

## UPDATE NOTES – VERSION 2.0

### \*The Druid\*

- Wild Shape is no longer a polymorph effect. Instead, it reads:

This Class feature encompasses multiple powers, two of which (Defensive and Offensive) are outlined below.  
As a move action, you can change into and out of the form of an animal. You can only use powers with the wild keyword when you are in a wild shape form. Any gear you wear still functions exactly as it does when not in wild shape, but appears only to be your claws, horns, or even your thick hide while you are wild shaped.
- Defensive and Offensive Forms are now at-will. All other forms remain encounter or daily.
- The three types of focus have been more generalized to prevent pigeon-holing.
  - o It is now entirely possible to play a Defensive Focus Druid, pick non-wild powers, and be good in combat.
  - o You can also now pick any power to gain extra with a Rites Focus druid. This allows somebody who doesn't want to dedicate to defense or offense to be both equally.
  - o As a Defensive Focus Druid, you now gain the Primal Challenge power.
- The benefits powers receive for picking a specific focus have been replaced with benefits for being in a specific form. Rites focus has been removed as a power benefit. Instead, all non-wild druid powers automatically include what used to be the bonus.

### \*The Sky Marshall\*

- Updated the level 20 daily power; it now blinds (save ends) automatically.

### \*The War-shaper\*

- The War-shaper now gains Armor Proficiency: Plate at 11<sup>th</sup> level. This would allow an 11<sup>th</sup> level war-shaper up to 21 AC; or 25 AC when in defensive form. An 11<sup>th</sup> level Paladin with a heavy shield would have a 23 AC all the time.
- At 16<sup>th</sup> level, the War-shaper gains the Warbeast feature. When he uses his Primal Challenge feature, the target receives a -2 penalty to all defenses instead of the normal -1.
- Both Crushgrip and Predator and Prey now key off of a weapon and can be used while in wild shape as opposed to only in.

### \*New Items\*

- *Python Grip Weapons* are great for Defensive Druids or any other character who wants to focus on grappling rather than hack and slash.
- *Cloaks of the Evershifting* allow the bearer to shift faster and remember forms more frequently
- *Staffs of the Hierophant* are the ultimate Rites Focus Implement. They grant additional damage to your extra encounter power when you crit; and store a power of their own.

*I will protect this flower, this tree, this forest, and this world.*

Class Traits

|                              |  |
|------------------------------|--|
| <b>Role:</b>                 | Hybrid (Defender/Striker)  |
| <b>Power Source:</b>         | Primal   |
| <b>Key Abilities:</b>        | Wisdom, Strength, Constitution   |
| <b>Armor Training:</b>       | Cloth, Leather, Hide   |
| <b>Weapon Proficiencies:</b> | Club, Dagger, Great Club, Quarterstaff, Sickle, and Scythe                     |
| <b>Bonus to Defenses:</b>    | +1 Fortitude, +1 Will  |
| <b>Starting HP:</b>          | 12 + Constitution Score  |
| <b>HP per level gained:</b>  | 5 HP/level   |
| <b>Healing Surges:</b>       | 6 + Constitution Modifier  |
| <b>Trained Skills:</b>       | Nature plus three others   |
| <b>Available Skills:</b>     | Athletics, Endurance, Heal, History, Intimidate, Perception, Religion, Stealth |
| <b>Bonus Language:</b>       | Druidic  |
| <b>Build Options:</b>        | Feral Warrior Druid, Master of Rites Druid, Nature's Protector Druid           |
| <b>Class Features:</b>       | Favored Form, Stride, Wild Shape   |



Creating a Druid

**Feral Warrior Druid**

- **Suggested Feat:** Weapon Focus: Natural (unarmed) (Human feat: Action Surge)
- **Suggested Skills:** Athletics, Intimidate, Nature, and Stealth
- **Suggested At-will Powers:** Tear, Rake
- **Suggested Encounter Power:** Pack Tactics
- **Suggested Daily Power:** Rend

**Master of Rites Druid**

- **Suggested Feat:** Ritual Caster (Human feat: Human Perseverance)
- **Suggested Skills:** Heal, History, Nature, Religion
- **Suggested At-will Powers:** Overheat, Thorns
- **Suggested Encounter Power:** Chill, Magic Stones
- **Suggested Daily Power:** Shillelagh

**Nature's Protector Druid**

- **Suggested Feat:** Toughness (Human feat: Combat Reflexes)
- **Suggested Skills:** Nature, Endurance, Athletics, Perception
- **Suggested At-will Powers:** Tear, Stomp
- **Suggested Encounter Power:** Pounce
- **Suggested Daily Power:** Nip

All Druids share these class features

### Favored Form

Druids operate in a variety of ways. Some druids rely on their wild shape to protect allies and nature alike; while others rely on the advantages it brings when combating enemies. There are some druids who only use wild shape as a last resort. These druids, instead, focus on their magical talents and their connection to the feywild. Choose one of the following options.

**Defensive Focus:** You gain +3 hit points at 1st level and +1 hit point per level after that. You also gain a +4 power bonus to AC when in Defensive Form, and can use the Primal Challenge power to mark an enemy of your choice.

**Offensive Focus:** You gain proficiency with one simple or martial weapon of your choice and deal an additional 2 points of damage with all attacks you make.

**Rites Focus:** You gain one additional encounter rite of your choice at 1st level. At 3rd level, and any level thereafter in which you'd gain an encounter power, you may trade your extra rite to match your highest level available.

### Implements

Druids wielding a magic staff or rod can add its enhancement bonus to the attack rolls and the damage rolls of druid powers, as well as druid paragon path powers that have the Implement keyword. Without a staff or a rod, a druid can still use these powers, but he or she doesn't gain the bonus provided by the magic Implement.

An *Athame*, a special magic dagger (see *Pact Blade*; PHB pg. 235), can also be used as an Implement for druid powers, as well as druid paragon powers. These daggers are often given to respected members of a druid's circle.

