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## Druid wild shape list pathfinder

Fantastic options often necessary for your character function. The introduction to Wild Shape is complex. From level 1 it immediately offers access to a complex form of mechanic, allowing you to take a new form to suit almost any situation. But the mechanics of the wild form (and the spells it replicates) are complex. This guide will briefly explain how polymorphic spells work in general, then immerse you in options that affect wild figures. How Wildshape works in Spelling Wild Shape is complicated, and it inherits the rules from the Polymorph feature. Before we go further, let's dispel the text of both to clearly understand how spelling works. The polymorph feature of polymorph is described on page 301 of the basic rulebook. Although its text consists of two paragraphs, it is a very dense text. These effects turn the target into a new form. Fluff text Goal cannot be exposed to more than one polymorph effect at a time. If it falls under the effect of the second polymorph effect, the second effect of the polymorph is trying to neutralize the first. If this succeeds, it takes effect, and if it fails, spelling does not affect that purpose. While not specifically related to Wild Shape, this means that other spellcasters will have trouble polymorphing your while you're using Wild Shape. Any strikes, specially given the polymorph effect, are miraculous. This is useful to overcome the resilience to damage. You can't use weapons or throw spells, so without this creatures with damage resistance to non-magnetic attacks would be a huge problem in the Wild Shape. Unless otherwise stated, polymorphic spells do not allow the target to take into account the appearance of a particular individual creature, but rather only a creature of a common type or ancestor. You can turn into a dog or a dwarf, but you can't turn into Joe's dog Fido and you can't turn into a Joe dwarf. If you use a battle form with polymorph spelling, special statistics can only be adjusted based on circumstances bonuses, status bonuses and fines. There are three types of bonuses, and bonuses for the item are left. This means that the elements that increase your AC, your attacks, etc. will not apply. This includes options like Handwraps of Mighty Blows, which otherwise seem obviously good opportunities, as well as items like armor. Even if someone puts armor on you after you change shapes as written you don't benefit from your armor element bonus ac. Unless otherwise stated, the battle form prevents you from casting spells, speaking, and using most to manipulate who need their hands. (If you have doubts about whether you can use the action, GM decides.) Very few Wild Shape shapes allow you to speak, and very few have hands. Even in cases where you both do, you still need to return to your humanoid form in order to cast spells. Your gear is absorbed into you; Everything you wear or wear is absorbed, so no one is going to run away with your storage bag until you are temporarily a bear. It is not clear what happens in strange situations, for example, if you have a mouse in your pocket. your drive skills are still working, but you can't activate any elements. Note that item bonuses can't improve spelling statistics, but if you have items that provide constant skills, such as resistance to violations, they'll most likely apply. Wild Shape Spelling You infuse yourself with primary essence and transform yourself into another form. Fluffy text. You can polymorphize into any form indicated in the form of pests... The form of pests is a useful form for scouting and hiding simply in sight, but it is not useful in the fight. You do not get the opportunity to fly to level 4 spells (character level 7), but you can still do a lot by turning ordinary animals like rats. ... lasts 10 minutes. All other forms of wild form last for 1 minute. Pest Form gets a long duration, especially since it is not useful for fighting. For other forms, you will get only 1 minute for casting wild shape. If you're in a fight that lasts more than 1 minute, you'll need to re-quit Wild Shape or take advantage of other options, such as Casting Spells. You can add more shapes to your wild form list with druid feats; Your feat can give you some or all of the forms from a certain polymorph spell. You get Pest Form for free level 1 and animal form free at level 3 (see below), but other options come from feats. I will discuss the Wild Shape feats below. When you transform into a form that is provided by spelling, you get all the effects of the form that you selected from the spelling version that is raised to the wild form level. This is a very important part of the text. You get all the effects from the spelling, which gives a specific form. No spelling provides overlapping shapes, and each spelling provides different effects, such as different numeric statistics, so it's important to understand