

## DRUID

*"I am the voice of the wild!"*

### Class Traits

**Role:** Controller. You exert control through magical effects that cover large areas—sometimes hindering foes, sometimes consuming them with fire.

**Power Source:** Primal. You channel the wild forces of nature.

**Key Abilities:** Wisdom, Constitution, Charisma

**Armor Training:** Leather, Hide

**Weapon Proficiencies:** Club, javelin, sickle, spear, dagger, quarterstaff, sling

**Implements:** Shillelagh, Fetish

**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 10 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges:** 6 + Constitution modifier

**Trained Skills:** Nature plus three others. From the class skills list below, choose three more trained skills at 1st level.

**Class Skills:** Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int)

**Build Options:** Environmental druid, elemental druid

**Class Features:** Animal Companion, Primal Implement Mastery, Ritual Casting, Wildshape

Druids are masters of primal forces. They act as conduits to the power of nature, learn ancient rituals that can heal and affect the natural world, destroy their enemies with elemental powers, and confound their foes with creeping vine. Druids wield wilding the way that fighters wield swords.

You heard the call of nature, and now you seek to act as its consort and protector. You could be a wizened sage of ancient lore, a savage protector of the forest, a rebel defying civilized interlopers, a channel for nature's wrath, or a spiritual leader of a forlorn people.

The elements of nature surround you like a well-worn cloak, ancient rituals let you tap into the wisdom of the ages, and power-charged implements hang from your belt. The wonder of nature occupies your consciousness like an eternal love. You must embrace nature with all your heart and all your soul.

## CREATING A DRUID

The two basic builds of druid are the environmental druid and the elemental druid. All druids rely on Wisdom for attack powers. Constitution benefits powers from the environmental build, just as Charisma does for elemental druids.

### Elemental Druid

You like powers that fry your foes with bolts of lightning, melt their flesh with waves of acid or lava, and freeze them in their tracks with blasts of cold. You excel in scouring enemies who are grouped away from your allies, and creating zones that keep them from getting to you. Elemental druids have a kinship with the Eagle totem, and typically choose these animals as their companions. Shillelaghs are your preferred implement. Wisdom governs your elemental attacks, so that should be your best ability score. Constitution gives you bonuses when you use your shillelagh and your build's encounter attack powers. Charisma should be your third priority for the sake of powers from the other druid build. When choosing powers, look for ones that deal your favorite type of energy damage to many foes at once.

**Suggested Feat:** Burning Blizzard (Human feat: Raging Storm)

**Suggested Skills:** Arcana, Endurance, Perception, Religion

**Suggested At-Will Powers:** Call Lightning, Frigid Sphere

**Suggested Encounter Power:** Shockwave

**Suggested Daily Power:** Frostbite

### Environmental Druid

Your favorite powers bind your foes in creeping vines, isolate them behind thorn walls, and entomb them in the earth. You excel at hindering and manipulating single foes in the midst of your allies. Environmental druids feel affinity for the Bear and Wolf totems, and usually have these animals as their companions. Fetishes are your best choice of implement. Wisdom determines the success of your attacks, so make it your highest ability score. Charisma gives you bonuses with your fetish and your build's encounter attack powers. Constitution should be your third choice, to boost your Fortitude and hit points, and to enhance powers from the elemental druid build. Select powers that restrict the movements of single enemies or reshape the battlefield with zones of difficult terrain.

**Suggested Feat:** Wild Soul (Human feat: Human Perseverance)

**Suggested Skills:** Diplomacy, Dungeoneering, Heal, Intimidate

**Suggested At-Will Powers:** Adder Bite, Vine Lash

**Suggested Encounter Power:** Entangle

**Suggested Daily Power:** Summon Swarm

## Druid Overview

**Characteristics:** Your powers are about affecting multiple targets—moving them around the battlefield and dealing different kinds of damage to them. You also have powers that allow you to adapt to your surroundings, granting you the mobility and senses of members of the animal kingdom.

**Religion:** Druids favor deities of nature, freedom, and adventure. They look askance at gods of civilization and gods of tyranny and greed.

**Races:** Elves, humans, and half-elves excel at the druid's primordial magic. Dwarves also have strong potential for druidic power, but this tradition is rare in their culture.

## IMPLEMENTS

Druids use fetishes and shillelachs to help channel and direct their primal powers. Every druid has mastery of one of these two types of implement (see "Class Features"). Without an implement, a druid can still use his or her powers. A druid wielding a fetish or shillelagh can add its enhancement bonus to attack rolls and damage rolls to powers that have the implement keyword.