### Stride

You have Terrain Walk of the type of your choice. Choose between *Earth Walk*, *Forest Walk*, *Ice Walk*, and *Swamp Walk*.

### Wild Shape

This Class feature encompasses multiple powers, two of which (Defensive and Offensive) are outlined below.

As a move action, you can change into and out of the form of an animal. You can only use powers with the wild keyword when you are in a wild shape form.

Any gear you wear still functions exactly as it does when not in wild shape, but appears only to be your claws, horns, or even your thick hide while you are wild shaped.

#### Druid Powers

#### Druid Features

#### WILD SHAPE: DEFENSIVE FORM

##### Druid Feature

*You become a rhino, a bull, or another tougher than average creature.*

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.

#### WILD SHAPE: OFFENSIVE FORM

##### Druid Feature

*You become a tiger, a ram, or another stronger than average creature.*

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 by +1d6 at 11<sup>th</sup> level and again at 21<sup>st</sup> level.

#### PRIMAL CHALLENGE

##### Druid Feature

*You call your enemy out with a growl, yell, or howl; then move in to make good your challenge.*

At-will \* Primal

Minor Action Close burst 5

Requirement: Defensive Focus class feature

Target: One creature in burst

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.

You can use *primal challenge* once per round.

Special: You can use this power while in a Wild Shape form.

## Level 1 At-will Rites

### OVER HEAT Druid Attack 1

*The foe becomes first uncomfortably, then painfully hot.*

At-will \* Implement, Fire, Primal  
Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier fire damage.

Special: If you hit the target with this power last round, this attack deals +2 damage.

Increase damage to 2d6 + Wisdom modifier at 21<sup>st</sup> level.

### RAKING TALONS Druid Attack 1

*You open a bleeding wound across exposed skin.*

At-will \* Primal, Wild  
Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and ongoing 1 damage (save ends).

Increase damage to 2[W] + Strength modifier and ongoing damage to 2 at 21<sup>st</sup> level.

### TEARING CLAWS Druid Attack 1

*You dig deep into flesh and make it difficult to attack you in return.*

At-will \* Primal, Wild  
Standard Action Melee touch

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage and the target is marked and takes a -1 penalty to attack you until the start of your next turn.

Increase damage to 2[W] + Strength modifier and penalty to attack rolls to -2 at 21<sup>st</sup> level.

### THORNS Druid Attack 1

*You conjure thorns which dig into shins and heels painfully.*

At-will \* Implement, Conjunction, Primal  
Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage and half damage if target moves before the start of your next turn.

Increase damage to 2d6 + Wisdom modifier at 21<sup>st</sup> level.

### STOMPING HOOVES Druid Attack 1

*With crushing hooves, you buck into your opponent.*

At-will \* Primal, Wild  
Standard Action, Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Special: If target is prone, this attack deals +4 damage.

Increase damage to 2[W] + Strength modifier at 21<sup>st</sup> level.

## Level 1 Encounter Rites

### CHILL 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 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom cold damage, and the target is slowed (save ends).

### MAGIC STONES Druid Attack 1

*You pick up three rocks and throw them into the air. The rocks spin for a moment before flying off to attack the enemy.*

Encounter \* Implement, Primal  
Standard Action Ranged 5

Target: Up to 3 creatures

Special: Pick your targets before you roll the attack. You may pick the same target 3 times.

Attack: Wisdom vs. Reflex; make one attack against all targets

Hit: 1d6 damage to each target, and you deal Wisdom modifier damage to one target.

### PACK TACTICS 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

*Like a great cat, you leap upon your foe and strike repeatedly.*

Encounter \* Primal, Wild

Minor Action Melee 1

Target: One creature

Trigger: You successfully hit the target with your charge attack this round.

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage, and you knock the target prone.

Offensive Form: Hit or miss, you knock the target prone.

Level 1 Daily Rites**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.

**SHILLELAGH** Druid Attack 1

*Your staff glows bright as you strike your foe. Afterward, the glow fades, but remains for a time.*

Daily \* Implement, Primal, Weapon

Standard Action Melee weapon

Requirements: You must be wielding a staff

Target: One creature

Attack: Wisdom +1 vs. AC

Hit: 3[W] + Strength + Wisdom modifier damage

Effect: You get a +1 power bonus to the attacks and damage of powers with the Implement keyword until the end of the encounter.

Level 2 Utility Rites**SPRINT** Druid Utility 2

*As you move across the field of battle, your form changes into that of a fast-moving animal.*

Encounter \* Primal, Wild

Move Action Personal

Effect: Move up to twice your speed.

**ARMADILLO CLOAK** Druid Utility 2

*Your skin thickens in an instant to protect you from harm.*

Encounter \* Primal

Immediate Interrupt Personal

Trigger: A creature attacks you

Effect: You gain the power bonus granted by your defensive form to your AC until the start of your next turn. This does not shift you into defensive form.

Special: You can use this power while in Offensive Form.

**GOODBERRY** Druid Utility 2

*You pull a handful of blackberries from your satchel and pass them around to your party for use at a moment's notice.*

Daily \* Primal, Healing

Standard Action

Effect: You create a number of goodberries equal to your Wisdom modifier. Until you take an extended rest, you or an ally can eat one berry as a minor action to heal a number of hit points equal to 2 + half your level.

Level 3 Encounter Rites**CAT AND MOUSE** Druid Attack 3

*You strike at your target and dare it to move again.*

Encounter \* Primal, Wild

Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and repeat damage once if target moves or shifts away from you this turn.

Defensive Form: You can use this attack as an opportunity attack if the target is moving away from you. The target knows it will take the damage again if it continues to move or shift.

Offensive Form: Half damage on a miss.

**GUST OF WIND** Druid Attack 3

*You call forth a great wind which throws others around like dolls.*

Encounter \* Implement, Primal

Standard Action Area blast 2 within range 5

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and push the target 1 + your Wisdom modifier squares if it is large size or smaller.