the differences. I included a table highlighting some of these differences below along with the study of wild forms. The wild form allows you to use your shapeshifting training more easily than most polymorphic spells. When you choose to use your attack modifier and polymorphed instead of the form's default attack modifier, you receive a +2 status bonus in the attack rolls. Each spell that defines a wild figure gives you the specified attack bonus. This is a fixed attack bonus that replaces your unarmed attack bonus, unless you decide to use your Bonus. While these attack bonuses are often high, you may be able to exceed them with some effort. This line gives you an extra +2 bonus if you do this to make it easier and more rewarding. Investing in strength and a set of powerful strokes of handmade will allow you (slightly) to exceed the bonuses given by spells, but you need to maximize your strength and consider that your powerful strokes manuscripts are the most important element of your miraculously to do so. If you want to do this, great. If you want to spend your resources elsewhere, you will be behind just something like +2 at level 20. Honestly, it's not worth the hassle unless you're multiclassing into a druid from someone that goes higher than an expert skilled with unarmed attacks. Because Focus Spells automatically increases the spelling level, you often get a zooming advantage from individual Wild Shape feats that can sustain a single feat that can be useful for multiple levels. For example: Animal Shape provides improved temporary pricing points, statistics, and size when the spelling level increases to level 5 spells. Magnified (2)You can also wild forms in the form of forms listed in animals. Even if you don't take the feats to add additional shapes to the Wild Shape, you can still use shapes in the form of animals. Animal-shaped scales at each level of spelling up to 5th, so for a long time you can continue to rely on these forms. However, the size of the shape of your animals increases, and the spelling is lost, so that you do not have enough space to expand. Unfortunately, you can't choose to use the lower-level version of Wild Shape, so you may need new Wild Shape feats just to get access to shapes that are small enough to fit in small spaces. Feat Form Control allows you to significantly extend the duration of wild shape by reducing the effective spelling level, which can reduce the problem of this size increase, but you will most likely have better results with higher-level forms, as they provide better statistics and more effective attacks. Your characters in Wild Shape are a powerful feature, and if you plan to rely on it very much you should create your character accordingly. The ability to score the Constitution is completely irreplaceable. You get a small pool of makeshift hit points when you throw wild shape, but they won't be enough to keep you alive. The Druid gets only 8+ hit points per level, so you need to constitution that difference. Strength is optional (at least for druids). You can very slightly exceed the attack bonus provided by Wild Shape in various forms, maximizing strength and investing a ton of gold in Handwraps of Mighty Fists, but you will only exceed the attack bonuses given to someone like +2 at level 20, so I don't think it's worth the effort when you invest those precious resources elsewhere. If Take the form management feats, you can dump the dump Class multiclassification in the Druid will benefit much more from high strength. Since you can't get higher levels of Wild Shape feats, your attack bonus will exceed the maximum bonuses you can get from wild shape forms. Skills Many draws that give forms wild shape to provide a fixed prize in athletics or athletics, which replaces their own, provided that the spelling prize is higher. In most cases, this bonus is very high compared to your level, and even if you invest heavily, you won't be able to exceed the spelling bonuses. However, it is still wise to proficient both skills in case you take a form that does not give a bonus to one or the other. Feats Many feats still work while you use Wild Shape. General Feats Fleet: Benefits should be applied using wild shape, and the extra speed can make a big difference in shapes whose speed is worse than a typical humanoid. Toughness: Druids get only 8+ hit points, and while you can easily afford to invest in the Constitution, you still need extra hit points if you're going to be in the melee often. Temporary Hit Points from Wild Shape forms helps, but they won't be withheld if you stay in one form for a long time. Reactions can draw a lot while Skill Feats Assurance: Ensuring athletics will allow you to make better use of the athletics prize presented in most forms. You can also consider warranty acrobatics, but I'm not sure it's worth the feat. For more information, see my practical assurance guide. Archetypes druids get to do a lot, including