## DRUID CLASS FEATURES

You have the following class features.

### Animal Companion

You have an affinity for one type of animal. By shaping nature's energies, you can summon an exemplary member of this species to follow you. Choose one of the following species for your animal companion. (With your DM's permission, you could substitute other, similar animals, such as a bat instead of an eagle, an elk instead of a bear, or a tiger instead of a wolf). You gain the *summon animal companion* power for that animal.

### Primal Implement Mastery

You specialize in the use of one kind of implement to gain additional abilities when you wield it. Choose one of the following forms of implement mastery.

**Fetish:** You can attach your fetish to a weapon by tying it to the haft. Your weapon damage die increases by one size when you are wielding a simple weapon to which your fetish is attached. Removing your fetish from a weapon or attaching it to a new weapon requires a standard action.

Once per encounter, as a free action, you can use your fetish to increase a single push, pull, or slide effect generated by one of your wildings by an amount equal to your Charisma bonus.

You must wield a fetish to benefit from these features. This form of mastery is useful for environmental druids because it improves their ability to control the battlefield.

**Shillelagh:** You can use your shillelagh as a melee weapon (treat as a quarterstaff). When you are wielding a shillelagh, your weapon proficiency bonus is +3. In addition, once per encounter as an immediate interrupt, you gain a bonus on a single attack roll equal to your Constitution modifier.

You must wield your shillelagh to benefit from these features. This form of mastery is useful for elemental druids because it improves their ability to hit with their powers.

### Wildshape

Wildshape allows you to adapt your body to the landscape, granting you new forms of mobility and perception. Your body alters noticeably, taking on new physical characteristics. You might take on animal features, experience elemental emanations coming from your body, or take on the visage of a spiritual totem. At higher levels, you can mold yourself into the essence of nature itself and display truly awe-inspiring powers.

Once per day, you can assume a wildshape as a minor action and gain any one of the heroic benefits listed below. The benefit lasts until the end of the encounter or for 1 hour. When you reach paragon levels, you can use wildshape twice per day. One of your choices must be from the heroic tier and the other from the paragon tier. When you reach epic levels, you can use wildshape three times per day. Each of the three powers you choose must be from different tiers.

## Heroic

- **Agile Wildshape:** You take the form of a brachiating ape or a leaping gazelle. You gain a climb speed equal to your speed and a bonus of +10 to Athletics checks made to jump.
- **Aquatic Wildshape:** You take the form of a shark or a dolphin. You gain a swim speed equal to your speed and you can breathe water as easily as air.
- **Hunting Wildshape:** You take the form of a bloodhound or a cougar. You gain scent and low-light vision.

## Paragon

- **Cavern Wildshape:** Gain darkvision and all-around vision
- **Digging Wildshape:** Gain tremorsense 5 and burrow speed equal to your land speed
- **Fey Wildshape:** Your movement ignores the effect of difficult terrain.

## Epic

- **Draconic Wildshape:** You gain truesight 5 and blindsight 5
- **Elemental Wildshape:** You can merge with an adjacent stone wall or other vertical surface. You can move at your normal speed while in the stone. You must begin and end your movement in a normal space. If you are still in the stone at the end of your movement, you are ejected in the nearest available square and suffer 1d6 damage per square through which you were shunted.
- **Aerial Wildshape:** Gain a flight speed equal to your speed. You must begin and end your movement on solid ground.

## Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You store your rituals by carving them as runes on your shillelagh or fetish. Your implement contains two rituals you have mastered: the Animal Messenger ritual and one other 1st-level ritual of your choice. A typical implement can hold up to 50 rituals.

## DRUID POWERS

Your primal powers are also known as wildings. You are often misunderstood when people see you using your powers: a master of forces that less visionary folk can't see or don't understand.

### Class Features

#### Summon Animal Companion Druid Feature

*Like the soil gives forth shoots, you call a faithful servant forth from the invisible energies of creation.*

#### Encounter • Primal, Summoning Minor Action Ranged 10

**Effect:** You conjure an animal that occupies 1 square within range. If you wish for the animal companion to move, you must spend your move action. An animal companion can do anything with a move action that a creature of its type could normally do, including flying, running, or jumping. You and your allies treat your animal companion as an ally. Your animal companion lasts until it is hit by an attack that deals damage. Its defenses against attack are equal to 10 + ½ your level + your Wisdom modifier. As a minor action, you can have your animal companion pick up, move, or manipulate an object adjacent to it that weighs 20 pounds or less. It can carry this object when it moves, or drop the object as a free action.