Level 5 Daily Rites**PUMMEL** Druid Attack 5

*You slam into your foe relentlessly.*

Daily \* Primal, Reliable, Wild

Standard Action Melee

Target: One creature

Primary Attack: Strength vs. AC; make two attacks

Reliable: If you miss with both primary attacks, you do not expend the use of this power.

Hit: 1[W] + Strength modifier damage and make a secondary attack against the same target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

**POISON** Druid Attack 5

*The enemy is sickened by your spell.*

Daily \* Implement, Primal, Poison

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier poison damage, and ongoing Wisdom modifier poison damage until the target is healed; then ongoing Wisdom modifier poison damage (save ends).

Miss: Ongoing Wisdom modifier poison damage (save ends)

Level 6 Utility Rites**CAMOUFLAGE** Druid Utility 6

*Like the chameleon, you blend into your surroundings.*

Daily \* Primal, Wild

Minor Action Personal

Effect: You have superior cover until the start of your next turn.

**TREE SHAPE** Druid Utility 6

*By turning into a tree, you are better able to hide or help others to climb.*

At-will \* Primal, Polymorph

Standard Action Personal

Effect: You count as a large tree. Until you move or are recognized, you gain a +10 to stealth.

Level 7 Encounter Rites**BEAR HUG** Druid Attack 7

*You pull in the foe and hold him to you with an impossible grip.*

Encounter \* Primal, Wild

Standard Action Melee touch

Target: One creature your size, smaller, or one size larger

Attack: Strength vs. AC; you have combat advantage for this attack

Hit: 2[W] + Strength modifier damage and the target is grabbed (until escape).

Defensive Form: You can sustain the grab as a free action.

**TRAMPLE** Druid Attack 7

*You charge the enemy, knocking down anything in your way.*

Encounter \* Primal, Wild

Standard Action Melee 1

Effect: Charge one enemy. You draw no opportunity attacks and can make a basic attack, with a +2 for charging, against any creatures within range on your way to the target.

Offensive Form: At the end of your charge, you can attack the original target with any at-will, wild power you possess.

**DUST DEVIL** Druid Attack 7

*You call a small whirlwind into being and use it to trouble your foes.*

Encounter \* Implement, Primal

Standard Action Range 10

Target: One creature within range

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage and the target is knocked prone.

Sustain Minor: Sphere stays in place and knocks prone any creature passing through its square.

Sustain Move: Sphere can move to one creature within range and make an attack.

Special: You can use this power twice per encounter.

Level 9 Daily Rites**GIANT VERMIN** Druid Attack 9

*You sprinkle some sand onto the ground in front of you which turns into a writhing mass of bugs and attacks under your guidance.*

Daily \* Implement, Conjunction, Primal

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 4 + Wisdom modifier damage

Effect: You conjure a minion next to the target. The minion remains adjacent to the target until it is killed or the target is reduced to 0 or less hit points.

Sustain standard: Each minion still adjacent to an enemy can make the above attack.

**WHIPPING TAIL** Druid Attack 9

*You whip your tail around to hit foes as they approach you.*

Daily \* Primal, Wild

Standard Action Close blast 2

Target: One creature in area

Attack: Strength vs. AC

Hit: 3d8 + Strength modifier damage

Effect: Until the start of your next turn, make the above attack against any creature which misses you with a melee attack.

Level 10 Utility Rites**STONESKIN** Druid Utility 10

*Your skin hardens to granite consistency and turns away common weapons with ease.*

Encounter \* Primal, Stance

Minor Action Personal

Effect: You have Resist Weapons 5 + half your level until the end of your next turn.

Sustain Minor: You can sustain this power a number of rounds equal to your Constitution modifier.

Special: You may use this power while in wild shape.

**WILD SHAPE: MAGIC** Druid Utility 10

*You focus and can tap into the power of your magical equipment for a short time.*

Encounter \* Primal, Polymorph, Stance, Wild

Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive Form, but you can still use item powers.

**NATURAL SPELL** Druid Utility 10

*You have learned to channel some of your power through clumsy paws and snapping teeth.*

Encounter \* Primal, Polymorph, Stance, Wild

Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive Form, but you can still use non-wild powers. If the power is an attack it does 1[W] less damage.

Level 13 Encounter Rites**DIRE POUNCE** Druid Attack 13

*Like a great cat, you leap upon your foe and strike repeatedly.*

Encounter \* Primal, Wild

Minor Action Melee 1

Effect: Until the end of the encounter, when you hit a target with a charge attack, the target makes an immediate save or is knocked prone.

Target: One creature

Trigger: You successfully hit the target with your charge attack this round.

Attack: Strength +2 vs. Reflex

Hit: 2[W] + Strength modifier damage, and you knock the target prone.

Offensive Form: Hit or miss, you knock the target prone.

**MAUL**

Druid Attack 13

*You attack the enemy and allow it no chance to retaliate as you latch on.*

Encounter \* Primal, Wild

Standard Action            Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and the target is grabbed (until escape). Make a secondary attack against the same target.

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Defensive Form: You can use the secondary attack of this power at-will when you have a target grabbed.

**ARMOR OF THORNS**

Druid Attack 13

*You call into being natural armor which coats you in thick thorns and harms those around you.*

Encounter \* Implement, Primal

Immediate Interrupt        Melee touch

Trigger: A creature within range attacks you

Effect: The creature takes 3d8 + Wisdom modifier damage, and you gain a +1 power bonus to all defenses until the end of your next turn.

Sustain Minor: The effect persists, and until the end of your next turn, creatures that attack you take 1d8 + Wisdom modifier damage. You can only sustain this power once.

