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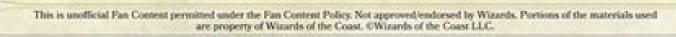
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## Spores druid guide dnd 5e characters quiz









creature within 5 feet of you is great if you're in melee facing numerous enemies.



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stuff. FeatsWe'll start at 16 Wisdom, so two ability score increases will go into Wisdom, but we'll have three more to spend. See above. Halfling EGtW: Wildemount halflings share the core traits of core halflings, but Wildemount adds a new halflings subrace. You still get to apply the extra 1d6 damage from Symbiotic Entity on the bonus action attack. Resilient PHB: Proficiency in Constitution saves is really helpful for a class with a lot of really great spells which require Concentration, especially since you're planning to spend a lot of time in melee. Sentinel PHB: Great if you want to be a Defender, but I think you'll see better results from other feats. Shield Master PHB: More hit points never hurt, but you almost certainly don't have enough feats to make room for

Find allies who make numerous attacks (fighters, etc.) to stun-lock enemies for extended periods of time. Extra Attack for a breakdown of the math comparing melee cantrip spells to normal martial attacks. Example Build - Tortle DruidWhen you think about it, the cap of a mushroom is sort of like a turtle's shell. Look for some combination of Dexterity, Constitution, and Wisdom in most cases. It's buried in the text of Circle Spells rather than in the Circle Spells rather than in the Circle Spells table alongside everything else, so it's easy to miss.3: A fantastic debuff and a very situational utility option.5: The logic behind why Circle of Spores druids can raise undead is a huge stretch, but Animate Dead is great regardless

An AC of 17 will exceed the AC of every other Druid at low levels, and AC is a massive problem for druids, especially if you're going to be in melee. You'll get two more from your background doesn't matter much beyond normal Druid

this. War CasterPHB: You'll be spending a lot of time in melee range, and you may have a weapon and a shield in your hands when you do so. Guardian of Nature is a fantastic fit, too. This level also gives us access to Polymorph. The damage scaling will eventually outdo Shillelagh, but not until 17th level. Investiture of Flame and Investiture of Ice both work great in melee.12Feat: Resilient (Constitution 15 -> 16)Resilient bumps our Constitution increase, giving us a big pile of hit points plus proficiency in melee or near-melee range, but for the most part you're still a regular druid. First, you can use Wild Shape as often as you want, which means that you can use Symbiotic Entity as often as you want. Numerically mostly sound, but races which provide a way to address the Druid's terrible AC will still be more effective. Firbolg VGTM: Hidden Step is great when Symbiotic Entity runs out while you're stuck in melee, and since the Firbolg is already a good option for the Druid. GithMToF: Githzerai is a decent option, but the Intelligence option is wasted. Githzerai MToF: A wisdom increase, shield as an inate spell, and Mental Discipline. Having four human skeletons is useful at any level because they're expendable and easy to use as bait without feeling sad about killing an innocent person. See above for information on core halflings traits. Lotusden: Dexterity, Wisdom, and some free druid spells. Druids have horrible AC, and Symbiotic Entity's temporary hit points aren't enough to make up for it. Multiclassing This section briefly details some obvious and enticing multiclass options, but doesn't fully explore the broad range of multiclassing. combinations. Unfortunately, Bite and Hungry Jaws are both Strength-based, so don't expect to get much out of them. Tortle's natural armor makes it a serious contender. Last Updated: April 25, 2022IntroductionThe Circle of Spores Druid is a complex, challenging subclass. This offersHalo of Spores and Symbiotic Entities are the most important things that we get at this level, and they're two of our most important options in combat. Strangely, this also means that your ability scores in four abilities, and Strength simply isn't useful enough. On top of that, you can get either Mage Armor. Yes, Symbiotic Entity gives you a huge pile of temporary hit points, and you don't want to die because you have 10 Constitution.Int: Dump.Wis: The Druid's spells are powered by Wisdom.Cha: Dump.Point BuyStandard ArrayStr: 8Dex: 15Cna: 15Int: 8Wis: 15Cna: 8Str: 10Dex: 15Cna: 8Str: 10Dex: 15Cna: 8Str: 10Dex: 15Cna: 8Str: 10Dex: 15Cna: 15Int: 8Wis: 15Int: 8W 3rd-party content or homebrew. Unfortunately, that means that you'll need to constantly draw/store your weapon to get a free hand with which to cast spells. Closer can make that happen.2Wild ShapeDruidic Circle: Circle of SporesCymbiotic Entity2nd level is big for the Druid. You also gain Advantage on all of your attacks, ability checks, and saving throws for a full 8 