**Special:** You can only have one animal companion at a time. In situations where you are able to make a skill check, you can use your animal companion as the focus of your check. For example, you could fly your eagle into the next valley to make a Perception check, or prompt your bear to growl to make an Intimidate check.

**Eagle:** When your eagle is hit by an area attack, you can make a saving throw as an immediate interrupt. If you succeed, your eagle is unharmed. You can add your Constitution modifier to Perception checks made using your eagle.

**Bear:** When your bear is hit by a melee attack, you can make a saving throw as an immediate interrupt. If you succeed, your bear is unharmed. You can add your Constitution modifier to Intimidate checks made using your bear.

**Wolf:** When your bear is hit by a ranged attack, you can make a saving throw as an immediate interrupt. If you succeed, your bear is unharmed. You can add your Constitution modifier to Stealth checks made using your bear.

## FORGOTTEN HEROES

### Companion Attack **Druid Feature**

*The eagle rakes the orc's eyes, the bear mauls him, and the wolf rips out his throat.*

#### **At-Will • Implement, Primal**

#### **Standard Action** **Melee** touch

**Target:** One creature adjacent to your animal companion

**Attack:** Wisdom vs. Reflex

**Requirement:** Your animal companion must be able to attack.

**Hit:** 1d6 + Wisdom damage.

Increase damage to 2d6 + Wisdom modifier at 21st level.

**Eagle:** You gain a bonus to the attack's damage roll equal to your Charisma modifier.

**Bear:** You gain a bonus to the attack's damage roll equal to your Constitution modifier.

**Wolf:** You can shift your wolf one square following the attack.

**Special:** You can use this power as an immediate reaction when an enemy adjacent to your animal companion provokes an opportunity. You cannot use this power if your animal companion has been destroyed.

### Wildshape **Druid Feature**

*You call upon the power of nature to take on animal characteristics, enabling you to adapt to your surroundings.*

#### **Daily • Primal**

#### **Minor Action** **Personal**

**Effect:** You gain the benefits of one of the heroic tier wildshape effects for one hour.

At 11th level, you can use this power twice per day. One of the uses must be heroic and the other must be paragon.

At 21st level, you can use this power three times per day. One of the uses must be heroic, one paragon, and one epic.

### Level 1 At-Will Wilding

#### **Adder Bite** **Druid Attack 1**

*A writhing adder springs from your hand, hurtling at the target's neck.*

#### **At-Will • Implement, Poison, Primal**

#### **Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d10 + Wisdom modifier poison damage.

Increase damage to 2d10 + Wisdom modifier at 21st level.

**Special:** This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

#### **Call Lightning** **Druid Attack 1**

*The air above the target crackles as a bolt of lightning descends from the sky.*

#### **At-Will • Implement, Lightning, Primal**

#### **Standard Action** **Ranged 10**

**Target:** All creatures in one square or vertically above that square

**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 + Wisdom modifier lightning damage, and an enemy adjacent to the target takes damage equal to your Wisdom modifier.

Increase damage to 2d6 + Wisdom modifier at 21st level.

#### **Frigid Sphere** **Druid Attack 1**

*You create a sphere of arctic air that freezes your targets.*

#### **At-Will • Cold, Implement, Primal**

**Standard Action** **Area** burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d4 + Wisdom modifier cold damage, and the target is slowed until the end of your next turn.

Increase damage to 2d4 + Wisdom modifier at 21st level.

#### **Gust of Wind** **Druid Attack 1**

*You release a vortex of wind that buffets your foes.*

#### **At-Will • Implement, Primal**

#### **Standard Action** **Close** burst 2

**Target:** Each creature in burst

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 damage, and you push the target a number of squares equal to your Charisma modifier.

Increase damage to 2d6 at 21st level.

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## FORGOTTEN HEROES

### Vine Lash **Druid Attack 1**

*You create a razor sharp lash of vines that snaps at a target.*

**At-Will • Implement, Primal**  
**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wisdom modifier damage, and you pull the target a number of squares equal to your Charisma modifier.

Increase damage to 2d8 + Wisdom modifier at 21st level.