**CALL STORM**

Druid Attack 13

*You summon a storm to hamper enemies.*

Encounter \* Implement, Primal, Lightning, Thunder, Zone

Standard Action            Area burst 6 within 10

Target: Each creature in burst

Attack: Wisdom vs. AC or Reflex if target is wearing metal armor

Hit: 1d10 + Wisdom modifier Lightning or Thunder damage (your choice)

Effect: The burst creates a zone with a stormcloud over head. Creatures that enter the zone or start their turns there take 1d10 + Wisdom modifier Lightning or Thunder damage (your choice each time). As a move action, you can move the zone up to 6 squares.  
Sustain Minor: The zone persists.

Level 15 Daily Rites**BELLOWING ROAR**

Druid Attack 15

*You roar with bestial power and shove your enemy to make it focus on you.*

Daily \* Primal, Wild

Standard Action            Melee

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 2 squares. The target is marked by you until the end of the encounter, and all enemies within 2 squares of you or the target are marked until the end of your next turn.

Miss: The target and all enemies within 2 squares of you or the target are marked until the end of your next turn.

**COBRA STRIKE**

Druid Attack 15

*You position yourself to bite the foe quickly.*

Daily \* Primal, Poison, Wild

Standard Action            Melee 1

Target: One creature

Special: You may shift toward the target up to 2 squares before making this attack. If you do not, you get a +2 to the attacks.

Attack: Strength vs. AC, two attacks against the target

Hit: 2[W] + Strength modifier poison damage, and ongoing 5 poison damage (save ends). Target must save vs. both instances of ongoing poison damage separately.

Miss: Half damage and no ongoing damage.

**EMPOWER STAFF**

Druid Attack 15

*You strike your foe once while preparing something else.*

Daily \* Implement, Primal, Reliable, Weapon

Standard Action            Melee weapon

Requirements: You must be wielding a staff

Target: One creature

Attack: Make an attack with one encounter power you have available.

Reliable: If you miss with the attack, you do not expend the use of either power.

Hit: As the power's description, and pick another, encounter power of a lower level you can cast. Until the end of the encounter, if you are wielding your staff, you can use that power as a minor action once.

Miss: No effect, even if the encounter power has one.

**LIGHTNING STRIKE** Druid Attack 15

*You pull energy from the very air and use it to strike a nearby enemy.*

Daily \* Implement, Lightning, Primal  
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Special: If the target is wearing metal armor, you get a +3 bonus to the attack.

Hit: 3d8 + Wisdom modifier lightning damage and ongoing 8 + Wisdom modifier lightning damage (save ends).

Miss: Half damage and ongoing Wisdom modifier lightning damage (save ends).

Level 16 Utility Rites**WILD SHAPE: MOUNT** Druid Utility 16

*You provide your ally with much needed assistance and mobility.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

Effect: This power acts as Defensive form. Until the end of your next turn, while you are within this form, any ally can use you as a mount to gain a +4 power bonus to his speed and deal 3[W] + Strength modifier damage on a charge. You and your ally occupy and threaten the same 2x2 square. Each of you can still only attack on your own turns, but move at the same time when either of you would move.

Sustain Move: The effect persists.

**ANIMAL FURY** Druid Utility 16

*Everything turns bright red as you lose yourself for a time.*

Encounter \* Primal, Wild

Minor Action Personal

Effect: Until the end of your next turn, you gain a +4 power bonus to damage you deal with wild attacks.

The bonus increases to +6 if you are bloodied.

**VIGOR** Druid Utility 16

*With a wave of your hand, the very ground begins to fill your party with life.*

Daily \* Primal, Healing

Standard Action Close burst 5

Targets: you and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Wisdom modifier to the hit points regained.

**WILD SHAPE: FLIGHT** Druid Utility 16

*You become a flying creature and can move more freely about the field of battle.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive form. While in this form, you can fly at your normal movement speed.

Level 17 Encounter Rites**FEROCITY** Druid Attack 17

*You slash at enemies ferociously, moving from one to the other.*

Encounter \* Primal, Wild

Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Offensive Form: You gain a +4 bonus to the damage roll.

Effect: After the attack, you can shift one square and repeat the attack against another target within reach.

You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

**CHARGING HORNS** Druid Attack 17

*You rush into an opponent and slam him with great horns.*

Encounter \* Primal, Wild

Standard Action Melee 1

Target: One creature

Special: You must charge as part of this attack.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and the target is dazed until the end of your next turn.

Defensive Form: The target is stunned rather than dazed.

**SUMMER STORM** Druid Attack 17

*You call up a cyclone from the feywild. It surrounds your enemy and batters him with heavy claps of thunder while pushing him along.*

Encounter \* Implement, Primal, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier thunder damage, and you slide the target a number of squares equal to 5 + your Wisdom modifier.

Level 19 Daily Rites**RAZORBOAR FLURRY** Druid Attack 19

*Even a glancing blow can be especially painful.*

Daily \* Primal, Wild

Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Special: This attack can score a critical hit on a roll of 18-20. If the target is bloodied either before or after the attack, it takes an additional 2[W] damage.

**WILD SHAPE: TROLLBEAST** Druid Attack 19

*You take on a sickly green hue to your fur and skin. As you restore yourself, your enemies pay the price for coming too close.*

Daily \* Healing, Primal, Stance, Wild

Minor Action Personal

Effect: This power acts as Defensive Form. While in this form, you gain regeneration equal to your Constitution modifier, a +1 power bonus to AC and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes damage equal to your Strength modifier and is slowed until the end of its turn, as long as you are able to make opportunity attacks.

**FAERIE CLONE** Druid Attack 19

*You take the place of an enemy and move to attack unsuspecting enemies.*

Daily \* Primal, Conjuraton, Teleportation

Standard Action Ranged 20

Target: One natural creature

Attack: Wisdom vs. Will

Hit: The target is teleported to a harmless area within the feywild. Conjure a duplicate of the creature in place of the original.

The duplicate is a minion under your control. It can move and make the target's at-will attacks until the end of your next round. At the end of the effect, the target returns in the same place as the duplicate left.

Sustain Standard: The effect persists until you are attacked or move; or the duplicate is killed. You can still take minor actions.

