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Circle of the land swamp 5e

Edit Share 2017-04-28, 12:01 AM (ISO 8601) What earth has the best spells for Droid? Yes, this is impossible now shut up and do the impossible 2017-04-28, 12:18 AM (ISO 8601) Well, that is a very broad question. In fact I think it's impossible to give one answer... Originally published by Sans.'s signature yes, it is impossible. Now shut up and do the impossible uh... All right. At least I'll try i've played swamp druidbefore (kind of young, semi-evil witch like character), and in a campaign where DM was a nice guy who knew what he was doing. It gave us many situations where our specialized abilities became very useful, such as meeting where water walking became overpowering, apart from that, and you were able to take advantage of the darkness in many cases, both inside and outside the fighting (among them make the enemy try to be tarzan fall to his death). The stinking cloud was also used in the city session to get enemies from their hideout and hit them on the core. But most of these cases are rather niche that are more about creativity and collaboration DM. Frankly, I don't think (swamps) are the perfect choice to fight people I've played with before the coast and Ddark Druids have been used. The coast was very neat, using a mirror image and a hazy step for protection, but as you can see, they don't have attack spells. Coast Druids played with the use of the above two to keep the focus on the animals conjuring up, and did not rely on himself for damage. (Underdark) was definitely strong. The internet and the major secrets were both changing face spells and, when needed, they also have (albeit a little late) the option of attack ing in the form of Cloudkill. I just looked for menus in PHB, but overall I think Underdark is the best choice, and wise optimization. 2017-04-28, 12:35 am (ISO 8601) Gastronomy beat me with an answer to your question, but if the best one is defined with non-druid spells, generally the best one is underdark circle with 6 non-druid spells, the second being a pasture circle with 5 non-druid spells, and the third being a desert circle with 4. The rest are either 2 or 3 spells outside the usual spectrum of druid spells, which you consider suboptimal. (4 out of 8 is 50%, which is still fine in my honest opinion). Here's a detailed list of spells not included in the regular druid spell list: Arctic Circle spells not included in the regular druid list: 2 slow cones of cold coast circle spells not included in the regular druid slate list: 2 image of the misty mirror step desert desert spells desert circuit spells not included in the regular druid list: 4 blur silence snitch creating food and water gyl-foggy forest circuit unlisted forest circuit : 2 Spider Climbing Hex Hex Grasslands Circuit Spells Not Included in The Regular Druid Slate List: 5 Hidden Daylight This Dream Mountain Circle Spells Not Included in The Regular Druid List: 3 Spider Climbing Lightning Bolt Passwal Circuit spells not included in the regular druid list: 3 dark mlv acid stinking arrow cloud spells underdark circle spells not included in the regular druid slate list: 6 Spider web climbing the web form of a more gaseous cloudkill cloudkill inexorate on the late cognition, though, the damage, the best circle will probably be the Arctic Circle (cone of cold: 60 ft cone 8d8 +1d8 per slot higher level , up to 12d8, on average 54 damage), and the second best being a mountain circle (Lightning Bolt: 100 ft 8d6 +1d6 line per higher level slot, up to 13d6, on average ~45 damage); many circuits have an insect plague, which deals with an average ~49 damage, but since it's already on the list of spell druids, I wouldn't count on it. Last edited by Arkhios; 2017-04-29 at 6:38 am 2017-04-28, 06:02 AM (ISO 8601) Personally I think Druid has a very strong mantra list with some blasting (despite one point direct attack options somewhat rare), loads of utility and save or absorb supranational. What the standard druid lacks is a short-range telefort, or as I would call it: 'OH-FECES'-buttons' that's what drew me to the coast: it gets a blurry step and is a very powerful bonus action mascot and can really help you along in a sticky situation. The fact that it is always set up makes sure that you will always have that spell and can not forget to prepare it. 2017-04-28, 09:19 AM (ISO 8601) 2017-04-28, 09:29 AM (ISO 8601) I love Underdark myself; Web is great and I have a soft spot for an invasive model. Then at 4 and 5, The Grand Secret and Cloudkill both promotes a very effective list of truly formidable druids. I'm sorry if I come across silly. I'm so a little I also like a good argument, so please don't take offense if I'm fairly... Explicit. Please be aware; When it comes to 5D D and D, I own basic (1st printing) and SCAG only. All my opinions and judgments are based solely on those, unless otherwise stated. I reserve the right of ignorance errata or any other source. 