### Level 1 Encounter Wilding

#### Cloud of Spores **Druid Attack 1**

*Spores of poisonous fungi erupt from your body, burrowing into the flesh of your surrounding foes.*

#### Encounter • Implement, Poison, Primal

**Standard Action**      **Close burst 2**

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d6 + Wisdom poison damage.

#### Entangle **Druid Attack 1**

*You call upon the vines and roots to immobilize your foes.*

#### Encounter • Implement, Paralysis, Primal, Zone

**Standard Action**      **Area** burst 3 within 20 squares

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Reflex

**Hit:** The target is immobilized until the end of your next turn.

**Effect:** The power's area is difficult terrain until the end of your next turn.

#### Shockwave **Druid Attack 1**

*You stomp your foot into the ground, releasing a tremor that knocks your foes off their feet.*

#### Encounter • Implement, Primal, Thunder

**Standard Action**      **Close blast 5**

**Target:** Each creature in blast

**Attack:** Wisdom vs. Reflex

**Hit:** Wisdom modifier thunder damage, and the target is knocked prone.

#### Sunbeam **Druid Attack 1**

*You point your finger at the target, releasing a ray of light brighter than the sun itself.*

#### Encounter • Implement, Primal, Radiant

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 radiant damage, and the target is blinded until the end of your next turn.

#### Courageous Companion **Druid Attack 1**

*Your animal companion is spurred on by your encouragement, and it attacks your enemy.*

#### Encounter • Implement, Primal, Summoning

**Standard Action**      **Ranged 10**

**Target:** One creature

**Special:** If your animal companion has been destroyed, you may use *summon animal companion* as a free action.

**Effect:** Your animal companion can move a number of squares equal to your Wisdom score as long as it ends its movement adjacent to the target. At the end of this movement, you can use your *companion attack* power as a free action, and add an extra 1d8 damage if you hit.

### Level 1 Daily Wildings

#### Frostbite **Druid Attack 1**

*You gaze upon the targets, turning their flesh to ice.*

#### Daily • Cold, Implement, Primal

**Standard Action**      **Area** burst 2 within 10 squares

**Target:** Each creature in burst

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wisdom modifier cold damage and ongoing 5 cold damage (save ends).

**Miss:** Half damage, and no ongoing damage.

#### Ignite **Druid Attack 1**

*Your touch causes the target to burst into flame.*

#### Daily • Fire, Implement, Primal, Weapon

**Standard Action**      **Melee** weapon

**Target:** One creature

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d10 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends).

**Miss:** Half damage, and no ongoing damage.

#### Summon Swarm **Druid Attack 1**

*You conjure a swarm of vermin that assaults your foes.*

#### Daily • Conjuration, Implement, Poison, Primal

**Standard Action**      **Ranged 10**

**Target:** One creature adjacent to the swarm

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d8 + Wisdom modifier poison damage.

**Effect:** You conjure a swarm of locusts that occupies 1 square within range. As a move action, you can move the swarm up to 6 squares. Any creature that starts its turn next to the swarm takes 1d4 + your Wisdom modifier poison damage.

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**Sustain Minor:** You can sustain the swarm until the end of the encounter. As a standard action, you can make another attack with the swarm.

### Level 2 Utility Wildings

**Barkskin** **Druid Utility 2**

*Your skin hardens for an instant, repelling attacks.*

**Encounter • Primal**

**Immediate Interrupt** **Personal**

**Trigger:** You are hit by an attack

**Effect:** You gain a +4 power bonus to AC and a +2 power bonus to your Fortitude defense until the end of your next turn.

**Faerie Fire** **Druid Utility 2**

*You limn your opponents in glowing purple flames.*

**Daily • Primal**

**Minor Action** **Area** burst 3 within 10

**Target:** A number of creatures within the burst equal to your Charisma modifier

**Effect:** The target sheds bright light that fills the target's square and all squares within 4 squares of it (save ends). While it is shedding light, the target cannot become invisible and suffers a -1 penalty to its AC and a penalty to its Stealth checks equal to your Wisdom modifier.

**Borne Aloft** **Druid Utility 2**

*You briefly gain the power of flight by riding a current of wind.*

**Daily • Primal**

**Immediate Interrupt** **Personal**

**Trigger:** You fall

**Effect:** You can move a number of squares equal to your speed. If that places you on solid ground, you take no damage from the fall.



