Flight SpeedThe downside of a range of weapon attacks against you means that the only easy way to hit you is a spell or something. Among the investment spells, this is generally the best option for a circle of land druids who are less likely to run a risk close enough to use flame/ice investments offensively (perhaps while flying around as fire/ice breathing owls) and need to avoid too many attacks to use Stone's investment. Moving EarthPHB: Very situational, but at this level it may have some permanent foundation, and the ability to reform the terrain of frequently performed areas is very useful. Flatten the arable land of farms, roads and buildings. Dig a ditch for irrigation as a moat. Redirect the flow of the river or change the shape of the lake or pond. Create a safe port by lowering the land adjacent to the water so that the ship can set sail. When combined with stone shapes, stone walls, and naturally generated local stones, you'll have everything you need to build your own castle. Primitive WardEPC / XGIE: In most cases, most creatures perform only one type of damage other than weapons, so protection from energy is sufficient. But if you're faced with something horrible like spellcasters or tear mats, you'll want to cover all the bases. This spell is also a great data point when explaining how useful it is to be able to handle those damage types, omitting resistance to necrchrity, psychic, and radiation damage, which are particularly important vulnerabilities that rely on the root ward to understand. Sunbeam PHB: Uses spell slots efficiently and gives the same turn as Lightning Bolts. The blind effect is also great, but the saving of the Constitution tends to be higher, so think of it as an additional bonus on top of the damage rather than as the core component of the spell. Transport via PlantsPHB: The period is one round, but any creature means that you can line up small hordes of creatures, run them all to the plants at the entrance, and run away from the exit in a single round plane. Spells do not specify that a creature must go out into a space that is not occupied. It's basically a magic clown car tree gate thing because you can supply as many creatures through the plant as you can physically squeeze. Oh, it's going to a large enough plant on the same plane of existence, so you can carry it between planets (as long as your settings have the right destination) or to less distant places like underdar. ThornsPHB Bats: Casting a fire wall with a spell on the 6th floor does almost as much damage, and the wall fire affects creatures within 10 feet of the wall, so it's much easier to apply the damage. However, fire damage is generally resisted and, with the exception of damage, is rarely prevented from passing through the walls of the fire. The wall of thorn damage is not so common shuts off the line of sight and takes four times as much movement as normal when moving through it. Adding a difficult terrain like an eruption earth can be very difficult to get out of or through a wall, and if you can somehow push or pull an enemy into a wall, they'll have a lot of trouble get out of it. Wind Walk PHB: Transporting through plants is your go-to-travel option, but if you're scouting the area from the air, or if you don't have the right plants, a 300-foot flight speed is a great way to do it. It's 10 times faster than most players can walk, so you can cover huge distances in an eight-hour period of spells. 7 Level Spell Fire Storm PHB: Imagine the fireball you got to cut and shape with a 10-foot square. It's essentially a firestorm. It's a decent blast spell, but it doesn't do nearly enough damage for spells on this level. Mirage Al Kanefub: This is a difficult spell. The affected area is huge, the distance is vision (climbing the mountain on a sunny day), and the effects of illusion are so shaped that you can physically interact with them, such as picking up sticks and stones. But it's not clear how far it will go: can you burn fantastic wood to keep yourself warm? How far does the effect extend up and down? Your DM will be the bitter of the exact thing you can get away with, but the spell itself is a very versatile toolbox. Airplane Shift PHB: Combined travel/deportation in one spell. You can easily duplicate teleportation by casting the plane shift twice to get a location on the same plane. You can also banish creatures on airplanes where they become really unhappy, like creatures exiled to the plane of fire or demons exiled to Celestia. Spells require charismatic save to resist and many monsters have horrible charismatic saves because they are horrible monsters. Play PHB: To choose as a spellcaster with a limited number of known spells in a situation too. DnD does not have an injury rule that leads to the removal of the extremities except in very specific circumstances, so despite the years that can be sliced and diced by all the manners of the oponent, the character does not lose fingers or toes. Reverse Gravity PHB: When used under appropriate circumstances, this spell is a death sentence for many creatures. If the affected creatures can't grab anything, they won't get saved. If they can fight in the range, musing fly, they are floating targets for up to a minute. If you are facing creatures larger than party members, you can place the cylinder a little away from the ground and drag tall enemies into the air.ducks under the bottom of the cylinder. WhirlwindEPC / XGIE: Casting this spell is a commitment: enemies don't just go into the