DRUID
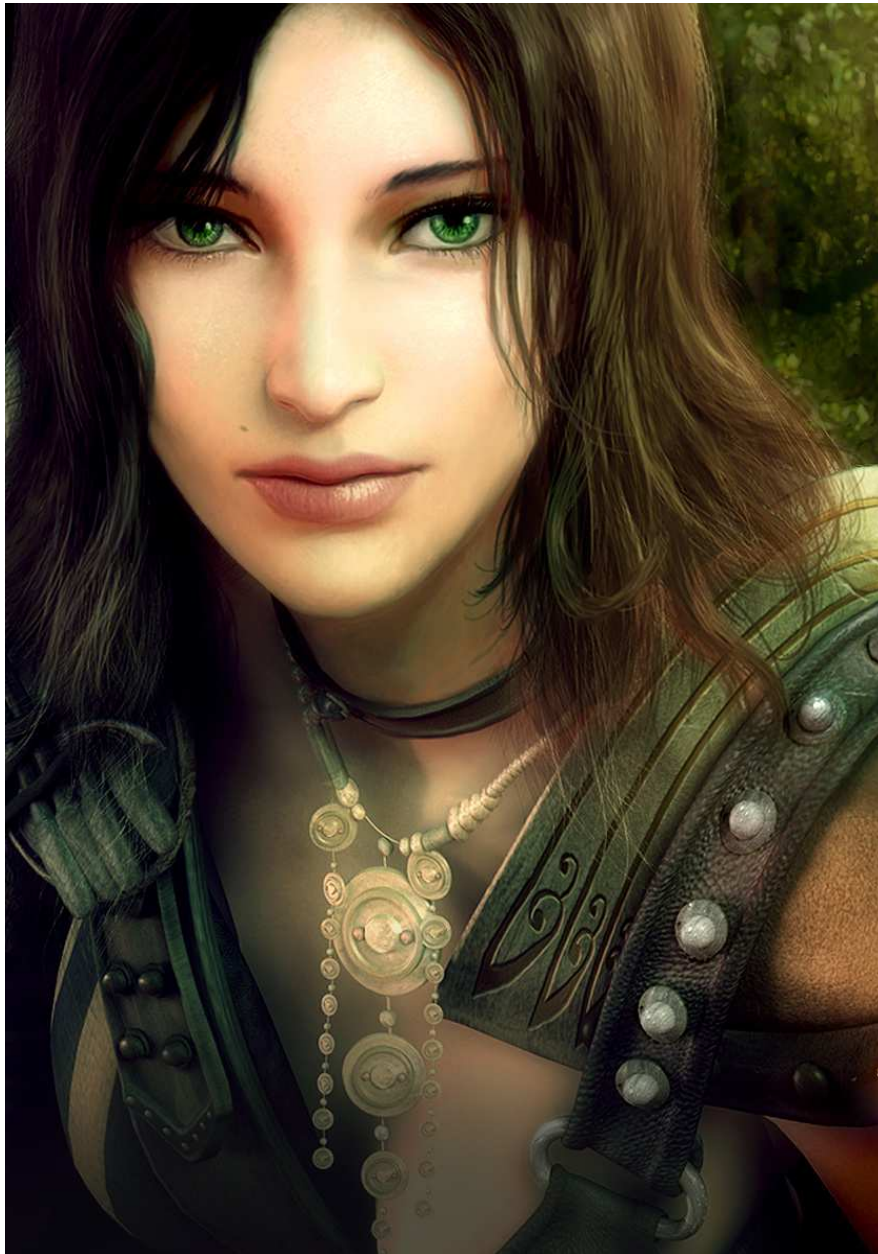
"I think, perhaps, you have badly underestimated the power of Nature; that rushing sound is me in my puma form, leaping for your throat."

CLASS TRAITS

Role: Hybrid (Defender/Striker). You attack from a distance or close in for the kill by shifting between shapes given to you by the forces of Nature.

Power Source: Primal. Your attunement to the forces of Nature grants you power to protect it and its interests.

Key Abilities: Wisdom, Strength, Constitution

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, light crossbow, all Flails

Implements: Sprig, Choker or Staff

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Acrobatics and Nature. Choose three more trained skills at 1st level from the class skills list below.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)

Build Options: Feral, Rite Master, Warden

Class Features: *Favored Form, Nature's Implement, Stride, and Wild Shape*

Druids can be ferocious close-in combatants, circling out to shift into a defensive form when things go bad. Druids can also be harriers, swiftly cutting in to aid their team-mates where needed.

