

ADVANCED CLASS:

Druid

Favored Forms

As a druid, you have the power to adopt the shape of any natural or fey beast found across the planes or your imagination. However, in all your time dwelling in the wilds, you have grown attached to one particular shape; you have developed a kinship with one species of beast that your fellow druids, in their ever-shifting wild forms, cannot understand or respect. They speak of the advantages of versatility—but you have delved into the nature of your favored form and claimed its strength as part of your own.

Favored Form Feats

The following feats are for druids who want to take on aspects of the beasts into which they transform. Each feat is specific to a type of animal or creature. When you *wild shape* into the form of that beast, the feat grants you benefits that relate to it. There are no restrictions on the number of these feats you may choose, but you can only benefit from one at a time. For example, you cannot tell the DM you're shapechanging into a panther-wolf hybrid in order to gain the benefits of two feats.

Transforming into a favored form takes dedication. Each time you use *wild shape* to take on the shape of a creature relevant to one of your favored forms feats, you cannot *wild shape* into the form of any other of your favored forms during that encounter, or for 5 minutes. You may still shift back and forth to your natural form freely, and you may transform into other shapes that aren't benefited by your favored form feats. Also note that you do not gain favored form benefits when transforming into another shape by any means other than *wild shape*.

Heroic Tier Feats

Bearheart [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: You gain a +3 feat bonus to Endurance checks.

Once per encounter, when you hit an enemy with a

melee attack, you can attempt to grab that target as a free action.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a bear.

Golden Pride [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: You gain a +3 feat bonus to Intimidate checks.

Once per encounter, when you hit a target with a charge attack, you may deal an additional 1d6 damage, and the target grants combat advantage to attackers until the start of your next turn.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a lion.

Member of the Greypack [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: You gain a +3 feat bonus to Perception checks.

Once per encounter, when a target is granting you combat advantage and you hit it with an opportunity attack, you may knock the target prone.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a gray wolf.

Nighthunter [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: You gain a +3 feat bonus to Stealth checks.

Once per encounter, when you hit a surprised enemy with a melee attack, you may have that attack deal an additional 2d6 damage.

At 11th level, this damage increases to 3d6. At 21st level, it increases to 5d6.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a black panther.

Ruthless Wanderer [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: Once per encounter when an enemy attacks you while you're bloodied, you gain a +2 bonus to the first attack roll you make against that enemy on your next turn, and that attack deals an additional 1d8 damage on a hit.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a wolverine.

Scuttling Creeper [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: A successful Athletics check allows you to climb at normal speed, rather than half speed.

Once per encounter when you hit a target with a melee attack, you may force that target to succeed on an immediate saving throw or take ongoing 5 poison damage (save ends).

Increase the damage to ongoing 10 poison at 16th level, and ongoing 15 at 25th level.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a spider.

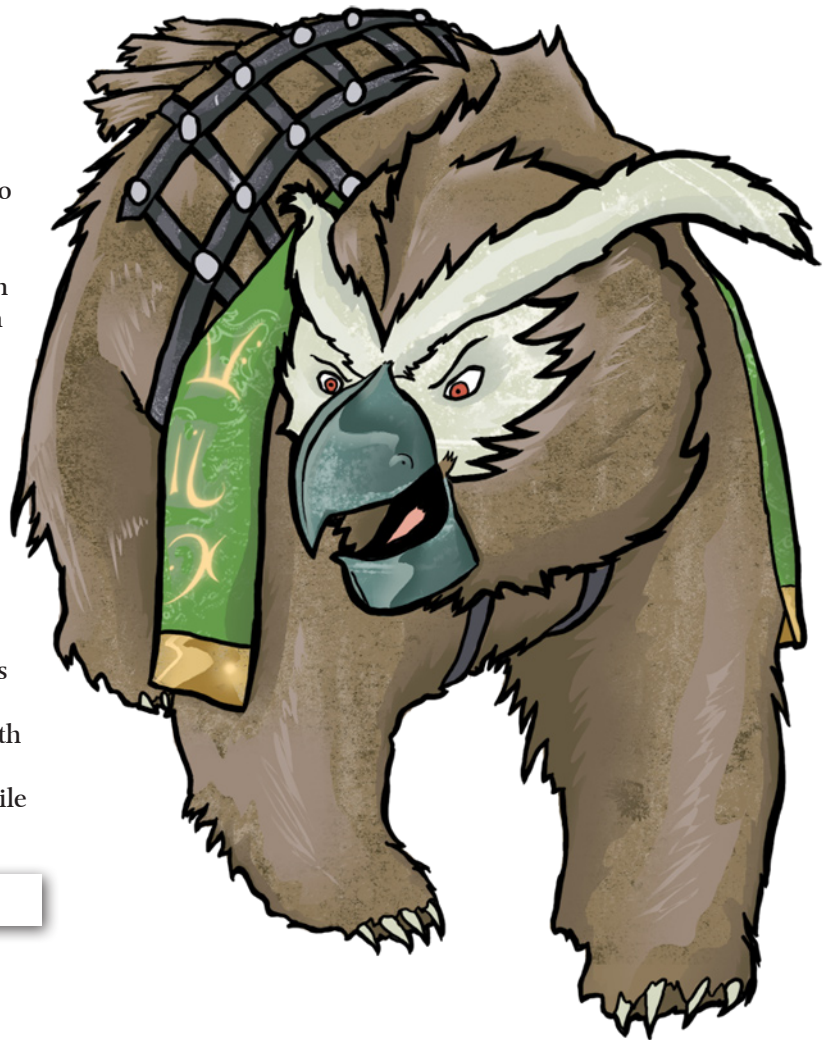
Silverback Brethren [Favored Form]

Prerequisite: Druid, *wild shape* class feature

Benefit: You gain a +3 feat bonus to Athletics checks and a +1 feat bonus to Strength ability checks (but not Strength-based skills).