The duplicate can continue to move and make at-will attacks freely when sustained. There is no limit to how far you can send it.

Miss: The target is teleported to a harmless area within the feywild until the end of your next round.

Special: You can cast this on yourself or a willing ally without making an attack roll.

Level 22 Utility Rites**FEY WALK** Druid Utility 22

*You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the feywild, you are surrounded by a glamor of invisibility.*

Encounter \* Illusion, Primal, Teleportation

Move Action Personal

Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

**WILD SHAPE: LUPINE** Druid Utility 22

*Your legs gain a canine's shape and you move about more freely.*

Encounter \* Primal, Stance, Wild

Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive Form. While in this form, you gain a +2 power bonus to your speed and can shift 1 square as a free action before or after you make an attack.

**A THOUSAND FACES** Druid Utility 22

*You can become anybody.*

Daily \* Polymorph, Primal

Free Action Personal

Effect: Until the end of the turn, you can use a Racial Power as though you were a member of that race.

Until the end of the encounter, you can use one daily, encounter, or utility power an ally knows of level 22 or lower. You add your appropriate modifiers to that power's attack or damage when relevant.

Level 23 Encounter Rites**LEAP-FROG** Druid Attack 23

*You jump from one enemy to another and slam each with powerful limbs.*

Encounter \* Primal, Wild

Standard Action Melee touch

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: After the attack, you can jump up to 4 squares to another target and make a melee basic attack against that target.

Offensive Form: You can make an at-will attack against the second target instead.

**CHALLENGING TRUMPET** Druid Attack 23

*You let out a great call which your enemy is compelled to answer.*

Encounter \* Primal, Thunder, Wild

Standard Action Ranged 6

Target: One creature

Attack: Strength vs. Will

Hit: 3d10 + Strength modifier thunder damage and the target can only attack you until the end of its next turn.

Defensive Form: The target takes a penalty to attacks equal to your Strength modifier until the end of its next turn.

**CONTROL WEATHER** Druid Attack 23

*You manipulate one of mother nature's finest achievements with masterful hands.*

Encounter \* Implement, Lightning, Primal, Thunder

Standard Action Area Burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier Lightning and Thunder damage.

Sustain Minor: Creatures entering or starting their turn in the area take 4d6 + Wisdom modifier Lightning and Thunder damage

Level 25 Daily Rites**SPORE CLOUD** Druid Attack 25

*With a burst of fluff and color, everybody inhales strange pollen which matures rapidly and rejuvenates others when mixed with freshly spilled blood.*

Daily \* Primal, Stance, Wild

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and until the end of the encounter, if the target is reduced to 0 or less hit points, your allies within burst 1 of the target can spend a healing surge.

**WILD SHAPE: ELEMENTAL** Druid Attack 25

*You have learned to branch your powers out and become otherworldly aspects of nature.*

Daily \* Primal, Stance, Wild

Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive Form. While in this form, you have Resist Cold, Fire, Lightning, or Thunder equal to your level. At the start of your turn, make an attack against creatures you can reach.

Attack: Strength vs. AC

Hit: 1[W] + Strength damage of the type you resist with this power.

**WILD SHAPE: PLANT** Druid Attack 25

*You have learned to branch your powers out, literally.*

Daily \* Primal, Stance, Wild

Minor Action Personal

Effect: This power acts as your choice of Defensive or Offensive Form. While in this form, you have Resist acid, weapons, and poison equal to half your level. Creatures that attack you with a melee attack take 2d6 + Strength modifier poison damage and ongoing 5 poison damage (save ends).

### Level 27 Encounter Rites

#### **MANTICORE SPINES** Druid Attack 27

*You pepper the enemy with a hail of spines.*

Encounter \* Primal, Wild

Standard Action Ranged 10

Target: One creature

Attack: Strength vs. AC, three attacks

Hit: 2[W] + Strength modifier damage per attack. If two attacks hit, deal an extra 2[W] damage. If three attacks hit, deal an extra 3[W] damage.

Offensive Form: You have combat advantage against the target until the end of your next turn.

#### **ANIMAL OF LEGEND** Druid Attack 27

*You are an impenetrable bastion of defense.*

Encounter \* Primal, Wild

Standard Action Melee touch

Effect: You gain a power bonus equal to your Constitution modifier to saves, and all defenses until the end of your next turn.

Target: One, Two, or Three creatures

Special: If you only attack one creature, you get a +2 bonus to the attack.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Defensive Form: You can sustain the effect for one extra round with a minor action.

#### **POISONED BRAMBLES** Druid Attack 27

*You pierce your foe with dangerous barbs and hold him fast.*

Encounter \* Implement, Poison, Primal

Standard Action Ranged 10

Attack: Wisdom vs. Fortitude

Hit: 5d8 + Wisdom modifier poison damage, and the target is immobilized and take a penalty to AC and Reflex defenses equal to 1 + your Wisdom modifier until the end of your next turn.

### Level 29 Daily Rites

#### **WILD SHAPE: CHIMERA** Druid Attack 29

*You are an amalgamation of creatures.*

Daily \* Primal, Stance, Wild

Minor Action Personal

Effect: This power acts as both Defensive and Offensive Form. While in this form, you can maintain two additional stances of your choice. As a Standard Action on your turn, you can make up to two at-will wild attacks against one or two targets within reach.

#### **WILD SHAPE: EIDOLON** Druid Attack 29

*At last, you put your long dormant shapechanging powers to use.*

Daily \* Implement, Lightning, Polymorph, Primal, Thunder

Move Action Personal

Effect: You become an Eidolon until the end of your next turn. While in this form, creatures who attack you or allies within 10 squares of you take 1d10 + Wisdom modifier lightning and thunder damage.

Special: You can use non-wild powers while in this form and cannot use wild powers.

