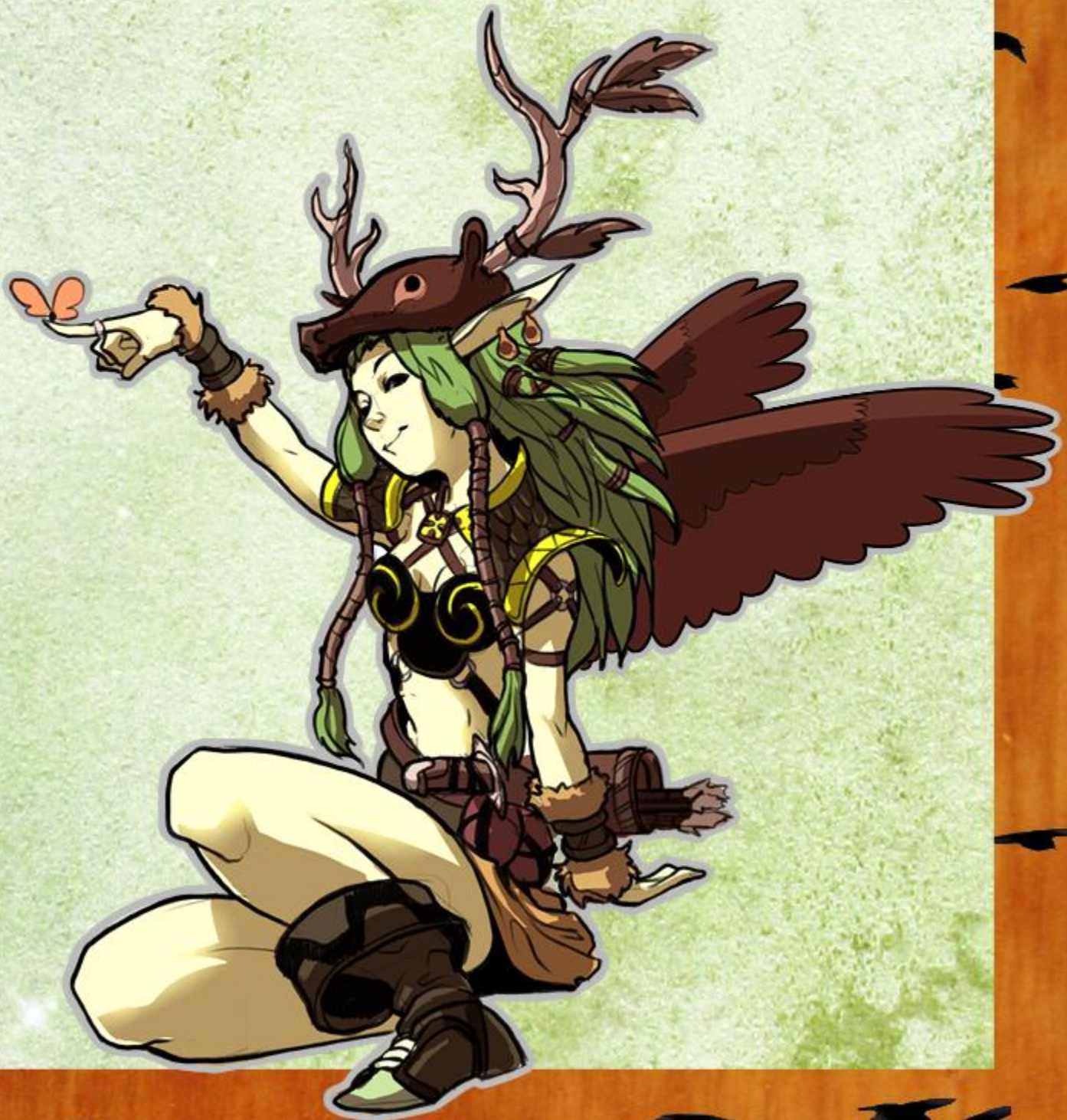


HUGE NERD GAMES
PRESENTS
**QUICK BUILDS:
AVIAN DRUID**



Quick Builds: Avian Druid

HUGE NERD GAMES

Words and Layout ♦ Brian Stinson

Art ♦ Anthony Cournoyer



Avian Druid

QUICK BUILDS: AVIAN DRUID

So many reverent druids pray to the earth that they never look to the sky. You are a soaring defender of nature, one that loves nothing more than the wind beneath your wings and the cool rain on your back. Whether predator or prey, the birds of the world flock to you as one of their own, and you happily accept them into your nest as equals. In time, you will commune with forces of primal storm, great beings of tremendous natural power, but for now the wind is at your back and the sky is the limit.

PRIMAL AVIAN

When you choose your Primal Aspect, you can choose Primal Avian instead of another option, such as the ones in *Player's Handbook* or *Primal Power*.

Primal Avian: While you are in beast form and not wearing heavy armor, you gain a flight speed equal to your speed with an altitude limit of 1.