Increase the bonus to Strength checks to +2 at 11th level, and to +3 at 21st level.

Special: You only gain the benefits of this feat while using *wild shape* to take on the form of a gorilla.



Paragon Tier Feats

Clawbeak Render [Favored Form]

Prerequisite: 11th level, Druid, *wild shape* class feature

Description: Unlike other druids who have no true home amongst their many wild shapes, you have become one with your owlbear form, granting you undeniable prowess with the beast's natural weapons.

Benefit: As long as you are using *wild shape* to take on the form of an owlbear, the first time you become bloodied in an encounter you may let out a screech as a free action, causing creatures that can hear you in a close burst 1 to take a -2 penalty to attack rolls until the end of the current creature's next turn.

You gain access to the *double claw* attack power.

Double Claw

Druid Attack 13

You call upon the instincts of the form you've taken, reaching out with your raking claws to pull your foe in for a horrendous bite from your menacing beak.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action Melee touch

Requirement: You must be using *wild shape* to take on the form of an owlbear.

Targets: One or two creatures

Attack: Wisdom vs. Reflex, two attacks

Hit: 1d8 + Wisdom modifier damage. If both attacks hit the same target, the target is grabbed (escape ends) and you may bite the target on your next turn as a standard action if it's still grabbed: Wisdom + 4 vs. Reflex; 3d8 + Wisdom modifier damage.

Special: You must take the Clawbeak Render feat to select this power.

Confounding Insectoid [Favored Form]

Prerequisite: 11th level, Druid, *wild shape* class feature

Description: Your knowledge of the ape- and beetle-like form of the underhulk allows you to sense vibrations around you and unleash waves of psychic confusion on your enemies.

Benefit: You have tremorsense 2 as long as you are using *wild shape* to take on the form of an underhulk.

You gain access to the *dementia gaze* attack power.

Dementia Gaze

Druid Attack 13

With a reserve of psionic energy available to you in underhulk form, you glare at your enemies, sending them into a maddened state of confusion.

Encounter ♦ **Beast Form, Gaze, Implement, Primal, Psychic**
Standard Action Close blast 3

Requirement: You must be using *wild shape* to take on the form of an underhulk.

Targets: Each enemy in blast

Attack: Wisdom vs. Will

Hit: Slide the target 3 squares and it's dazed (save ends).

Special: You must take the Confounding Insectoid feat to select this power.

Crimson Wyrming [Favored Form]

Prerequisite: 11th level, Druid, *wild shape* class feature

Description: Though you may not be able to reach the same gargantuan proportions as the majestic creature whose likeness you share, your mastery of the form allows you the same frightful presence and reservoir of fiery breath.

Benefit: Your *pounce* evocation gains the rattling keyword as long as you are using *wild shape* to take on the form of a red dragonoid.

You gain access to the *red dragon breath* attack power.

Red Dragon Breath

Druid Attack 13

You breathe in deep the air around you, then breathe out a gout of flame to envelop those in front of you in sizzling terror.

Encounter ♦ **Beast Form, Fire, Implement, Primal**
Standard Action Close blast 5

Requirement: You must be using *wild shape* to take on the form of a red dragonoid.

Targets: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier fire damage.

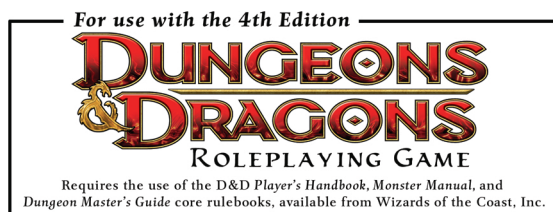
Miss: Half damage.

Special: You must take the Crimson Wyrming feat to select this power.

Tentacle Pack Lord [Favored Form]

Prerequisite: 11th level, Druid, *wild shape* class feature

Description: When you take on the form of the puma-like and shadowy feral displacer, you can tap into the shape's inherent ability to create deceptive illusions of itself. You also gain an unprecedented proficiency with its natural tentacles.



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Benefit: Your reach extends by 1 square for using your *savage rend* evocation as long as you are using *wild shape* to take on the form of a feral displacer.

You gain access to the *shifting displacement* utility power.

Shifting Displacement

Druid Utility 16

As you dodge your enemy's attack, your inky fur shimmers and bends the light around you, causing you to appear three feet from your actual position.

Encounter ♦ **Beast Form, Illusion, Primal**
Free Action Personal

Requirement: You must be using *wild shape* to take on the form of a feral displacer.

Trigger: A melee or ranged attack misses you

Effect: Your body goes somewhat out of phase, granting you concealment and causing melee and ranged attacks that would hit you have a 25-percent chance to miss instead. This effect ends when you are hit by an attack, when you don't move at least 2 squares on your turn, or when you are no longer using *wild shape* to take on the form of a feral displacer.

Special: You must take the Tentacle Pack Lord feat to select this power.

Wild Shapes and Sizes

As you turn into an owlbear, or a lion, or any of the other creatures that are usually large or bigger, remember the restriction *wild shape* imposes: you must be medium-sized. The form you take represents a smaller version of those animals and beasts, and in the case of something like the red dragon, this may prove somewhat awkward. You could resemble a hatchling dragon, or some kind of other lizard related to a dragon, but more suitable for medium size.

This brings up a secondary point for using this supplement. You should feel free to change the animal requirements of the different feats, so long as you and your DM agree that the mechanical benefits apply to the newly selected creature. This is harder to do with the paragon feats, but it's easy to see the Nighthunter feat as representing a tiger instead of a black panther, or Ruthless Wanderer representing a badger.