Sustain Move: You can sustain this effect as long as you don't move. You can still teleport or shift; or be subject to a pull, push or slide. You have resist 20 to all damage and allies within line of sight deal an extra 1d8 lightning damage on their melee attacks.

## Druid Related Feats

### **STUDENT OF THE WILD [Multiclass Druid]**

**Tier:** Heroic

**Requirements:** Strength 13

**Class/Skill:** Druid/Nature

**Benefit:** Pick either the Defensive or the Offensive wild shape form. You can use that class feature once per day as a minor action. If you have any powers which act as your choice of these two forms, you only benefit from the form you chose.

### **INITIATE OF THE WILD [Multiclass Druid]**

**Tier:** Heroic

**Requirements:** Wisdom 13

**Class/Skill:** Druid/Nature

**Benefit:** You can use the Stride class feature of the Druid for one encounter per day.

## Wild Feats

Wild feats grant characters who have the Wild Shape class feature (druids) the use of unique forms not otherwise available to druids. The power sometimes associated with these feats follows the feat description. A wild feat is denoted by “Wild” in brackets after the name of the feat.

### **HUGE FORM [WILD]**

**Tier:** Epic

**Prerequisites:** Wild Shape class feature, Str 21, Wis 13

**Benefit:** You can change yourself to invoke the power of a huge creature.

#### **WILD SHAPE: HUGE** Feat Power

*You become a roc, a tyrannosaurus, or some other really big creature.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

**Effect:** This power acts as your choice of Defensive or Offensive form. While in this form, you are a huge, tall creature. Your unarmed attacks deal appropriate damage for your new size, you stand in a 3x3 square and you have reach 3.

**Special:** You must take the Huge Form feat to use this power.

### **IMPROVED TRAVEL FORM [WILD]**

**Tier:** Epic

**Prerequisites:** Wild Shape class feature, Travel Form

**Benefit:** You get a +3 feat bonus to the movement mode of your choice. If you pick flight, you are no longer clumsy and your overland flight is 18.

**Special:** You can take this feat multiple times. If you do, select a different movement mode in which to apply this feat.

### **LARGE FORM [WILD]**

**Tier:** Paragon

**Prerequisites:** Wild Shape class feature, Str 17, Wis 13

**Benefit:** You can change yourself to invoke the power of a large creature.

#### **WILD SHAPE: LARGE** Feat Power

*You become a dire bear, a dinosaur, or some other rather big creature.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

**Effect:** This power acts as your choice of Defensive or Offensive form, but you are a large, tall creature. Your unarmed attacks deal appropriate damage for your new size, you stand in a 2x2 square and you have reach 2.

**Special:** You must take the Large Form feat to use this power.

### **RACIAL FORM [WILD]**

**Tier:** Heroic

**Prerequisites:** Wild Shape class feature

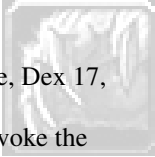
**Benefit:** You can use your racial power while in wild shape form. You also get a +2 feat bonus to Nature checks.

### **SMALL FORM [WILD]**

**Tier:** Paragon

**Prerequisites:** Wild Shape class feature, Dex 17, Wis 13

**Benefit:** You can change yourself to invoke the power of a small creature.



#### **WILD SHAPE: SMALL**

**Feat Power**

*You become a dog, a boar, or some other rather small creature.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

**Effect:** This power acts as your choice of Defensive or Offensive form. While in this form, you are a small creature. Your natural attacks deal appropriate damage for your new size; and you gain a +2 power bonus to AC, Reflex, and Stealth vs. creatures larger than you.

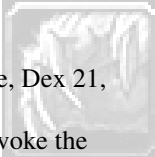
**Special:** You must take the Small Form feat to use this power.

### **TINY FORM [WILD]**

**Tier:** Epic

**Prerequisites:** Wild Shape class feature, Dex 21, Wis 13

**Benefit:** You can change yourself to invoke the power of a tiny creature.



#### **WILD SHAPE: TINY**

**Feat Power**

*You become a cat, a rodent, or some other very small creature.*

Encounter \* Primal, Polymorph, Stance, Wild  
Minor Action Personal

**Effect:** This power acts as your choice of Defensive or Offensive form. While in this form, you are a tiny creature. Your natural attacks deal appropriate damage for your new size; and you gain a +4 power bonus to AC, Reflex, and Stealth vs. creatures larger than you. In addition, you must stand in the same space as a creature to attack it, but draw no opportunity attacks for doing so.

**Special:** You must take the Tiny Form feat to use this power.

A VERY IMPORTANT THANKS TO EVERYBODY WHO HAS HELPED WITH THE EVOLUTION OF THIS CLASS.

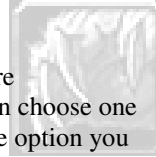
Special Thanks to dcvianna of EnWorld for reformatting the class (which hopefully will be updated soon as well).

### **TRAVEL FORM [WILD]**

**Tier:** Paragon

**Prerequisites:** Wild Shape class feature

**Benefit:** When you wild shape, you can choose one of the following movement modes. The option you choose cannot be changed until you can use wild shape again.



- Burrow Speed 3
- Climb Speed 6
- Flight Speed 3 (Clumsy; Overland 9)
- Swim Speed 6

**Special:** You can take this feat multiple times. If you do, pick a new movement mode with which to apply to your wild shape form. You cannot have more than one alternate movement mode at any time.

#### Druid Related Items

#### **PYTHON GRIP WEAPON**

**Level 7+**

*One moment, it struck me; the next, I couldn't go anywhere.*

|        |    |           |        |    |              |
|--------|----|-----------|--------|----|--------------|
| Lvl 7  | +2 | 2,600 gp  | Lvl 22 | +5 | 325,000 gp   |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |
| Lvl 17 | +4 | 65,000 gp |        |    |              |

**Weapon:** Hammer, Mace, Staff

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Gain an item bonus to grabs equal to the weapon's enhancement bonus.