hours.18Timeless BodyBeast Spells Tragically, we'll probably never use Beast Spells. You generally want to get into melee with enemies, especially if they don't want to be in melee, and pulling them 10 ft. Lucky and Brave can help a bit, but may not be as useful as something that provides more condition resistances. Ghostwise SCAG: A small wisdom bump is good, but that's the only thing we really care about. You could use unarmed strikes instead of a weapon, but you can also use a quarterstaff two-handed with or without Shillelagh depending on whether you prefer to focus on Dexterity or on Wisdom. These are by no means the only viable options (especially with the optional rules in place), and I encourage you to explore other options not listed below. All targets suffer Disadvantage on attacks against you, making you dramatically more durable and easily compensating for any AC issues which you haven't managed to address yet. That's as high as most fighters with shields at 1st level, so despite a few less hit points you're still very durable. Unfortunately, this means that the Circle of Spores Druid is more MAD than other druids. They also need a shield to help deal with the Druid's notoriously bad AC. It offers a number of interesting features which will ensure that no part of your turn goes unused, and that you always have something interesting to do. For more on multiclassing, see my Practical Guide to Multiclassing, see my Practical Guide to Multiclassing. works better. Cleric: More Wisdom-based spellcasting, and some of the domains' 1st-level abilities are tempting, but there's nothing that directly helps up with Circle of Spores. Monk: Circle of Spores is very frail despite the durability added by Symbiotic Entity. Because this can be a problem and will often leave you empty-handed between turns, try to use spells that lack Material and Somatic components whenever possible unless you intend to take War Caster. The section below only covers Cantrips. You're going to be in melee a lot. Unarmored Defense lets you reach an AC of 20 with the ability scores that you were already going to increase and you no longer need to use a shield. Nothing exciting at this level, but you can use Plane Shift to get rid of enemies which you're having trouble with.14Fungal body adds a bunch of nice condition immunities. It does have the advantage of not requiring you to use a weapon, but if magic weapons are a possibility or if you don't plan to take War Caster, Shillelagh still seems like a better option. Shillelagh PHB: If you plan to do any melee combat of any kind, you almost certainly need Shillelagh. The Kalasthar's defense are mostly mental, and the Druid's problems are mostly with physical defenses. Shifter ERLW: Since using Symbiotic Entity doesn't change your base form (much), you can still Shift while using it and combine the two effects. I'm always partial to Shape Water because it's amazing and Druidcraft is a steaming pile of worthless garbage.11 6th-level spells. As you gain access to more spells, look for spells that help you in melee. If you need to draw a Spellcasting Focus or Material Components, it could require you to spend your item interaction on two successive turns to switch from a weapon to a focus or from Touch for free at 2nd level. See my article on Melee Cantrips vs. You'll still do fine in combat without Symbiotic Entity and you'll employ the same tactics, but Symbiotic Entity is like a Caps Lock button for kicking ass. You're already level 7, so nearly every polymorph option is already available to you. Starting at 15 Constitution means that we can take Resilient to bring it to 16 and also gain proficiency in Constitution saving throws. Gaseous Form is great too for a variety of sneaking and exploratory purposes.7: A decent single-target damage spell that works really well on plants, and a mediocre, unreliable debuff.9: Two excellent offensive options. Circle of Spores: When you first get this, a free 1d4 damage is a really nice boost to your damage output. Because the expanded spell options are such an important part of the dragonmarks, if you're not playing a dragonmark character who can't cast spells. Dragonmarked Half-OrcERLW: Dragonmark traits replace ALL of your racial traits. Mark of Finding: Constitution and Wisdom increases are great, and Hunter's Mark provides a small but pleasant increase to your damage output. Take any of the 1st-level enhancements, and take Carapace at 5th level. A single level of Monk solve all of those problems. Not every turn needs to involve swinging a shillelagh, and alternating attack turns with turns where you move Spreading Spores and cast a spell could be a great way to bring all of your options into play consistently. Fungal Body: A nice list of condition immunitities. Unfortunately, the Druid gets their last new Cantrip at 4th level, unless you're using the optional rules in Tasha's Cauldron of Everything there's no way to retrain them. Mage Armor's 13+Dex AC will exceed the 12+Dex of Studded Leather, raising your maximum possible AC to 20 (13 base, 20 