2017-04-28, 01:18 PM (ISO 8601) they are. I think, after reading all your posts and some thinking, the coast is actually better. Sure, Underdark gives some cool spells, but the good ones are mostly what Druids is already good at: control with a bit of blasting, with a clear lack of defense amateurs. Yes, this is impossible now shut up and do impossible 2017-04-28, 08:01 PM (ISO 8601) Aaaaah, but in a party with more self-defense and not wizards or magicians, I think you will find pastures to be excellent. Keep in mind that spells aren't necessarily better because they give you more access. I actually consider the clergyman's life as one of the best lists for that category, although offering no spells at all the clergyman doesn't get already. What you don't give is a bunch of spells that any cleric likely wants to save, so to free the clergyman go choose other also great cleric spells, or have more freedom to pick up a niche As you need it, instead of having them eat up precious conservation slots even when you don't. All that is said, the underdark list has a lot of strong spells. Misty Step is one of my favorites though So I'm a bit partial to the coast. Using an alignment system is an evil act. 2017-04-29, 01:45 AM (ISO 8601) The best one is the one with the spells you want the most. I know, this is not good as a general answer to improvement, but... I won't bother taking (under your own) just of personal taste in no spells none of the spells they get things I would do particularly as custom beads, or at least can't repeat the benefits with something else, with the only exception being the biggest invisibility, but even there, you won't benefit much from this, so it's better to use them to polish your melee ally, at which point you probably want to rush 9 times out of 10. Also note that it is quite possible that you want more spells off the druid list than you can do normally, in which case it's ok to give a certain circle something technically redundant - not sure how many times this will be a problem, but taking the jungle into account because your circle is perfectly fine. You don't necessarily stand out from other druids, but nonetheless you're a full caster with partial slot recovery on short breaks with only 2 spells less than a clergyman would be. Even if these are all druid spells, it's still pretty good. Spoiler: Bad tactics appear to look at lich and smile a little, and I'm back to my feet what are you smiling about? Say hehe, you seem to have made... A terrible mistake:D Cool, bleeding actively on the floor* ba-dom-ts'ha! Great try. Say a bad joke trying to make your opponent drop the guard. The oldest trick in the book. Trust me, I was there. * Barbarian falling, sword in hands, from the top of the castle wall directly above lich* 2017-04-29, 03:10 AM (ISO 8601) originally published by Drackolus Aaaaah, but at a party with more self-defense and no wizards or magicians, I think you'll find pastures to be excellent. Keep in mind that spells aren't necessarily better because they give you more access. I actually consider the clergyman's life as one of the best lists for that category, although offering no spells at all the clergyman doesn't get already. What you don't give is a bunch of spells that any cleric likely wants to save, in order to free the clergyman go choose other also great cleric spells, or have more freedom to pick up specialized spells as you need them, rather than having them take up precious save slots even when they don't. All that is said, the underdark list has a lot of strong spells. Misty Step is one of my favorites though So I'm a bit partial to the coast. I agree, that's what makes me want the coast: it has those spells that you'll need in a jiffy and You're not getting ready. An underwater passage in a cell that requires 15 minutes of breathing? Breathing with water is the talisman of lv circle 3. Need to cross the river or lake and the bride is down? No water problem walking you have covered. These are spells that you won't see ordinary gameplay, but will make a difference when you need them. Originally published by Foxhound438 The best one is the one with the spells you want the most. I know, this is not good as a general answer to improvement, but... I won't bother taking (under your own) just of personal taste in no spells none of the spells they get things I would do particularly as custom beads, or at least can't repeat the benefits with something else, with the only exception being the biggest invisibility, but even there, you won't benefit much from this, so it's better to use them to polish your melee ally, at which point you probably want to rush 9 times out of 10. Also note that it is quite possible that you want more spells off the druid list than you can do normally, in which case it's ok to give a certain circle something technically redundant - not sure how many times this will be a problem, but taking the jungle into account because your circle is perfectly fine. You don't necessarily stand out from other druids, but nonetheless you're a full caster with partial slot recovery on short breaks with only 2 spells less than a clergyman would be. Even if these are all druid spells, it's still pretty good. As I said before, the Druid list is a very strong list and certainly one that keeps spellslots. If you've run out of spells as a druid you might do a lot. As in, too, very much stuff. Your blasting spells are the focus effects that you get repeating on actions or trigger on enemy turns, your utility is also focusing, but another good deal is longer then other layered spells (pass W/O tracking, I'm looking at you and your thr focus effect of virtually hidden) and I just happen to have a view that the coast with a hazy step complements it with the panic button. But true, I'm as biased as I had a hazy step keeping my bacon a couple of times before on the other layers... 2017-04-29, 03:19 AM (ISO 8601) originally published by Socratov but true, I'm biased as I had a hazy step keeping my bacon a couple of times before on other categories ... I find that a lot of people (and I of them) consider it like the top 5 spells in the game. Low cost, fast, and related quantity of range. Spoiler: Bad tactics appear to look at lich and smile a little, and I'm back to my feet what are you smiling about? Say hehe, you seem to have made... A terrible mistake:D Cool, bleeding actively on the floor* ba-dom-ts'ha! Great try. Say a bad joke trying to make your opponent drop the guard. The oldest trick in the book. Trust me, I was there. * Barbarian falling, sword in hands, The top of the castle wall directly above lich* 2017-04-29, 3:38 am (ISO 8601) originally published from Foxhound438 I find that a lot of people (and I of