turning into a melee to fight monsters with wild shape. However, they do not get any feats or abilities to complement their strikes. Taking multiclass archetypes of barbarians, champion, fighter, or monk can add fantastic new options to be able to successfully melee combat. Even simple, low-level class feats like Sudden Tax can make a big difference as your druid ticket prices struggle, but also look for great options like Attack opportunity. Other classes that take druid multiclass archetype wild shape are likely to see a lot of difficulty. Animal Shape will likely provide the best shapes you will ever see, and since Wild Shape spells will ignore your AC, Wild Shape will soon become a dangerous option beyond level 10 because your AC using Wild Shape will be so poor compared to the usual AC. It's also unclear whether the pronounced effects of Handwraps from Mighty Blows are working while Wild Shape, so your animal shape damage will almost certainly lag behind other options. Magic Items Druid's Vestments 1,000gp is a lot for what you get. The extra focus point during the day that you can use the pinch is nice if you are built around the Wild Shape, but in time you can afford it, you should have plenty of opportunities to rely on, will end with Focus Points. Handwraps of Mighty Blows Handwraps Handwraps Powerful strokes are important, but not essential. The Item Bonus doesn't add to the Wild Shape Wizard attack bonus, but if your own attack bonus (with an extra +2) with unarmed attacks is higher than the bonus your replication spelling gives, you can use that attack bonus. It is not clear how the Striking feature applies to unarmed attacks provided by Wild Shape, but I believe that it does not apply at all. Wild Shape Feats Druids has a long list of feat options that add additional forms to Wild Shape. In fact, you can spend each of your class feats (except for the feat gained at level 2) with wild shape-related feats, and you will still need to miss two feats. This means that there is room for you to choose options that appeal to you, and that there are opportunities to miss through bad opportunities. You can even choose to experiment with individual feats and retrain them if they are not useful or if you get a better feat, for which the previous feat is outdated or unnecessary. In general, feats that add forms to wild shape will replicate the effects of a specific spelling, such as Humanoid Forms or Air Shape. These spells are all on the primary spelling list, so even if you don't choose a feat you can still throw a spell to accept forms that are typical of that spelling. You just want to take feats of forms that you are going to use to frequent combat, or feats that provide other benefits. If you took a feat that you no longer use, you should retrain it as soon as possible. Wild form: essential. Form Control: In combat situations, you can reformulate a wild shape if you have enough focus points. However, the opportunity to stay in wild shape for an entire hour means that you can take shape and stay long enough to refocus, and you can stay in your new form for a few fights if you decide to do so. However, using Wild Shape in this way reduces wild shape spelling level to 2, often reducing the statistics provided by spells that present your Wild Shape forms. If you plan to stay in one form for a few fights, expect to invest in strength and handwraps of Mighty Blows. Since the spelling level is reduced, you will be able to more easily exceed the attack bonus provided that spelling, and using your higher attack bonus will make you much more effective. despite the reduced impact of the spelling. Perhaps the most important use of this feat is using wild shape outside the counter. The form of insects gives you the ability to use Pest Form for 24 hours, but you are limited to non-flight forms of pests, which have a terrible land speed and no other types of movement. For comparison, you can use Form Control to turn into any form you can usually achieve to accept forms with movement types and sensations that make it easy or long distances adopted form. It's also completely unclear how it works if you're trying to assume the form using Wild Shape below the spelling minimum spelling level. RAW seems to be allowed and doesn't seem to have any flaws, but I think it's a forgotten case of abuse. Thousand Faces: Too many situations and you are never going to use this feat because it has no combat benefits. Insect Form: Fight, the form of animal will be just as effective. Outside of the fight, the control of forms will do a better job of addressing the desire to stay in shape for a long time. Ferocious Form: Grant joins the dinosaur form, which is at the top of the fighting option at several spelling levels. But the passive benefits of a feat (+1 in the form of athletics awarded by your Wild Shape) are not worth keeping the feat when the dinosaur form becomes outdated, so expect to retrain it. In addition, on