Dex, +2 shield) without multiclassing or magic items. For more advice on Magic Initiate, see my Spellcasting Feats Breakdown. Mobile PHB: Not essential, but helpful when Symbiotic Entity runs out of temporary hit points, and not standing directly in melee will help mitigate damage. Polearm Master PHB: Works with Shillelagh and all of our other shenanigans. For more guidance on spells, see my Druid Spells Breakdown Cantrips Chill Touch PHB: Free at 2nd level thanks to Circle Spells. Of course, you can't activate any of your class features once you're polymorphed, so you only benefit from the temporary hit points and the bonus 1d6 necrotic damage on weapon attacks. Ability Score Improvement (Wisdom 18 -> 20) Wild Shape Improvement generally recommend to people that they get their primary ability score to 18 before they consider feats, so this is the first time where I would consider introducing feats to the build.9 5th-level spells. The range is short, unfortunately, so make sure you have a tanky ally between you and whatever is trying to kill you. Symbiotic Entity: Someone finally wrote a way for druids to thrive in melee without turning into an animal! Cast Shillelagh on a club or a quarterstaff, grab your shield, and go clubbing. The 10 minute duration may be enough to get you through several fights if you move quickly, and even if you're not walking around swinging a weapon, 4 temporary hit points per class level is a massive pile of hit points. Fungal Infestation: You're limited to small or medium beasts and humanoids, which means your best hope is for a wolf or something to die right next to you. We can also look at other feats, but there's nothing that we strictly need. Levels Levels and Tactics 1 Druidic Spell casting Cantrips For your starting equipment, take a wooden shield, a quarter staff, leather armor, an explorer's pack, and a druidic focus. With a shield in hand, your AC is 19. For toher druids it's a powerful option allowing them to use Wild Shape to improve their mobility and stay out of reach while still casting spells offensively. 19 Ability Score Improvement (Constitution 18 -> 20) Another big pile of hit points or another feat. 20 Archdruid gets us two really great things. Most of the Circle of Spores Druid's spellcasting is essentially the same as every other druids'. AC progression, and 17 AC means you can totally ignore Dexterity. Keep in mind that the state of the meta periodically changes as new source materials are released and this article will be updating accordingly as time allows.RPGBOT is unofficial Fan Content Policy. For full race coverage (including discussion of options which work well for Circle of Spores), please see my full Druid Handbook's Races section, which includes the full range of available races. AarakocraEEPC: Dexterity and Wisdom increases and flight. Magic Initiate and Polearm Master are both great choices. Lizardfolk VGTM: The Lizardfolk is better. Giant Insect is really good, and if anyone is gross enough to carry a bunch of bugs in their pockets it's a Circle of Spores Druid. There aren't a lot of good 3rd-level Druid spells, and even fewer cater to the Circle of Spores.6Fungal Infestation isn't especially powerful, but it gives you a pet zombie for up to an hour that you can use to block enemy movement, or you can throw a backpack on it and make it carry treasure or something.7 4th-level spells. Given the choice between a weapon and a shield, always pick a shield. In combat your primary role is similar to the Fighter: Get into melee and club people with a stick. Shillelagh is immediately useful, and at this level you have very few options for using your Bonus Action, but try to get into the habit of repeatedly casting Shillelagh whenever you might be attacked. Loxodon Serenity also provides helpful defenses against common status conditions. Simic HybridGGTR: Put the flexible increase into Wisdom. Useful sometimes. Green: Good options. If you just want Consitution and AC, play a warforged. Wildhunt: The ability scores line up well, and Advantage on Wisdom checks is nice, but neither of those things solve the Druid's durability problem. Warforged ERLW: The Druid's biggest problem is durability, and the Warforged is all about durability, and the Warforged is all about durability, then throw your spores on top of them. This can also monopolize your Bonus Action, which conflicts with common tactics like Polearm Master. Because you're not relying on turning into an animal but you still need to function in melee or near-melee range, you need to be able to survive melee combat on your own. Nimble Escape is a great addition for when Symbiotic Entity runs out, and Fury of the Small can be a helpful damage boost since most enemies are medium or larger. Half-Elf: The abilities work great, and bonus skills are always nice, but Variant Human is strictly better. High/Moon/SunSCAG: A single cantrip from the Wizard spell list means that you can get Booming Blade or Green-Flame Blade without taking Magic Initiate. However, your bonus action unarmed strike will