Druids are either wild in demeanor, the forces of Nature imposing themselves on their very outlook in life, humble servants of the forces and presence of Nature in the wild, or fiercely protective of all the aspects of nature. As a druid, your reverence of Nature goes a long way toward defining you, or at least how other people in the world see you.

CREATING A DRUID

The druid has three basic builds to start: the feral, rite master and warden. Druids rely on Strength for their melee attacks and Wisdom for their healing and non-melee prayers. Their shape-shifting abilities are heavily dependent on their Constitution.

FERAL DRUID

If you choose to concentrate on melee, you'll find a good assortment of strikes to your liking. To achieve this build, make Strength your primary score. Make Constitution your secondary score and assign Wisdom as your tertiary score. Make sure to concentrate on powers that work with melee attacks, since these play to your key ability scores. A feral druid spends most of their time fighting in their *Attack form.*

Suggested Feat: Weapon Focus: Natural (unarmed)   (Human feat: Action Surge)
Suggested Skills: Athletics, Intimidate, Nature, and Stealth
Suggested At-will Powers: Quick Retreat, Raking Talons
Suggested Encounter Power: Pounce
Suggested Daily Power: Rend

RITE MASTER DRUID

With this build, you choose to stand back and concentrate your abilities on keeping your enemy off of your fellow adventurers. To this end, choose powers that affect your enemy from a distance. Assign your highest ability score to Wisdom, with Constitution secondary and Strength tertiary. Make sure to concentrate on powers that use Wisdom for attacks, since this is your highest ability score. Rite Master Druids typically fight from a distance, preferring to stay in their human form.

Suggested Feat: Ritual Caster   (Human feat: Human Perseverance)
Suggested Skills: Heal, History, Nature, Religion
Suggested At-will Powers: Summer's Breath, Grasping Roots
Suggested Encounter Power: Winter's Heart, Healing Wave
Suggested Daily Power: Sheath of Thorns, Brother Wolf

WARDEN DRUID

This druid concentrates solely on defense and in keeping themselves and their team-mates protected from harm's way. This build is much like the feral druid, but with the emphasis on attacking to keep the enemy away from anyone else rather than dealing damage. You may take your primary attribute in either Constitution or Strength as both are equally important for the Warden. Wisdom takes up a distant third. Warden druids tend to shift into their *Defensive form* more often than not, though they occasionally flip into *Attack form* depending on the circumstances.

Suggested Feat: Toughness   (Human feat: Combat Reflexes)
Suggested Skills: Nature, Endurance, Athletics, Perception
Suggested At-will Powers: Raking Talons, Kick
Suggested Encounter Power: Pack Instinct
Suggested Daily Power: Snapping Jaws

DRUID CLASS FEATURES

Druids are capable combatants who wield simple weapons in battle—and specialize in flail type weapons. In addition, all clerics have the class features described below.

Favored Form

Druid's have two primary forms they chose when they are initiated. These forms are totem spirits to the Druid and are deeply connected to their psyche and outlook on life. One of these forms becomes their favored form; the form in which the druid most deeply connects and identifies with. Some druids reject these aspects and choose to deal with things on a more human level.

Defensive Focus   When the druid identifies more with the defensive side of their mindset, they gain the following benefits:

- +3 to initial Hit Points, and +1 Hit Point per level afterwards
- +4 power bonus to AC when in *Defensive Form*
- Using *Primal Challenge* adds the ability to mark your target

| **Attack Focus** | Here, the druid tends to handle problems by meeting them head on. They gain the following benefits: |

- Increase all attack die by 1 step when in *Attack Form*
- You may add your Strength bonus to any critical hit when in *Attack Form*
- You automatically deal an additional 1d6 to any *Prone* target you attack

| **Rites Focus** | This druid likes to deal with their problems from a distance. They gain the following benefits: |

- You gain an additional *Encounter* level rite at 1st level
- At any level where you gain an *Encounter* rite, you may also trade one of your existing *Encounter* rites for any that is your level or lower.
- Any sustainable rite you cast automatically lasts one additional round after you stop using a sustain action unless you spend a free action to end it immediately. You may not sustain a rite that has been extended in this manner.