**Power (Daily):** Free Action. Use this power when you hit with the weapon. The target is grabbed (until escape)

#### **CLOAK OF THE EVERSIFTING**

**Level 10+**

*What'd you think of that? Hold on, I'll do it again.*

|        |    |            |        |    |              |
|--------|----|------------|--------|----|--------------|
| Lvl 10 | +2 | 5,000 gp   | Lvl 25 | +5 | 625,000 gp   |
| Lvl 15 | +3 | 25,000 gp  | Lvl 30 | +6 | 3,125,000 gp |
| Lvl 20 | +4 | 125,000 gp |        |    |              |

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Encounter):** Minor Action. Shift into or out of wild shape form if you have the wild shape class feature.

**Power (Daily):** Minor Action. Regain the use of one encounter or daily wild shape form.

#### **STAFF OF THE HIEROPHANT**

**Level 2+**

*What'd you think of that? Hold on, I'll do it again.*

|        |    |           |        |    |              |
|--------|----|-----------|--------|----|--------------|
| Lvl 2  | +1 | 520 gp    | Lvl 17 | +4 | 65,000 gp    |
| Lvl 7  | +2 | 2,600 gp  | Lvl 22 | +5 | 325,000 gp   |
| Lvl 12 | +3 | 13,000 gp | Lvl 27 | +6 | 1,625,000 gp |

**Implement (Staff)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus if the power is your extra power within the staff or chosen with Rites Focus.

**Property:** Each Staff of the Hierophant contains a druid encounter power of the staff's level or lower usable once per day.

## FOR THE DM

### DRUID TEMPLATES

Power Source: Primal

| <b>DEFENSIVE FORM DRUID</b>                                    | Elite Soldier |
|--|---------------|
| <b>Defenses:</b> +2 Fortitude                                  |               |
| <b>Saving Throws:</b> +2                                       |               |
| <b>Action Point:</b> 1   |               |
| <b>Hit Points:</b> +8 per level + Constitution score           |               |
| <b>Weapon Proficiency:</b> None                                |               |
| <b>Armor Training:</b> Cloth, leather, hide                    |               |
| <b>Trained Skills:</b> Endurance, Nature                       |               |
| <b>Class Features:</b> Defensive Focus, Defensive Form, Stride |               |

| <b>OFFENSIVE FOCUS DRUID</b>   | Elite Skirmisher |
|--|------------------|
| <b>Defenses:</b> +1 Fortitude, +1 Reflex                                     |                  |
| <b>Saving Throws:</b> +2   |                  |
| <b>Action Point:</b> 1   |                  |
| <b>Hit Points:</b> +8 per level + Constitution score                         |                  |
| <b>Weapon Proficiency:</b> None  |                  |
| <b>Armor Training:</b> Cloth, leather, hide                                  |                  |
| <b>Trained Skills:</b> Nature plus one other skill from the Druid class list |                  |
| <b>Class Features:</b> Offensive Focus, Offensive Form, Stride               |                  |

## DRUID NPC

**Power Source:** Primal. **Role:** Soldier/Skirmisher

**Defenses:** +1 Fortitude, +1 Will

**Hit Points:** 6 (Rites) or 8 per level + Constitution Score.

**Weapon Proficiency:** Simple Weapons

**Armor Proficiency:** Cloth, Leather, Hide

**Trained Skills:** Nature, plus one other skill from the druid class list.

**Class Features:** Favored Form, Stride, Wild Shape.

**Implement:** Staff, Rod, or Athame

*Nobody ever looks up. They'll pay for that mistake dearly.*

**Prerequisite:** Druid

Lord of the skies, the Sky Marshal moves in for his strike before flitting off to prepare another. Despite its name, this paragon path doesn't actually require flight to use its powers. Druids will often rename it to fit their preferred form.

**Fly-by attack (11<sup>th</sup> level):** When in wild shape, you can use your standard action before, during, or after your movement in a round. If you can already do this, you gain a +1 bonus to each of your movement modes instead.

**Sky Marshal's Action (11<sup>th</sup> level):** You can spend an action point to regain one wild druid encounter power you have already used, instead of taking an extra action.

**Eagle's Claw Strike (16<sup>th</sup> level):** When you hit a creature of your size or smaller with a melee attack, you may push that creature a number of squares equal to your Strength modifier. It takes 1d4 damage for every square pushed in this way. You must move with the creature.

Sky Marshal Powers

**SCREECHING DESCENT** Sky Marshal Attack 11

*You come down on your foe with a piercing yell and an equally piercing blow.*

Encounter \* Primal, Weapon  
Standard Action           Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage and target takes a -5 penalty to perception checks (save ends).

**GO FOR THE EYES**

Daily \* Primal, Reliable, Weapon

Standard Action Melee weapon

Target: One creature your size or smaller

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage and target is blinded (save ends).

**HUMMINGBIRD STRIKE** Sky Marshal Utility 12

*You dart in and confuse your opponent when you pull back at the last moment to allow your partner an advantage.*

Encounter \* Primal, Stance, Weapon

Minor Action           Personal

Effect: Instead of dealing damage with a successful hit, you may grant allies combat advantage against the target until the beginning of your next turn.

Special: This power can be used while in Wild Shape.

Ever heard the phrase, "The calm before the storm?"

**Prerequisite:** Druid

**Static Charge (11<sup>th</sup> level):** When you move, you can choose at the beginning of that action to deal lightning damage equal to your Wisdom modifier to each creature you move adjacent to.

**Rolling Thunder Action (11<sup>th</sup> level):** When you spend an action point to move, your allies can also move if they move in the same direction as you. During this move, your allies do not take your Static Charge damage if you use that feature.

**Storm Front (16<sup>th</sup> level):** As a free action once per encounter, you gain a bonus to your speed equal to the highest level daily Lightning power or Thunder power you can still use.