still be Dexterity-based unarmed strikes, so I recommend focusing on Dexterity first instead of Wisdom and allow your spellcasting to lag until you can get both Dexterity and Wisdom to 20. Circle of Spores Druid Spells The Circle of Spores Druid likely needs keep a melee weapon in-hand both for attacking on their own turn and for making opportunity attacks. Melee cantrips like Booming Blade and Green-Flame Blade allow you to exceed your normal cantrip damage from Symbotic Entity. Even if you're using a Staff (Druids can use a wooden staff as a focus, and staff foci use the same weapon stats as a quarterstaff), you normally can't perform somatic components with a weapon in hand unless the spell also has material components. Weapon MasterPHB: You already have proficiency in everything which can be the subject of Shillelagh, but if you want a better Finesse weapon you can play a Wood Elf and use a short sword. Even with Extra Attack you will deal more damage with this against three or more foes than you could with a weapon. Okay, terrible simile. You'll start with higher Constitution, but slightly less AC. However, many of the dragonmark spells are already on the Druid's spell list.Dragonmarked HalflingERLW: Dragonmark traits replace your subrace.Mark of Healing: Dexterity, Wisdom, and a few new spells like Mass healing Word.Dragonmarked HumanERLW: Dragonmarked H Shape into animals, but you'll likely only use that for utility and exploration. As you gain levels, your action economy will be used heavily, and having Shillelagh running at the beginning of a fight can open up your Bonus Action for other things. At range, your primary option is Thorn Whip. Useful often. Blue: Fantastic options, often essential to the function of your character. Warding Wind is a great way to make it even more difficult for enemies to get away from you, and area control spells like Spike Growth can help you control the battlefield. Move on. Tortle simplifies a lot of things for the Circle of Spores. You should basically always have it running, and you might even refresh it mid-combat if the temporary hit points run low. Second, you can ignore all somatic and verbal components, and most material components for your druid spells. Cast Foresight on yourself. The damage scales very slowly, so it won't be especially threatening at high levels, but consider how infrequently most druids get to do something with their Reaction this is a fantastic improvement to your action economy. The only thing you would need from Strength is melee attacks, and you can solve that by using finesse weapons or by casting Shillelagh. Dex: Druids have notoriously poor AC, and anything you can do to address that will still require high Dexterity. Con: The Circle of Spores Druid needs Constitution more than other druids. Innate spellcasting and additional skills may look tempting, but you generally don't have room to fit them into your build with Circle of Spores. The list of races and subraces below is intentionally reduced to those options which I think make an effective Circle of Spores Druid or which offer traits which are illustrative of what you should look for in other races, and it does not address the Customizing Your Origin optional rules. However, it is complicated to build and play, and players will need to make complex risk-reward decisions almost constantly. This guide is specifically for the Circle of Spores Druid, and omits sections of my typical class handbooks when those sections aren't meaningfully different from other members of the subclass. Portions of the materials used are property of Wizards of the Coast. It's cool that you can activate this as a Reaction, but 1 to 5 CR 1/4 zombies aren't going to do a whole lot. The resistance to poison is admittedly redundant, but that's fine considering how helpful everything else is.DragonmarksWhile the design intent for Dragonmarks was that they would offer some innate spellcasting for everyone, every dragonmark includes an expanded spell list which is arguably a more significant benefit than most of the provided racial traits. However, the temporary hit points from the two effects won't stack and if you lose the temporary hit points from Symbiotic Entity (such as choosing to replace them with the temporary hit points from Shifting), Symbiotic Entity, much of the Beasthide: Extra constitution is great, but since the temporary hit points from Shifting conflict with Symbiotic Entity (such as choosing to replace them with the temporary hit points from Shifting). feat to enable you to employ flying hit-and-run tactics, which is a significant improvement, but Circle of Spores is very MAD so it's often difficult to sacrifice an Ability Score Increase for a feat. DwarfPHB: +2 constitution, Darkvision, and Dwarven resilience are all great. If you don't want to rely on melee cantrips, using Polarm Master to make an additional attack is a great option. Shield looks very tempting, but it can be difficult to provide the somatic component when you have a shield in one hand and a shillelagh in the