whirlwind, so you'll have to spend every turn in your action to move it. Hopefully you'll be in a quarter close enough to hit multiple enemies every turn, but they'll probably understand that a 30-foot-high tornado isn't something they want to side bye. If you have a creature in a whirlwind, even creatures with high strength and dexterity may need to make some attempts to escape, because the victim is doing saving throws and skill checks rather than the ability to go out. And even if they escape, they will be thrown between 30 and 180 feet in a random direction. Unfortunately, pressing an object won't hurt, but if it's close enough, you can always go pick them up again in your turn. 8 levels spell animal shape PHB: essentially a bad version of the mass polymorph, size, creature type, and CR limit gives you some good options. The highest CR creature or large or small size currently available is the CR 3 Giant Scorpion, which is not the best choice for combat at this level. You can use this to scout by turning it into something like a mouse or spider, but it's better if you want to fly around the wind walk right away. Antipathy/Sympathic PHB: It's hard to use because it's targeting a single type of creature, but if you're facing a group of enemies of the same kind, either option can greatly hinder them. Even for a single creature, using sympathy to force the enemy to approach one of the party members (sympathetic to Paladin to attract rich) can drive the enemy to a dying situation. Control Weather PHB: very situation, and kind of pain for DM. Go to the North Pole, which corresponds to the Arctic in the setting, and raise the debris to unbearable heat for 8 hours. It certainly won't cause horrible and potentially irreparable ecological damage that DM needs to completely ignore or track in some unpleasant way during the campaign. Earthquake PHB: This spell depends too much on the whim of DM and is too reliable unless you are specifically trying to destroy the building. This organization is the only part of spells that can surely harm enemies that are not in the building to collapse, and you can't control where they appear. Fible Mind PHB: Wisdom-based and charismatic-based casters are very vulnerable to Fible Mind. Even creatures that cast spells as an aid to other abilities are suddenly seriously inhibited by the lack of intelligence than many animals. Beyond limited spell casting, I've always found this spell hard to manage for other enemies. 1 Intelligence and one charisma are obviously very poor, but what can the victims do? There's a lot of room for DM to interpret how this works, but it might be funThe effect of the spell is entirely dependent on DM.SunburstPHB: good AOE damage in large areas, and the fainting rider is really great, but it is in the preservation of the Constitution and the preservation of the Constitution tends to be higher. TsunamiPHB: Pushes everything you're fighting at 50 feet per round to prevent you from running away unless you check your strength.) Creatures are not restrained, so you can use weapons and cast spells with a wide range, but again you can shoot freely as they are carried away and do not hold your breath. If you have allies who can throw area control effects like fire walls and blade barriers, you can use this to force enemies through these effects. 9 level spelling foresightPHB: This is definitely the best buff in the game. With an eight-hour period, you can throw it at lucky recipients and watch them laugh their way through almost every challenge for the value of a day of adventure. Shape Change PHB: The best multi-form spell to target yourself. The function of changing the form under the influence of a single casting makes it a great versatility, allowing you to quickly change the form to suit the situation. However, you need to take action to change the form to avoid it in battle. In general, you must have some go-to combat forms, but losing creature spells usually greatly reduces the creature's CR, so avoid creatures that have spellcasts on their statistical blocks. If you don't know what to choose, choose a dragon. It's hard to go wrong with a high CR dragon. Revenge Storm PHB: For 9 level spells with cool names and exciting descriptions, this spell is terrible. Effects are replaced by each round instead of adding them on top of each other, so you need to consider each effect separately. The only meaningful damage is the lightning in Round 3, especially the only damage that affects the object. I can't guess why a stone big enough to do as much damage as a great sword can't somehow affect an object, but I don't think 2d6 damage to the castle for one round is going to do some masons more than nasty. Winds and cold damage from rounds 5 to 10 are most of the spell's effects, but the damage is pathetic and you can get wind effects from other spells. The only case where I can think of a useful place for this spell is if you want to kill a small community of farmers in a ram shackle house at incredible distance. True Resurrection PHB: The only conventional way to raise the dead of Druids. Previously your best option was a reborn change, but it worked, but it was unpredictable. Ideally, the material components are so expensive that you want to rely on the lowest level of available options to raise the dead, but Druid doesn't get much choice. If your friend doesn't want to come back as another race, you'll have to do it or drop 25,000GP to find a clergy. Clergy.

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