Stride

You have the ability to walk on the terrain of your choice. It must be chosen at the time of your initiation and remains fixed from then on. You may choose between:

Earth Walk	You may ignore any difficult terrain that is from rocks, loose earth, gravel or scree.
Forest Walk	You may ignore any difficult terrain from vegetation, roots, branches, etc.
Ice Walk	You may ignore difficult terrain caused by ice.
Swamp Walk	You ignore any difficult terrain encountered in a swamp like environment.

Natures' 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.

Sprig of Holly symbol: Once per encounter as a free action, you gain a bonus to a single attack roll equal to your Dexterity modifier. The sprig is contained within a carefully constructed piece of silver jewelry that must be tied to your body in some fashion. This effect may be used while shape-shifted. Holly sprigs must be fresh for this effect to be used, needing to be replaced by freshly harvested holly every few days. Any bonuses to the implement are cast upon the jewelry which focuses their enhancements on the powers of the sprig of holly contained within it. *Attack focus:* Any bonus to the Sprig of Holly implement also increases the damage done with this hit.

Choker with Birthstone: Once per encounter as a free action, you may use your choker to gain one of the following two effects. These effects may both be used while shape-shifted. Note: As in the picture, above, the choker may 'co-habitate' with a magical device occupying the neck slot.

You may designate one creature to be illuminated in *faerie fire* which will highlight the creature in an unearthly radiance until the end of the encounter (save -2 ends). While the creature is highlighted, it is at -1 AC to all your allies and cannot become concealed. *Defensive Focus:* Bonuses to the choker also increases this penalty.

Alternatively, you can choose one target within 5 to you and that creature is incapable of gaining combat advantage on you until the end of your next turn; regardless of your actions. This effect does not end any combat advantage that may already be in place against you.

Staff of Defense: A staff of defense grants you a +1 bonus to AC but only in humanoid shape. In addition, once per encounter as an immediate interrupt, you gain a bonus to defense against one attack equal to your Constitution modifier. You can declare the bonus after the DM has already told you the damage total. You must be wielding your staff to benefit from these features. *Rites Focus:* You may use your Staff of Defense implement to extend the range of any *Touch* or *Melee 1* attacks by 1 additional square.

Implements

Druids make use of a sprig of holly, a choker with their birth stone, or an oaken staff to help channel and direct the power of nature. Every druid has mastery of one type of implement (see "Class Features"). Without an implement, a druid may still use their powers. A druid wielding an implement may add its enhancement bonus to the attack rolls of druid and druid paragon powers that have the implement keyword.

Wild Shape

This feature allows druids to shift in and out of their animal forms. It is a required trait for any power with the *Wild* keyword.

When you are wildshaped, you may only use powers with the *Wild* descriptor, a basic melee attack, or any combat ability or skill that does not require speaking or fine motor skills (thus, you would be at an automatic -5 when attempting to *Bluff for advantage*, for example, and could not attempt Thievery skills or any First Aid skills).

Druids in wildshape lose the ability to speak; thus they cannot take a free action to tell their team-mates what to do except in simple point, grunts, yowls or noises available to their current form. Druid players that break this should be immediately warned by their DM.

Any gear being worn or wielded is still there and in full effect while in wildshape. Thus a wildshaped druid that was wielding a +2 longsword still attacks at +2 and has a weapon damage of 1d8. Items in a druid's backpack shift with them and are inaccessible for as long as they are wildshaped, even for the druid themselves. Notice that any armor penalties to speed still apply even when wildshifted.

If a wildshaped druid ever goes unconscious for any reason; they lose their wildshape immediately, reverting back to their humanoid shape and falling prone.

A weapon wielded while in wildshape will not look like a weapon, but will reform to the natural attack of whatever form was taken; whether that be claws, teeth, hooves or what-have-you.

Wildshaping requires a move action to shift from one form to another. Thus it takes a single move action to move from humanoid to attack and from attack to defensive. Wildshaping does provoke opportunity attacks and does grant combat advantage.

To start with, a druid has two major forms. These forms are picked when the druid is first created and always remain the same for each druid.

When the druid is in a wildshaped form, any animals will sense and react to them as if they were that kind of animal. Horses that might be completely tame around the druid in humanoid form will not be so happy to see the same druid while wearing the shape of a Lion.

Defensive Forms: Rhino, Bull, Bear, Elk, Ram.

Attack Forms: Wolf, Lion, Puma, Tiger, Mountain Lion.

DRUID POWERS

Your druid powers are called rites. Some are useful only in humanoid shape, others only while wildshaped.