them) consider it like the top 5 spells in the game. Low cost, fast, and related quantity of range. So I magically secrets it on the cool science. I didn't just drop on the magician, but it's a 14-lap laval and accelerated door dimension, which can do it and more (at a higher cost). I've even played a druid/arkana coast cleric. I definitely think the coast is a really solid option. However, the difference between wild circles is fairly small. It's not as big a decision as a field. Last edited by Drackolus; 2017-04-29 at 3:39 am using the alignment system is an evil act. 2017-04-29, 06:21 AM (ISO 8601) Originally Published by Arkhios Forest Circle Spells not listed as regular druids: 3 The Lightning Divination Minor, Call Lightning is a swear druid spell, 19900 is a 5e series in height. - Rainbownaga and Wallock is Faust: Musical: Category. - Toapat 2017-04-29, 06:38 am (ISO 8601) originally published by Beelzebubba Minor Netbeck, Lightning Call is 000 Druid Oye, You know that, I just forgot to remove it. 2017-04-29, 11:38 AM (ISO 8601) 1 Coast (Misty and Awesome Mirror) 2 Mountain (Better Thunderbolt of Earth Blast) 3 Desert (Blur Can Keep You Alive) 2017-04-29, 08:54 PM (ISO 8601) 2017-05-29, 05:57 AM (ISO 8601) originally published by Asmotherion I don't know about the best, but Underdark Druid seems like the most interesting to play, as it's something diferent that classic druid. Oh, huh? It is my pleasure? Yes, this is impossible now shut up and do impossible 2017-05-29, 06:05 am (ISO 8601) I am surprised no one remembers how it is like pastures that have both haste and invisibility. Unfortunately, the forest may be worse. 2017-05-29, 07:58 AM (ISO 8601) one of the main benefits of the clergy and druid earth domains that don't receive much discussion here is not only what new non-druid spells are offering you, but also what druid spells they provide you so that you can expand your horizons within the druid slate list. The list of the clergyman's life domain is dimmed in that it does not provide many new spells other than the clergyman for you. However, the main benefit of the Life Cleric domain list is that you don't have to worry about setting up a lot of basics. Also, it is important to ask, as is often the case in discussions of optimization, optimization for what purpose? And better for what? Damage? Utility? Explore? A better and optimal term does not exist in an isolated contextual vacuum, but depends on what one hopes to achieve or when measured against some applicable metric. 2017-05-29, 8:30 am (ISO 8601) just to accumulate in favor of the coast, but the mirror image and the blurry step also happen to be A very few useful 2nd level non-focus spells you get. A lot of druid magic is the focus, you'll be thankful for the opportunity to use it. Having said that, I love the flavor and crunch of almarai druid spells too: dreaming, rushing, and invisibility are welcome additions. Daylight and freedom of movement are also spells i would not normally save, but those that always seem to find use for. Of course, they are not a focus. 2017-05-29, 1:09 pm (ISO 8601) I am a big fan of the Arctic and mountain circles. It may not give you a lot of new spells, but what they do give you is very powerful. Lightning Thunderbolt is much better to blast than anything else on the druid slate, and slow is an incredibly powerful debuff. The mountain is better than the North Pole, though, because basically every wave on the menu is something that I'll be preparing anyway, so it frees up a lot of space. Originally published by No Minds See, I remember the days of role-playing before living beings could even see, let alone use see as an expression of a metaphor for understanding. We could hardly understand that we could understand things. Imagine we were something else it was a huge leap forward and really passed in time between the absorpotion of food. The biggest play I've ever made: I want to eat something there. Expect the ability to move that you see in all the stories these days. 2018-06-08, 7:20 pm (ISO 8601) I chose coastal and then I found this thread, I am very happy that my choice has been justified by others in this thread! :D The idea of using a lot of animal spells evokes is a neat one, letting them do heavy lifting while my mirror images and I bounce around in the background. The downside of that is that I don't get it up to level 5 and I don't really with any of the Attack Cantrips that I would use in the meantime. I don't want to be close enough to spray toxins or primal brutality or shelage thorn whip is fun but problematic for the same reason. The magic stone dull frostbite and invasion are con saves that you are best to avoid. Thunderlab is hilarious, but makes you very unpopular with the team. That leaves the production of flame which is fine, but not very coastal. I think the old slingshot should be enough.... Recommendations, or should I rethink the above? 2018-06-08, 9:23 pm (ISO 8601) It seems that I am the only one who really like snares/invisibility (grass) or grand concealment (Underdark). Maybe you chose underdark for grand concealment. 2018-06-08, 11:48 PM (ISO 8601) Grass has my best spells 2018-06-09, 01:52 AM (ISO 8601) Men... This is a year of age theme. Threads do not cool the rules rules.

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