the first level it is the animal form will be more powerful, so wait to take the Ferocious Shape to level 10. Fast-growing form: access to flight is too powerful to be ignored, and the possibilities of fighting are close enough to the shape of animals and the shape of dinosaurs that you do not give up much damage to the output to get the opportunity to fly. Even when the Aerial Form itself ceases to be useful, passive benefits allow you to choose the type of resistance to damage when you enter wild shape. You can also get access to phoenix form when you later take the Monstrosity Shape. Elemental form: Useful only for fire resistance. Air Elemental beckons as a form of travel, but it's not much better than what you get from the Aerial Form that's worth the feat, and all forms of battle far behind the dinosaur shape. Plant form: Only useful for resistance to poison, and this is not enough to justify the cost of the feat. Dragon Form: The best option on several levels, and it comes online just in time to replace the Aerial Form. You can also choose some benefit of resistance to damage as a passive feat, so it remains useful long after the forms become outdated. You get the same amount of damage resistance from the same list as Soaring Shape, and I can't imagine that they stack, so you'll most likely get to pick 5 points for damage resistance of two types. Monstrosity form: Best (and only) form options for two spelling levels. Make sure you've kept the Aerial Form for phoenix. Perfect shape control: permanent wild form. Even if you want to go about your life in your normal form, you can start adventuring the day with Wild Shape, refocus return to your Focus Point, then spend all day in wild shape with a full focus pool. However, you cannot change forms without saving to the original form (unless you also have True Shapeshift), and because it does not work in the form control, it still reduces wild shape spelling level 2. True Shapeshifter: Kaiju is your in the form of a fight. Except for the lack of specific special types and fluctuating attacks, nother can compete with him. The following spelling and form options for wild shapes are evaluated for other forms of each spelling. Wild Shape Spelling Statistics Spelling Lvl Size Reach THP AC Atk Dmg Acr Ath Senses Aerial Form 4 Medium 5 ft. 5 18+ +16 +5 +16 - Low light vision 5 Large 5 feet. 10 18+ +18 +8 +20 - Low light vision 6 Huge 10 feet. 15 21+ +21 +4 (x2 dice) +23 - Low-light vision Animal shape 2 Average 5 feet. 5 16+ +9 +1 - +9 Low light vision, imp. small 30 feet. 3 Average 5 feet. 10 17+ +14 +5 - +14 Low light vision, imp. small 30 feet. 4 Big 10 feet. 15 18+ +16 +9 - +16 Low light vision, imp. small 30 feet. 5 Huge 15 feet. 20 18+ +18 +8 - +820 Low light vision, imp. small 30 feet. Dinosaur form 4 Large 5, 10 or 15 feet. 15 18+ +16 +9 - +19 Low light vision , imp. small 30 feet. 5 Huge 15 or 20 feet. 20 18+ +18 +6 (x2 dice) - +21 Low light vision, imp. small 30 feet. 7 Gargantuan 20 or 25 feet. 25 21+ +25 +15 (x2 dice) - +25 Low light vision, imp. small 30 feet. Dragon Form 6 Big 5 or 10 feet. 10 18+ +22 +6 - +23 Darkvision, imp. small 60 feet. 8 Huge 10 or 15 feet. 15 21+ +28 +12 - +28 Darkvision, imp. small 60 feet. Elemental shape 5 Medium 5 feet. 10 19+ +18 +9 +/20 +20/- Darkvision 6 Large 10 ft. +13 +/23 +23/- Darkvision 7 Huge 15 ft. 20 22+ +25 +11 (x2 dice) +/25 +25/- Darkvision Insect Form 3 Average 5 feet. 10 18+ +13 +2 - +13 Low light vision 4 Large 10 feet.8+ +16 +6 - +16 Low light vision 5 Huge 15 feet. 20 18+ +18 +2 (x2 Dice) - +20 Low Light Vision Monstrosity Shape 8 Huge Ranges 20 20+ +28 Different - +30 Darkvision 9 Huge Ranges 25 22 + +31 Different (+1 Die) - +33 Darkvision Nature Incarnation 10 Medium or Gargantuan ranges 30 25 + +34 Different - +36 Darkvision Plant Form 5 Large Ranges 12 19 + +17 +11 - +19 Low Light Vision 6 Huge +5 feet. 24 22+ +21 +16 - +22 Low light vision Air form Bat: Direct counter for invisible beings. You give up a small amount of damage in exchange compared to Pterosaur, and the bat is the slowest option, but you also get a secondary agile attack. If you're not faced with enemies you don't see, use something else. Otherwise, go directly to the bat. Bird: The fastest option, and you'll get a secondary agile attack, but bat and pterosaur both deal more damage, so if you specifically need extra speed to look elsewhere. Pterosaur: Pterosaur boasts the most damage, inaccurate smell, and good speed (though true, not as much as bird's). The bat will be better against unseen enemies, but if you are already in Pterosaur and surprise, you will still do everything well. Unfortunately you need both dinosaur-shaped and air-shaped to gain access to Pterosaur using Wild Shape. Wasp: If you're focusing on one goal, Wasp will deal with much less damage than the other options. If you spread attacks to cause permanent damage, or if you have trouble hitting the enemy, permanent damage damages be a great