Class Features

The druid has the following class features.

Wild Shape: Defensive Form   Druid Feature
The muscle, sinew and bone pop and ripple across your body. Suddenly you are in your defensive form.
At-will ✦ Primal, Stance
Move Action   **Personal**
Effect: *You gain a +3 power bonus to your AC and creatures you hit with your attacks are marked by you.* **Defensive Focus:** *You gain +4 power bonus to your AC.* **Provoke Opportunity Attacks:** *Entering your defensive form does allow opportunity attacks to all creatures within reach.* **Grants Combat Advantage:** *Entering your defensive form grants combat advantage to any creatures within reach.*

Wild Shape: Attack Form   Druid Feature
With a strangled roar your body rips, tears and shifts into a new shape; you become your attack form.
At-will ✦ Primal, Stance
Move Action   **Personal**
Effect: *You deal an additional +1d6 damage with all attacks when you have combat advantage.* *Increase the additional damage to 2d6 at 11th level and to 3d6 at 21st level.* **Attack Focus:** *You increase the damage of your weapon by one step and do an additional Strength Bonus on a critical hit.* **Provoke Opportunity Attacks:** *Entering your attack form does allow opportunity attacks to all creatures within reach.* **Grants Combat Advantage:** *Entering your attack form grants combat advantage to any creatures within reach.*

Primal Challenge (Defensive)   Druid Feature

A deep growl rumbles from you as you face a single enemy. You make it known it's between them and you now.

At-will ✦ Primal, Wild

Minor Action   **Ranged** 5

Requirement: Defensive Focus class feature
Target: One creature in range
Effect: You mark the target. The target remains marked until you fail to attack it at least once during each round. While a target is marked, it takes a -1 penalty to all defenses.
Special: You may use Primal Challenge only once per round.

Primal Concentration (Humanoid)   Druid Feature

You pull from deep within yourself and lash out at those that would oppose Nature's will.

At-will ✦ Primal, Implement

Movement Action   Personal

Requirement: Rites Focus class feature
Effect: You sacrifice all movement in return for additional range and damage on all Ranged or Area rites. You gain your Wisdom modifier for the range of any ranged rite, and your Charisma modifier as additional damage on any ranged rite you cast until the end of this round.

LEVEL 1 AT-WILL RITES

Summer's Breath   Druid Attack 1

You pull a tear from your eye and then breathe ancient words of power across it towards your foe. Clouds of steam boil up around them.

At-will ✦ Implement, Fire, Primal

Standard Action   Ranged 10

Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier fire damage.
Special: You cause an additional +2 damage every consecutive round this power was used successfully against the same target.

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

Raking Talons   Druid Attack 1

With a vicious twist of your claws, you open a bleeding wound.

At-will ✦ Primal, Wild

Standard Action   Melee touch

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage and an ongoing 1 damage (save ends).

Increase damage to 2[W] + Strength modifier and ongoing damage to 2 at 11th level. Increase to 3[W] + Strength and ongoing damage of 3 at 21ˢᵗ level.

Feral Leap (Attack)   Druid Feature

With a wild look in your eyes, you single out a foe and leap into combat.

At-Will ✦ Primal, Implement, Wild

Move Action   Personal

Requirement: Attack Focus class feature
Target: One creature within your move range, but at least 2 squares away
Movement Requirements: You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the target. You can't Feral Leap if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.
Provoke Opportunity Attacks: If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
Effect: Any attack made immediately after a Feral Leap gains a bonus of 1 + your Strength modifier to its attack roll.
Further, if your attack hits, you may Push your target 1 square as long as they are one step larger than you or less in size.

Grasping Roots   Druid Attack 1

You strike at your foes legs while whispering an ancient tongue. Thorny vines grow from your impact, tying your enemies' legs together.

At-will ✦ Implement, Conjuration, Primal

Standard Action   Melee touch

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Your target is immobilized until the end of your next turn (save ends).
Sustain Minor: A minor action continues the immobilization until the end of your next round.

Kick   Druid Attack 1

With a quick turn, you arch your back and kick at your opponent with both your rear feet.

At-will ✦ Primal, Wild

Standard Action   Melee touch

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage and you may Push your opponent 1 square away from you.
Increase damage to 2[W] + Strength modifier at 21ˢᵗ level.

Quick Retreat — Druid Attack 1

Your lips pull back in a human-like smile as you seize a momentary opening in the battle field. In a flash, you attack your opponent, then move out of harm's way.

