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## Pathfinder druid item guide

Optibuilds' Druid Flying Caster Guide (1st-13th level) There are two basic types of Druids: 1) The Flying Caster; and 2) The Melee Caster. This guide is for Caster flying. The Flying Caster: Many possibilities of the Druid Class (Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, or A Thousand Faces) are not particularly necessary for this type of construction. However, Wildshape is part of what makes you a great Flying Caster. Nature's natural casting ability Ally Spells is the second part of what makes you a great Flying Caster. Finally, Nature's Bond, allows you to have an animal companion or access to magic domains, or will give you an animal companion action to pump magic in or additional spells to cast, respectively. Archetypes: Since Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Natures Lure, and A Thousand Faces are not key to flying caster, some prototypes only replace these features that can be used for an optimal build. Depending on the construction, all of the following can be slightly upgraded to a larger upgrade than a standard Druid Flying Caster Build: Moon Caller, World Walker, Sky Druid (Sylph), Menhir Savant, Blight Druid, and Storm Druid. With that said, this would be too involved of a tutorial to meander through how to make each prototype completely optimal. Typical ability score before modifying race (20 construction points): Str: 7 (-4), Dex: 14 (5), Con: 14 (5), Int: 10 (0), Father: 7 (-4), Wis: 17 (13) - Note: I only spent 15 points. You can spend the last five points to 1) increase your Int to 14, 2) increase your Child to 16, 3) increase your Dex to 16, 4) increase your Chr to 11, or 5) increase your Wis to 18 and Int to 11. In the first three cases, you will continue to enhance your Wisdom with increased levels. In scenarios 4 and 5, you will increase chr/int, respectively, by 1 and then Wis from then on. Race: Things like Darkvision, Low Light Vision, Flight, and other physical abilities aren't important for a Druid because you can wildshape into creatures with these abilities. What you usually want is a race that allows you to increase Wis by +2. The following races match that mode: People are great because Bonus Feat and 1 extra skill point for each level are excellent. Also humans have the option for great alternative race characteristics in exchange for bonus feats – namely, Dual Talent, Eye for Talent, or Heroic. Finally, humans can exchange skill points that complement fey's magic alternative racial characteristics (best for those who make their Chr 11, but great regardless). Half orc is great because racial characteristics replace Sacred Tattoo and Faith Trait Fate's Favored work beautifully together to save Throw. Even if you keep Orc' Ferocity, instead of picking up Sacred Tattoo, it works well with a class that can heal itself. You also get a great popular class selection of +1/3 natural each druid level. Half Orcs also have access to the Feat of Ferocious Summoning, which adds good staying power to the summoned creatures. Dwarf is great because in addition to getting a +2 to Wis you get a +2 in Con. Hardy race characteristics and Glory of Old area characteristics work beautifully together to save throws. If you want, you can pick up the Soul Steel feat to put real things on top. Dwarves can exchange hateful racial characteristics for racial characteristics instead of Fey Thoughts to pick up some useful class skills. Finally, the dwarf can swap greed and stonecunning racial characteristics for fey's magic alternative racial characteristics (you may want to get your Chr to 11, but you don't have to). Other good races to consider are Aasimars (Archon-Blooded or Garuda-Blooded), Sylph for Sky Druid Archetype, Duergar (or Duergar Tyrants), Vanara, and Svirfneblin. With that said, you can get away with playing perhaps any race, given that Flying Caster Druid has such easy strategies in combat and out-of-combat gadgets. Feats: Your first three feats are almost always Spell Focus (Conjuration), Augment Summoning, and Natural Spell. If you are human and keep the bonus feat option, your bonus feat should be improved initiative. After level 5, your choice of 5th term can become more creative. However, always wondering, this makes me a significantly better flying Caster. If the answer is yes, then go with it. Skills: Max Knowledge nature because of natural consciousness and because you can only Wildshape into creatures you know. Max Perception because everyone should and because you will be a scout for the party. Invest in Handle Animal because of the secrets revealed in Pdf Skills Part 1 of Optibuilds and because you may need to push the animal you summon. Invest in Survival for Nature's Sense and because you'll be a party scout. Invest in Linguistics to communicate with summoned organisms. Stealth, Spellcraft, Heal and Fly can also be useful. Equipment: You can get useful wands (mostly level 1), Rod (Sub Metamagic mainly), Scroll (1 & amp; 2nd level mainly), Wooden Shields to use when you are not in Wildshape, as you cannot activate and/or use these wildshape items. Eventually you'll want Wild Ironwood Full Plate Armor and Wild Ironwood Tower Shield because, unlike other armor and shields, wild armor and shield bonuses will work in your Wildshape form. Rings and magical items with continuous effects work in Wildshape, so pick some goodies up. Nature Bond: So the choice for building the standard Druid is to pick up a domain name (Air, Earth, Water or Weather) for an extra spell for each level and some okay domain possibilities or to have one animal (in the long run a Tiger or Roc is the best choice in my view). Keep in mind that this is a level 1-13 guide, and the Rocs and Tigers are still viable in those Accordingly, for the purposes of this tutorial, I will have to go against Treantmonk's advice and stick with Animal Companion (especially if my team has a healing channeling cymism). With that said, the above domain name choices are cool. Heck, sometimes optimization is conveniently acceptable and some people don't like accounting and/or spending money on an animal companion. Furthermore, some proposed Archetypes may require you to accept a domain name. Wildshape: Remember that you are the flying caster. So you will wildshape into flying creatures that give you AC advantages (small size, skillful increase, damage reduction, natural armor). Your choices will be Eagles, Familiar Hawk, Familiar Bat, and Air Elementals (Elder). You can stay in this form for hours casting spells with natural spelling. Other forms can be useful in certain situations (i.e. choosing a swimming creature so that you can breathe underwater). By the way, to fully understand The Wild Shape, you will need to read on Polymorph. Spells: I will introduce you to Treantmonk's Druid Spell Guide. Note that he only considers spells in the Core Book. The common theme for TM is to choose regional magic and do damage and/or have battlefield control, insisting on the later. So get the newer spells that follow this line of thought. Also, spells that make you co-action animals a better or stronger defensive attacker are worth taking a look at if you have an AC. Also take a look at TM's check table for Summon Nature's Ally (BOSS)! Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entfernt Details anzeigenLetzte Änderungen anzeigen 2018-02-20, 06:24 PM (ISO 8601) So as has been written often is the lack of magic item rewards for shape-shifting druids. 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Skins of Remembrance When a harmonious druid wears the animal skins that work well His or her normal form may change back into the previous animal form while the original time remains. Hey, hey, hey, is regained after the druid ends a long rest. So the names may be a bit hoaky but you get the idea. Think please? Have you come up with the idea as Well? Please share! Last edited by tooley1chris; 2018-02-20 at 06:24 PM. Reason: Includes all druids 2018-02-20, 06:43 PM (ISO 8601) 5. Bear Claw Necklace When this necklace is found it holds 1d4+1 claws. Before a druid reconciles using the wildshape ability one of the claws activates and is destroyed in the process. Once the wildshape is completed the animal forms into a rage. • You have the advantage of testing strength and power saving throws. • When you perform a melee weapon attack using power, you gain a +2 bonus to roll the damage. • You have the resistance to bludgeoning, piercing, and damage reduction. Your rage lasts for 1 minute. 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