choice. Otherwise, look elsewhere. Animals form ape: climbing speed, and damage only slightly less than the maximum. You also have opposing thumbs that are useful for things like opening the door and carefully manipulating objects that would otherwise be heavy while you are an animal. Unfortunately, the rules of spell dictate that you can't carry out any attacks other than a built-in fist, but your GM can allow you to do things like using a shield. If you do not plan to use ape hands, consider the snake. Bear: Similar to a dog, but the bear trades at 10 feet. extra speed secondary agile nail attack with significantly reduced damage. I think the damage to nail attack is too small compared to the jaw attack to justify, but if you think Agile is useful, it may be more effective for you than in dogs. Bull: Literally only worse dogs. Dog: One of the fastest options, and corresponds to the greatest damage. Excellent, simple, go-to option without frills. Cat: The cat strikes the balance between the bear and the dog, keeping the dog at speed, but sacrificing the damage in return. Deer: the fastest option, but in return you refuse a little damage. Deer are only 10 feet faster than dogs and cats, and considering 40 feet is already much faster than a typical humanoid I think they're fast enough. Frog: Frog's big appeal is 15 feet to reach his tongue. Most players characters can't manage 15 feet to reach, and along with their gradual increases in size, this allows you to cover an impressively large part of the battlefield. Unfortunately, the Druid does not have any built-in options to make reactions when enemies move, so consider a multiclassical archetype to pick up the attack option or something like that. The frog also trades a little harm for this opportunity, so if you're not benefiting from additional availability, look for other options. Shark: Your only option under water. Corresponds to the maximum possible damage, allows you to breathe under water and a decent speed of swimming. You can only get one option, but it's pretty good. Snake: The only option with three types of movement, snake works in different situations. Snake's fangs deal with an average of 8.5 damage, falling between creatures that deal with 2d6 a (vg. 7) and those that tackle 2d8 (avg. 9). Since part of its harm is poison, you will have problems with creatures that resist or ignore poison lesions, but perhaps you will be able to treat more effectively with creatures that resist types of physical harm. In general, snake is versatile and capable, but it seems that in any particular situation there is a different form that will do better. If you do not use all three types of movement, the monkey is good at climbing, the shark is better in the water, and the dog is better on earth. Dinosaur Form Ankylosaurus: Almost the Brontosaurus, but Ankylosaurus gives up 5 feet to reach backswing. Brontosaurus: Deinonychus: The fastest variant of the dinosaur form, and it involves constant bleeding, but at 1 point permanent damage is hardly worth considering. I'm not sure if the permanent bleeding injury increases with spelling levels because 1 doesn't die. Stegosaurus: Triceratops: The most damaging of any dinosaur form option by a large margin, Tyrannosaurus: Dragon Forma Paizo went to great lengths to try to make different forms of different dragon, which led to shapes using a heady variety of damage to bone combinations. While it sounds neat, I think it's incredibly frustrating because it's hard to compare the chances of flying. Each form has a bite attack, agile nail attack, tail attack with better reach and a breathing weapon. In addition, the forms of the dragon differ in terrestrial speed and often have a special ability, for example, type of movement. Black: Average bite damage 13 + 7 acid, average nail damage 16.5, average tail damage 16.5. Breathing weapon 60-ft. line, average damage 38.5 acid. The maximum swimming speed of any dragon form a large margin and an attack of additional horns that meets the tail to achieve, but deals with less damage. Blue: average bite damage 11 + 6.5 electricity, average nail damage 16.5, average trail damage 16.5. Breathing weapon on an 80-foot line, with an average damage to 39 electrical power. Adds cave speed and extra horn attack that meets tail reach, but speaks less damage. Green: Average bite damage 13 + 7 poison, average nail damage 16.5, average tail damage 16.5. Breathing weapon 30 foot cone, medium damage 35 poisons. Adds the speed of swimming and the ability to avoid a difficult terrain from non-miraculous foliage, as well as an additional horn attack that corresponds to the reach of the tail, but involves less damage. Red: Average bite damage 13 + 7 fire, average nail damage 14, average tail damage 16.5. Breathing weapon 30-foot cone, average damage to 35 fire. Adds the ability to ignore the hidden condition from the smoke and the extra wing attack that matches the tail reach, but speaks