Encounter ✦ Primal, Wild
Standard Action   **Personal**

Target: One Creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier.
Effect: You may shift up to 1 + your Dexterity mod squares.

LEVEL 1 ENCOUNTER RITES

Winter's Heart — Druid Attack 1

With a few words and a palm of water, you plunge the enemy into the depths of winter.

Encounter ✦ Implement, Primal, Cold
Standard Action   **Ranged** 10

Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom cold damage, and the target is slowed (save ends).
Sustain Minor: The target remains slowed until the end of the next round.
Special: The square where the enemy was standing becomes difficult terrain (ice) until the end of the encounter.

Pack Instinct — Druid Attack 1

Using your ally's attack as a distraction, you move in for the kill.

Encounter ✦ Primal, Wild
Immediate Reaction   **Melee touch**

Target: One adjacent creature.
Trigger: An ally makes a successful attack against the target.
Effect: The target is marked by you and takes an additional 1[W] + Strength modifier damage.
Defensive Form: Sustain Minor once to use this power again in the following round.

Pounce — Druid Attack 1

With a deep, bone-jangling growl, you leap upon your foe and strike repeatedly.

Encounter ✦ Primal, Wild
Minor Action   **Melee Touch**

Target: One creature
Trigger: You successfully hit the target with your Feral Leap this round.
Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier damage and you knock the target prone.
Attack Form: Hit or miss, you knock the target prone.

Healing Wave — Druid Attack 1

You draw upon your inner resources and create a flickering wall of light around your ally. With a shout, the wall explodes outwards, healing your ally and dazing their enemies.

Encounter ✦ Primal, Implement, Healing
Standard Action   **Area burst** 3 within 10 squares
                         (5 at 11th, 8 at 21st)

Target: All enemy within the radius around an ally within range.
Attack: Wisdom vs. Reflex
Effect: Enemies within the radius are dazed until your next turn. Your ally may either spend a healing surge or take a saving throw.

LEVEL 1 DAILY PRAYERS

Snapping Jaws — Druid Attack 1

You bite threateningly at your enemy, drawing their attention to you.

Daily ✦ Primal, Wild
Standard Action   **Melee touch**

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage
Effect: Until the end of your next turn, if the target moves or shifts away from you, shift one square and make an immediate basic attack against it.

Rend — Druid Attack 1

With claws like razors, you cut into your enemy and open a gaping wound.

Daily * Primal, Reliable, Wild
Standard Action Melee touch

Target: One creature
Attack: Strength vs. AC; make two attacks
Hit: 1[W] + Strength modifier damage and if both attacks hit, the target takes 1d6 additional damage.
Reliable: If you miss with either attack, you do not expend the use of this power.

Sheath of Thorns — Druid Attack 1

With the utterance of a few words; vines grow out from your skin covering your armor and protecting you from harm. Razor sharp thorns cut anyone foolish enough to attack you.

Daily ✦ Primal, Implement
Standard Action   **Personal**

Effect: You gain 5 + your Wisdom modifier temporary hit points. Further, any melee or touch attack against you causes Wisdom modifier in damage to the attacker until the end of the encounter.
Special: This effect persists through a shape-shift.

Brother Wolf

Druid Attack 1

You conjure a ghostly wolf, which appears next to you. It emits a feral growl and leaps towards your enemies.

Daily ✦ Conjuration, Primal, Implement

Standard Action   **Melee** 1

Effect: *You conjure a wolf that occupies 1 square adjacent to you. Every round, you can move the wolf up to your move rate +2 as a move action. The wolf lasts until the end of the encounter. A single targeted creature that ends its turn next to the conjured wolf is subject to a Strength vs. AC attack which does 1d6 + Strength damage. Changing the target of the wolf is a minor action.*

Special: *Damage is increased to 2d6 + Strength against a prone target.*

Combat Advantage: *If the wolf has combat advantage against the target, the target is also knocked prone on a hit.*

Increase the damage to 1d8 + Strength at 6th level.
Increase the number of wolves to 2 at 12th level.
Increase the damage to 2d6 + Strength at 18th level.
Increase the number of wolves to 3 at 24th level.

Sustain minor: *You may change the target of the wolves.*

Sustain move: *You may move the summoned wolves up to your movement rate +2.*

Note: *There must be an empty non-difficult terrain square adjacent to you for each summoned wolf, or it will not appear. Setting the initial target for each wolf is a free action.*