**Sly Wolf** **Druid Utility 2**

*You creep around the target, gaining a better angle to aid the attacks of your allies.*

**Daily • Primal**

**Minor Action** **Personal**

**Effect:** You may shift a number of squares equal to double your speed.

### Level 3 Encounter Wildings

**Lava Blast** **Druid Attack 3**

*You summon the full force of the earth, causing the ground to become uneven and lava to boil out.*

**Encounter • Fire, Implement, Primal, Zone**

**Standard Action** **Area** blast 5

**Target:** Each creature in blast

**Attack:** Wisdom vs. Reflex

**Hit:** 2d4 + Wisdom modifier fire damage.

**Effect:** The blast creates a zone of difficult terrain that lasts until the end of your next turn.

**Rain of Icicles** **Druid Attack 3**

*You beseech the clouds to rain shards of ice upon your foes.*

**Encounter • Cold, Implement, Primal**

**Standard Action** **Area** burst 2 within 10 squares

**Target:** Each creature in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 2d6 + Wisdom modifier + Constitution modifier cold damage and the target is slowed until the end of your next turn.

**Thorn Spray** **Druid Attack 3**

*You release a spray of thorns that pierce the flesh of your enemies.*

**Encounter • Implement, Primal**

**Standard Action** **Close** blast 3

**Target:** Each creature in blast

**Attack:** Wisdom vs. Reflex

**Hit:** 2d10 + Wisdom modifier damage.

**Verdant Whirlwind** **Druid Attack 3**

*Branches erupt from your body, buffeting your foes in a wooden vortex.*

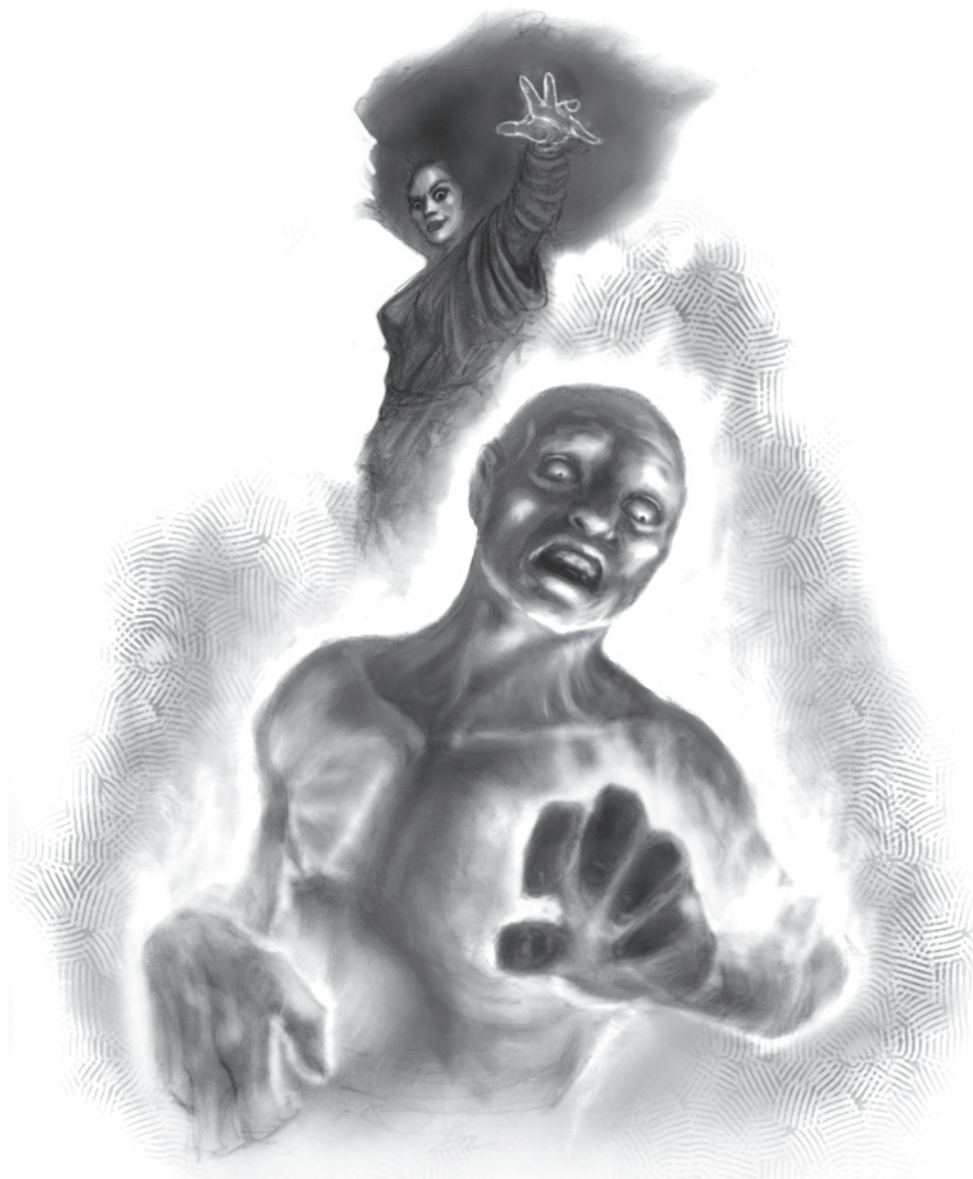
**Encounter • Implement, Primal**

**Standard Action** **Close** burst 3

**Target:** Each enemy in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier damage, and the target is pushed a number of squares equal to 1 + your Charisma modifier.



**Level 5 Daily Wildings**

**Blazing Sun      Druid Attack 5**

*You produce a shining globe as bright and hot as the sun.*

**Daily • Fire, Implement, Primal, Radiant, Zone Standard Action      Area burst 1 within 10**

**Target:** Each creature in burst

**Attack:** Wisdom vs. Reflex

**Hit:** The target is blinded (save ends).

**Miss:** The target is blinded until the end of your next turn.

**Effect:** The area of the burst sheds bright light until the end of the encounter.

**Dragonne's Roar      Druid Attack 5**

*You loose the terrible roar of a leonine dragon.*

**Daily • Implement, Primal, Thunder Standard Action      Area blast 5**

**Target:** Each enemy in blast

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d6 + Wisdom modifier thunder damage, and the target is deafened (save ends).

**Miss:** Half damage, and the target is deafened until the end of your next turn.



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### Summon Treant **Druid Attack 5**