less damage, which is especially frustrating because it involves the same type of damage, so it seems to have absolutely no useful function. White: Average bite damage 10.5 + 7 cold, average nail damage 16.5, average tail damage 16.5. Breathing weapon 30 foot cone, average damage 35 cold. Adds climbing speed, but it applies only on ice and you can already fly, so I'm not sure why you would like that. Brass: Average bite damage 13.5 + 5 fire, average nail damage 16.5, average tail damage 16.5. Breathing weapon on a 60-foot line, with an average damage of 37.5 fire. Adds cave speed and extra spikes to attack, which corresponds to the tail reach, but speaks less damage. Bronze: Average bite damage 11 + 6.5 electricly, nail damage 16.5, average tail damage 16.5. Breathing weapon on an 80-foot line, with an average damage to 39 electrical power. Adds speed of swimming Extra Wing attack that matches tail reach, but deals with less damage. Also the wing attack speaks of ruthless damage for some reason. Copper: Average bite damage 13 + 7 acid, average nail damage 16.5, average tail damage 16.5. Breathing weapon on a 60-foot line, with an average damage of 35 acid. Gold: Average bite damage 13 + 7 fire, average nail damage 14, average tail damage 16.5. Breathing weapon 30-foot cone, average damage to 33 fire. Adds swimming speed and additional horn attack, which corresponds to the reach of the tail, but amounts to less damage. Silver: Average bite damage 13 + 7 cold, average nail damage 16.5, average tail damage 16.5. Breathing weapon 30 feet cone, average damage 36 cold. Adds the ability to talk about the clouds. elemental air: this is not a form of struggle. 80 feet. Fly speed and not cause reactions is a fantastic escape, and if you use Form Control to extend the duration to an hour, it can be a great opportunity to travel, but 1d4 damage is not nearly enough damage at this level, even with the damage bonus provided by the spell. Even if you just want this as a travel option, form Dragon is just one spell level higher and gives you 100 feet fly speed, so this form quickly becomes outdated. Earth: The simplest option for elemental shape. It has the greatest attack damage and the speed of the cave, but it is also very slow compared to other elements. Fire: Faster than ground elemental, and you trade some immediate damage due to permanent fire damage. If you plan to perform one strike at each turn, if you are fighting an enemy that you can not hit reliably, or if you encounter several enemies, permanent fire damage can be a big help. However, it won't stack with you, so if you're repeatedly attacking the same creature and you don't have trouble hitting it, Earth Elemental can do more damage faster. Don't forget: When you spell heights up to level 7, your permanent damage to the dice is also doubled with a base injury to the dice. Water: I would only use it in water. On the ground, if you need to shove you can still miss the action that athletics check out shove, and spelling gives a decent bonus to do so. Surprisingly, you do not get to breathe under water, so you can turn into a water element and somehow drown. Talk to your GM and look forward to errata. Insect form Ant: faster than beetles and you will get climbing speed, but you will refuse huge damage for additional movement. The best comparison is centipede, which is very slightly slower, but associated with constant poison damage. Beetle: the most damage, but no special abilities or speed of movement or anything. Centipede: A little slower than Ant, but Centipede's permanent poison damage will likely deal more damage altogether than Ant. Mantis: In the beetle, but you give up some damage dramatically improved speed and inaccurate smell. Scorpion: Great speed, darkvision, and Tremor with an impressive range. Scorpio's stinger matches Centipede's damage, and you get a secondary agile attack, although the injury is much worse than the stinger injury that I don't think Agile makes up the difference. Spider: Almost identical centipede, but very slightly reduced damage in exchange for darkvision and the ability to shoot online. Monstrosity form Phoenix:90 ft. fly speed, 15 feet reach, and good permanent fire damage, as well as a constant fire aura that prevents you from saving or anything, so you can turn and fly around while you gradually wear your enemies down. Purple worm: a lot of damage and good permanent poison damage, as well as you will automatically recover from some problematic condition conditions. Plus 30 foot cave speed. Sea Snake: Impressive 90 foot swimming speed, and Spike Race allows you to run through enemies dealing with a large pile of damage, although if enemies can make a reaction you can draw a lot of damage as a result. Consider the risks compared to the reward with caution. Nature's embodiment of The Green Man: Less damage than Kaiju, but you get a fluctuating attack and aura that makes enemies clumsy 1. I think Kaiju