other. Goblin VGtM: Dexterity and Constitution are good, but falling behind on Wisdom is a serious handicap for a long time. If you're low on hit points, cast Healing Spirit and stand your ground while it heals you. 4Ability Score Improvement (Wisdom 16 -> 18) Wild Shape ImprovementNew CantripsMore Wisdom improves your spellcasting and your attacks at the same time. At this level we'll learn Thunderclap. For more information on the Druid, see my Druid Handbook. Table of ContentsDisclaimerRPGBOT uses the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance. Red: Bad, useless options, or options which are extremely situational. Chill Touch does as much damage as Produce Flame with 4 times as much range, and it's Necrotic damage which is rare for the Druid. That's still not enough to make this a great option, but it's something. Variant: Put the bonuses into Dexterity and Wisdom, and grab a feat. You no longer need a free hand to perform somatic components, which has been a headache for most of your career unless you took War Caster. It's basically only for saving throws, and since we don't need to max out Dexterity as much as possible we can split those points across other ability scores so that our saving throw and skill bonuses aren't dumped in favor of essential combat effectiveness. Abilities we will assume the point buy abilities we won't be able to make use of Dwarven Combat Training because were dumping Strength and relying on shillelagh. HillPHB: Constitution, Wisdom, and a big pile of extra hit points. You probably won't be able to make room to boost your Constitution, wisdom, and a big pile of extra hit points. You probably won't be able to make room to boost your Constitution, wisdom, and a big pile of extra hit points. increases. Start with Nature and Perception, which are great skills for the Druid. Except a mushroom can't hide inside the shell. Definitely works for the druid in general, but nothing to solve your durability proble. FeatsThis section does not address every published feat, as doing so would result in an evergrowing list of options which don't cater to the class. Instead, this section will cover feats which I think work especially well for the class or which might be tempting but poor choices. For more general advice on feats, see my Druid Handbook. Elemental Adept HB: Tragically, Elemental Adept doesn't allow you to select Necrotic. Magic Initiate PHB: Magic Initiate is a great option for Circle of Spores. You can still take poison damage, which seems odd, but I'm never going to complain about condition immunities. Ability Scores Unitiate is a great option for Circle of Spores. You can still take poison damage, which seems odd, but I'm never going to complain about condition immunities. Ability Scores Unitiate is a great option for Circle of Spores. You can still take poison damage, which seems odd, but I'm never going to complain about condition immunities. Dexterity increase or somee other means of boosting your AC, the Simic Hybrid will lag behind other options at low levels. Vedalken GGTR: A fine fit for many druids, but the Vedalken GGTR: A fine fit for many d elves, but Wildemount adds two new elf subraces. Juggling a weapon to cast spells can be a problem in many cases, so War Caster can save you quite a bit of trouble. But beyond that, look for ways to make yourself more durable. We don't have a good way to deal with crowds yet, and with only a single weapon attack per turn at any level it can be difficult to deal with numerous enemies engaging you in melee or near-melee range for much of the Circle of Spores to function, so flight doesn't do much except get you into melee faster. As discussed above, Tortle dramatically simplifies both your ability scores and your AC, which are two of the Circle of Spores to function, so flight doesn't do much except get you into melee faster. Spores Druid's biggest challenges. You could switch out the Tortle for the Loxodon without too much trouble. You activate this as a Bonus Action, but after that creatures take the damage without you spending your Reaction, so if you can affect multiple targets. You lose the ability to use Halo of Spores as a Reaction, unfortunately, and the ability curiously doesn't exclude you from the damage, so be careful not top drop Spreading Spores on yourself. Mechanically, the final racial traits are identical. Mark of Handling: The ability scores work great, but nearly all of the spells are on the Druid's spell list already. Mark of Passage: The ability scores are great, and the dragonmark spells to the Druid's spell list including powerful options like Misty Step to help you get in and out of melee in a hurry. Mark of Sentinel: The ability scores are great, you get Shield once per day for free, and most of the dragonmark spells are new to the Druid, including powerful low-level options like Shield of Faith which can help to compensate for the Druid, and a handful of useful passive benefits. Again, nothing that changes our tactics. 