Storm Lord Powers

**LIGHTNING FIELD** Storm Lord Attack 11

*A large cloud, brimming with energy, lights the area and begins to strike creatures unfortunate enough to be near.*

Encounter \* Implement, Lightning, Primal, Zone  
Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. AC

Special: You get a +3 bonus to the attack if the target is wearing metal armor.

Hit: 2d6 + Wisdom modifier lightning damage and

Effect: The area becomes a zone of static energy.

Creatures entering or within the zone at the start of their turn are subject to another attack. You can end this effect as a minor action.

**THUNDERCLAP** Storm Lord Attack 20

Daily \* Force, Implement, Primal, Thunder

Standard Action Close Burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 4d6 + Wisdom modifier Force and Thunder damage and target is knocked prone and dazed until the start of your next turn.

Miss: Half damage only.

Special: Targets only apply resistance if they can resist both Force and Thunder damage. They only apply the lesser of the two.

**STATIC AURA** Storm Lord Utility 12

*You build up enough energy that you can give some of it to nearby allies.*

Daily \* Lightning, Primal

Minor Action Close burst 1

Effect: Until the start of your next round, allies within the burst can use your Static charge ability without damaging each other.

*You are well prepared for extended battles.*

**Prerequisite:** Druid, Nature's Protector class feature

**Armored Wild Shape (11<sup>th</sup> level):** You gain Armor Proficiency: Plate as a bonus feat, even if you don't otherwise meet the requirements. If you already have this feat, you can pick another feat you qualify for.

**War-shaper Action (11<sup>th</sup> level):** When you spend an action point to take an extra action, you gain temporary hit points equal to your level.

**Old Dog, New Tricks (12<sup>th</sup> level):** Pick a 10<sup>th</sup> level defender utility power. You can use that power while in wild shape.

**Warbeast (16<sup>th</sup> level):** When you use your Primal Challenge class feature, the target takes a -2 penalty to all defenses instead.

War-shaper Powers

|  |                             |
|--|-----------------------------|
| <b>CRUSHGRIP</b>   | <b>War-shaper Attack 11</b> |
| <i>You become a constrictor to hold your enemy in place.</i>                                     |                             |
| Encounter * Primal, Weapon   |                             |
| Standard Action    Melee weapon  |                             |
| Target: One creature   |                             |
| Attack: Strength vs. AC  |                             |
| Hit: 1d8 + Strength modifier damage, and the target is grabbed (until escape).                   |                             |
| Sustain Standard: Make a secondary attack against the target.                                    |                             |
| Secondary Attack: Strength vs. Fortitude   |                             |
| Hit: 1d10 + Strength modifier damage, and the target is dazed until the start of your next turn. |                             |
| Special: You can use this attack while in wild shape.  |                             |

|   |                             |
|---|-----------------------------|
| <b>PREDATOR AND PREY</b>  | <b>War-shaper Attack 20</b> |
| <i>You stalk your enemy, forcing it to focus on you or pay the price.</i>   |                             |
| Encounter * Primal, Weapon  |                             |
| Standard Action                      Melee weapon   |                             |
| Target: One creature  |                             |
| Attack: Strength vs. AC   |                             |
| Hit: 3[W] + Strength modifier damage.   |                             |
| Effect: Until the end of the encounter, if the target makes an attack that doesn't include you, you can make an opportunity attack against it, if you can make opportunity attacks during that round. |                             |
| Special: You can use this attack while in wild shape.   |                             |

*You are respected and/or feared by all who understand what you have become.*

Prerequisite: 21st-level Druid (See the Updated Classes OCC)

You have focused your power such that you no longer require nature's assistance to protect it. Now, you are a part of nature yourself. As a Nature Incarnate, you can protect the land air and sea with a moment's notice.

Immortality as guardian of all that is natural

The Nature Incarnate is a being of nigh limitless power. This is due in part to the fact that he is now an extension of the plane itself. Many believe that, so long as a single seed can grow, so too can the Nature Incarnate return. What you do is your choice. The outline below is often the path of least resistance.

**Omnipresence:** Upon ensuring the circle of life is preserved, you become one with the land around you and begin your silent vigil over the world. Able to create a body to inhabit out of any living material, you allow your natural body to decay so it too may contribute to the birth of something else.

There will come a time, undoubtedly, in which you will be sought after. For good or ill, you may be called upon to guard your home again. Ideally, you'll instead have opportunity to offer power to druid circles so that they may protect the land without placing strain upon it to retrieve you.

All Natures Incarnate have the following features

**Natural Form (21<sup>st</sup> level):** Your physical appearance permanently displays your most prominent of forms. Pick one encounter, one utility, and one daily wild power you possess. You may use those powers even when not in your wild shape form.

**Life Cycle (24<sup>th</sup> level):** Once per day, when you've died, your body becomes mulch and you can return to full hp at any time in a square occupied by a dead enemy. If you died while in a stance, you return in that same stance. You also maintain the same initiative you had when you died and remember everything which has transpired since that time. If 24 hours has passed and you have not returned to life, you are entirely dead until you would otherwise be returned to life.

**World Shape (30<sup>th</sup> level):** When outside of combat, you can leave your body (which disappears in a gust

of leaves, fades into the water, or melds into the ground) and enter the natural world itself. While in this state, you can make perception checks from anywhere in which a natural lifeform exists on the plane. You can reform your body in these places as well without hesitation. For one encounter per day, when you're in combat, this ability allows you to teleport anywhere within range 20 as a move action. You can even move to places where others may not be able to teleport so long as a natural lifeform exists within one square of where you appear. You can do this while in wild shape.

**NATURE'S WRATH** Incarnate Utility 26  
*You demonstrate with ease why it's a bad idea to harm creatures of nature unnecessarily.*  
Daily \* Primal, Wild  
Free Action, Personal  
Effect: Until the end of the encounter, you can move as a minor action and may treat all powers you know with the wild keyword as one action faster (Standard becomes Move becomes Minor becomes Free). This applies to any instance of such actions, like Sustain. You also gain one action point and can use two during this encounter only.