is better to go to the option, but Kaiju can't do anything about flying enemies who are outside, and Kaiju is gargantuan while The Green Man is only average, so you can't walk Kaiju through most doors or dungeons so that the Green Man can be in better shape just to hang and live his life. But at that point, just go back to your humanoid form and throw spells. Kaiju: Resistance to physical damage, frightening 30 feet to reach, tons of damage, and multiple attack chances. Before individual targets, jaws will do most of the work, but before a few enemies do not hesitate to use Trample. You don't have to worry about a few attack penalties with Trample, as you do with strikes, and you get to move twice at your speed with a base speed of 50 feet. Plant form Arboreal: the most speed and most damage of any option in the form of plants, and you can speak in this form. Flytrap: The slowest plant-shaped option and the least available. You get some acid resistance, but it's not a big draw here. Flytrap's big selling point is the ability to grab a target as an action after a successful blow. This is a useful crowd management option, but with low speed and reach, you will most likely need to throw wild shape before you are already very close. Shambler: swimming speed and a little electrical resistance, but if you don't need any of these Arboreal is a better option. The best wild forms by level Even after reading (or writing) the above information, it is difficult to accurately analyze which forms are most effective at any level of spelling. Let's look at these opportunities and what makes them so effective. Level 1 spelling in this spelling The form of pests is the only option available to you. All forms are identical, so there is not much to consider here. Choose something common in the local area so that the local creatures will not notice you. Spelling Level 2 Level 2 Spells brings Animal Form free, which by default allows you the best fighting option. Dog, frog and shark are great to go to opportunities. Spelling level 3 level 3 spells enter access to the form of insects. The insect form offers several interesting options than the animal form does not offer, including tremorsense and permanent poison damage. However, in addition to these options, the capabilities of Animal Form are approximately equivalent. If you choose to take the form of insects, add Scorpio to the lifting of your go-to options. Spelling level 4 weather form and dinosaur form both become available at the same time, and as much fun as it has to turn into dinosaurs, the upcast Animal Form capabilities have very similar statistics to the forms offered in the form of dinosaurs. Both options give you the same amount of sensations, AC, attack and injury bonuses, and the same athletics bonus. The damage dice are similar, and although animal-shaped variants all have a 10-foot reach, dinosaur-shaped options can be larger or smaller and slightly adjust their damage up and down to compensate. Perhaps the easiest comparison is between dogs and Stegosaurus: the only difference is that the speed of dogs is 10 feet. Unlike the dinosaur shape, Aerial Form offers something new at this level: flight. Flight is a very important tactical option that you absolutely need to have. Your best weather form option is Pterosaur, but tragically you need both the form of air and the form of dinosaurs to get access to Pterosaur, and there is no way to do it at this level. Instead, use Bat. It's basically a flying dog with echolocation, although at this level the air form only allows you to average and you only have 5 feet to reach. The flat damage bonus is only +5 (4 points less than level 4 Animal Form +9), so you give up the size, availability and certain damage in exchange for a flight of the Aerial Form. Stick to the dogs, if you know that the fight will stay on the ground, but do not hesitate to turn into a bat, if you can get something from the fly. Spelling level 5 5th level spells are the highest level of animal form and the form of insects, and the first level of elemental shape and plant shape. The shape of animals and the shape of dinosaurs still compete for space, but unlike level 4 spells, level 5 versions have a fundamental difference: The shape of dinosaurs doubles your damage to the dice. The bonus of a flat injury in the form of animals is two points higher, but from two injury pips to four injury pips is a much higher bonus. Since all the other things between spells are almost identical, the dinosaur form is a clear winner between the two. The elemental form is disappointing, really fun, but it doesn't offer anything new at this level. The dinosaur shape will be much more powerful to fight, and while the Aerial Form can't compete with Air Elemental speed, I doubt that you're going to miss the class feat of getting a little faster form on a dry tour. The shape of the plant is a strange variant. You get resistance to poison violations, and the