*You summon a treant that takes verdant vengeance upon your enemies.*

#### **Daily • Implement, Primal, Summon**

##### **Standard Action**      **Ranged 10**

**Effect:** You summon a Medium treant that occupies one square within range and attacks. You can move the treant up to 6 squares as a move action. The treant lasts until the end of the encounter.

**Target:** One creature adjacent to the treant

**Attack:** Wisdom vs. Reflex

**Hit:** 3d6 + Wisdom modifier damage, and the target is grabbed. Attempts by the target to escape from being grabbed are opposed by your Fortitude or Reflex defense.

**Sustain Minor:** The treant maintains the grab.

**Sustain Standard:** The treant repeats the attack.

### Viper Blast **Druid Attack 5**

*You hurl a mass of poisonous vipers at your foes.*

#### **Daily • Implement, Poison, Primal**

##### **Standard Action**      **Close blast 5**

**Target:** Each enemy in blast

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wisdom modifier poison damage, plus ongoing 5 poison damage (save ends).

**Miss:** Half damage, and no ongoing damage.

## Level 6 Utility Wildings

### Camouflage **Druid Utility 6**

*Your skin blends in with the surroundings, making you the perfect predator.*

#### **Daily • Illusion, Primal**

##### **Minor Action**      **Personal**

**Effect:** You gain a +10 bonus on Stealth checks until the end of the encounter.

### Mirage **Druid Utility 6**

*You create a roiling wave of illusionary heat that distorts vision.*

#### **Daily • Illusion, Primal**

##### **Minor Action**      **Area** wall 8 within 10 squares

**Effect:** You create a wall of contiguous squares filled with the illusion of roiling heat. The wall can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. The wall grants concealment to creatures in its space and blocks line of sight.

**Sustain Minor:** The wall persists.

### Natural Shapes **Druid Utility 6**

*With a wave of your implement, you and your companions take the form of flora or fauna.*

#### **Daily • Illusion, Primal**

##### **Minor Action**      **Close burst 5**

**Target:** Allies within burst

**Effect:** You use a visual illusion to disguise yourself and your allies as any one type of plant or animal of Tiny to Large size that you have seen before. The illusion lasts for 1 hour, or until you end it as a minor action.

### Tree Stride **Druid Utility 6**

*You trace the outline of a doorway in the tree in front of you, step through the portal, and reemerge from a distant tree.*

#### **Daily • Primal, Teleportation**

##### **Move Action**      **Personal**

**Effect:** You step into an adjacent tree and reemerge adjacent to another tree within 20 squares.

**Special:** If there are no trees nearby, you teleport 5 by descending into the ground and reappearing in another location nearby.