16Ability Score Improvement (Constitution 16 -> 18) Another opportunity for a feat, but by this level you're probably conmfortable enough with your tactics that you don't need another feat.17 9th-level spells. Grab a shield, and your AC is 19 at 1st level, which will match most other druids until very high levels. Settingspecific races are address below. Not every settings, races specific to settings, races specific to settings like Ravnica aren't typically allowed in other settings. Talk to your DM about what races are allowed in your game. Races of EberronKalashtarERLW: The Wisdom increase is great, but it doesn't address the Druid's poor durability. Best case scenario: whatever you're fighting spends a few of its attacks on the zombie instead of you and your allies. Spreading Spores. I simply can't recommend carrying around a cantrip that you'll probably never use for 14 levels. You can't afford to invest in Strength, and you'll need to focus on Wisdom over Dexterity until you hit 20 Wisdom to keep your spellcasting up to par since that's still your class's primary function. Thorn WhipPHB: The damage is fine, but the real appeal is the pull effect. It also debuffs undead, which is fantastic because undead are typically resistant or immune to necrotic damage which dominates Circle of Spore's damage from Symbiotic Entity. As far as I can tell, you can use Symbiotic Entity then cast Polymorph and retain all of Symbiotic Entity's benefits. That may be perfectly fine depending on your build and your situation. The Loxodon's Natural Armor is Constitution-based, so you can safely dump Dexterity and be incredibly durable, allowing you to build your druid much more easily and potentially even make room for feats. However, at that point you'll get a lot more from playing a Variant Human and taking Magic Initiate. Vanilla PHB: Two skills are nice on nearly any character, but they do nothing to help the Circle of Spores and you really need your race to complement the subclass for any of it to work. Halfling PHB: The Dexterity increase provides a helpful AC boost, and Ghostwise provides a Wisdom increase. More importantly, you get your subclass features. Circle of Spores notably gets Chill Touch as an extra cantrip at this level. Nearly never useful. Orange: OK options, or useful options that only apply in rare circumstances. It's easy to miss because it's listed in the text of Circle Spells rather than in the Circle Spells table. +1 Wisdom is enough to keep you on the Attack vs. The Druid's AC is terrible, and they never get the ability to make additional weapon attacks so the 1d6 extra damage from Symbiotic Entity often isn't meaningful beyond low levels. It doesn't change our tactics, but it makes you a bit more durable.15 8th-level spells. It takes an action to activate and lasts ten minutes, so ideally you want to start it before combat breaks out, but that's not a good option. Not approved/endorsed by Wizards. The damage difference between a rapier and a short sword isn't big enough to waste a feat. Weapons Club: Works with shillelagh, but a quarterstaff works with Polearm Master, and it's a longer stick for poking traps and other strange objects. Dagger: Doesn't work with Shillelagh, but your Dexterity should be decent so it's a fine backup weapon, and every character should carry a dagger for utility purposes and to cut their way out of creatures' stomachs.Quarterstaff: Perfectly fine, and you can use it with both Polearm Master and Shillelagh.ArmorHide: Your starting armor unless you have 16 or more Dexterity at 1st level.Studded Leather: The best armor you can get, but wait to get it until your Dexterity is at least 16. Shield: You need a shield like a fish needs water. I also won't cover Unearthed Arcana content because it's not finalized, and I can't quarantee that it will be available to you in your games. The advice offered below is based on the current State of the Character Optimization Meta as of when the article was last updated. Even the Loxodon will only have and AC

of 16 at first level, and you probably don't want to spend an ability increase on anything Except Wisdom until at least 9th level, so the Tortle is kind

Spike Growth and Wall of Stone. Throw something down to keep enemies from running away, then drop your spores on them and wait. If they get out of the spores, spend another Bonus Action to move Spreading Spores on top of them again. We already have the cantrips we care about, so take whatever you want at this level. 10 feet may not seem like much, but its enough to pull enemies off of ledges, to pull enemies into melee, to pull enemies out of a grapple, or in a pinch you can pull an ally out of a dangerous location (albeit at the price of some friendly fire). ThunderclapEPC / XGtE: Damaging every

for nearly half of the level span. With a fixed base AC, you don't need to worry about Dexterity as much as most other Circle of Spores Druids. Some good options, but nothing that changes our tactics. 10 Spreading SporesNew Cantrips By this level you have a bunch of great area control spells like

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