numbers are somewhat on offer from other Wild Shape spells at the same level. The plant shape gives a higher AC (only 1, so there is no huge difference) and a larger flat damage bonus, but most of everything else is a little worse than other spells. Plant-shaped attacks involve only two damage dice, and despite the relatively high flat damage bonus, the dinosaur form will still deal with more damage (2d8+11, avg. 20 of the plant shape; 4d8+6, avg. 24 of dinosaur forms). Unless you encounter many enemies who are exposed to poison damage, I can't think of a good reason to use this when dinosaur form can do most of the same things with greater damage to production. Despite the introduction of elemental form, the Aerial Form remains a leader in flying capabilities, but because it does not double its damage pips to level 6, so you really want to keep the battles on the ground if you can. Spelling level 6 Similar to the 5th spelling level, your spelling options change dramatically at this level. The shape of the animals and the form of insects disappeared, and this is the last level of air form and plant-shaped. The dinosaur form is still on the table, but it doesn't get anything at level 6, and we'll finally add Dragon Shape. Aerial Form doubles its damage to the dice at this level, bringing its damage to the shape of the dinosaurs. The Aerial Form flat injury bonus is still less than the dinosaur form, so your total damage will still be less, but the Aerial Form is no longer dramatically weaker than the dinosaur form. Dragon form is powerful and exciting, immediately catapulting to the top of your options. The flight speed is more than twice the maximum you can get from the Aerial Form, even at the exhausted Air Elemental speed. Bite damage corresponds to the damage of the best options in the form of dinosaurs, and you get additional attack options, such as nails, tails, etc. Finally, you get a breathing weapon that allows you to easily handle enemy groups. This is, of course, at the same time the most versatile, useful and powerful form available to you at this level. The elemental shape and shape of the plants continue to be scary. Spelling level 7 We finally lose the form of air, but it's not a big loss because we are in Dragon form. The dinosaur form sees its final improvement, and since dragon form does not improve the shape of the dinosaur takes a large lead size, reach, and damage output compared to dragon form. However, dragon form does not allow you to fly, so Dragon Shape is still your best option in the air or if you need an AOE injury. We do not get any new spelling options at this level, but you can be either a dinosaur or a dragon, and I don't know why you'd like to be someone else, given that you have two coolest options I can think of. Think. Level 8 At this level we lose every previous option except Dragon Form, and Dragon Shape gets its final (and only) improvement, increase its size and reach and provide a slightly modest digital increase to bring it back to equal with dinosaur form attack damage, although dinosaur form still gives you a better size and reach. The dinosaur shape also gives you similar temporary HP and AC, so it is still in use, despite the relatively low attack bonus. This level presents a form of monstrosity, and while the possibilities are limited, they are all pretty good. Phoenix is in direct competition with Dragon Shape, and while your speed of movement is slightly lower, phoenix damage will be slightly higher than Dragon's, and aura flames can replace breathing weapons. However, you will lose the ability to change the types of energy damage by changing the types of dragons, so Dragon Form is still useful when fire damage is not present. You need to have an air form to get access to Phoenix, but it's been good for a long time, so hopefully you won't retrain it. If you did, Dragon Form will suffice. On the ground and water, purple worm and sea snake easily outdo the existing form of dragon options. The Purple Worm also has the highest cave speed of any Wild Shape option, allowing you to easily travel underground. Spelling level 9 Monstrosity form is the only option at this level. You add one to die of injury and some other digital increases, but nothing fundamentally changes from level 8. Spelling Level 10 Nature Incarnation is the only option at this level, so naturally it's the best option. Kaiju is just a guaranteed option, but it's the biggest, baddest melee monster ever could hope to be. If you have a plant shape, you can also turn into a green man. It's a medium-sized attack with good ranges, so it's a great opportunity to just walk around among normal humanoids, but you can't talk or throw spells, so you'll probably do better if you return to your humanoid form. Unfortunately, Nature Incarnate does not offer any forms of flying, so Phoenrix remains the best version of your flying. Option.

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