LEVEL 1 AT-WILL EVOCATIONS

Talon Drag Druid Attack 1

Your beast form's talons snag into your enemy's flesh, letting you drag them wherever you please.

At-Will ♦ **Beast Form, Implement, Primal**
Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d4 + Wisdom modifier damage, and you shift 2 squares. For each square you shift, you can slide the target 1 square to a square adjacent to you.

Level 21: 2d4 + Wisdom modifier damage.

Avian Harrier Druid Attack 1

The spirit of a starving bird arrives, eager to sate itself by harassing your foes.

At-Will ♦ **Conjuration, Implement, Primal**
Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage.

Effect: You conjure an avian harrier in the target's square that lasts until the end of your next turn. Enemies that end their turn in the avian harrier's space take 1d6 + Wisdom modifier damage.

Level 21: 2d6 + Wisdom modifier damage, and enemies that end their turn in the avian harrier's space take 2d6 + Wisdom modifier damage.

LEVEL 1 ENCOUNTER EVOCATIONS

Wings Spread Wide Druid Attack 1

With a gust from enormous wings, your enemies are unable to stand against the wind.

Encounter ♦ **Implement, Primal**
Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the target is knocked prone.

Special: You can use this power in your beast form as if it had the Beast Form keyword.

LEVEL 1 DAILY EVOCATIONS

Summon Storm Crow Druid Attack 1

A storm crow, primal spirit of the air, arrives at your command to blast your enemies with lightning and thunder.

Daily ♦ **Implement, Lightning, Primal, Summoning, Thunder**

Standard Action **Ranged 5**

Effect: You summon a storm crow in an unoccupied square in range. The storm crow is an ally to you and your allies.

The storm crow lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the storm crow to command it. When you command the storm crow, the two of you share knowledge but not senses.

When the storm crow makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The storm crow lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Storm Crow Summoned Creature

Small natural magical beast

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the storm crow if an effect allows it to spend one
Defenses your defenses, not including any temporary bonuses or penalties

Speed 2, fly 8

Resist lightning 5, thunder 5

☼ **Spirit of the Storm** ♦ **Aura 3**

Allies in the aura gain resist 5 lightning and resist 5 thunder.

⚔ **Standard Action** ♦ **At-Will**

Attack: Melee 1; Wisdom + 4 vs. Reflex
Hit: 1d6 + 5 lightning damage, and each enemy within 3 squares of the target takes 5 thunder damage.

Instinctive Effect ♦ **At-Will**

If you haven't given the storm crow any commands by the end of your turn, it attacks an adjacent enemy if it can. If it can't do that, it moves it speed to a square adjacent to as many enemies as possible.

Minor Action ♦ **At-Will** (1/round)

Effect: The storm crow crawls, runs, stands up, shifts, squeezes, or walks.

LEVEL 2 UTILITY EVOCATIONS

Upward Gust Druid Utility 2

A swirl of elemental air takes you and your allies to the skies for a brief instant.

Encounter ♦ **Primal**

Move Action **Close** burst 5

Target: You and each ally in the burst

Effect: The target flies 2 squares. If you're in beast form, you can instead fly your speed.

Special: You can use this power in your beast form as if it had the Beast Form keyword.

LEVEL 3 ENCOUNTER EVOCATIONS

Talon Snatch Druid Attack 3

In a flurry of claws and feathers, you take to the sky with your enemy in your talons. It's sure to be a rough landing for them.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Melee** 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: You grab the target. You then fly 8 squares, and for each square you move you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At any time during the movement, you may spend a free action to drop the target, which ends the grab. After the move, you float safely to the ground to the nearest unoccupied space of your choice.

LEVEL 5 DAILY EVOCATIONS

Murderous Intent Druid Attack 5

With a point of your finger, a flock of crows descends to harry and harass your foes.

Daily ♦ **Implement, Primal**

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d4 + Wisdom modifier damage, and the target is swarmed (save ends). While swarmed, the target takes ongoing 5 damage and has an aura 3. Any enemy that willingly moves into the aura or starts their turn there takes 5 damage. An enemy can only take this damage once per round.

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

LEVEL 6 UTILITY EVOCATIONS

Summon Primal Scout Druid Utility 6

A floating primal spirit arrives, eager to be your eyes and ears in an important mission.

Daily ◆ **Primal, Summoning**

Standard Action **Ranged 5**

Effect: You summon a primal scout in an unoccupied square in range. The primal scout is an ally to you and your allies.

The primal scout lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description, and you cannot take actions yourself until the primal scout is dismissed. You don't need line of effect to the primal scout to command it. When you command the primal scout the two of you share knowledge and senses.

When the primal scout makes a check, you make the roll using your game statistics, including temporary bonuses or penalties.

The primal scout lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action, for 5 minutes, or until the end of the encounter.

THE PRIMAL SCOUT

The primal scout works differently than other summoned creatures, so read its summoning description carefully. Notably, you and the primal scout share senses, which means you can see and hear through its eyes as it moves.

Primal Scout Summoned Creature

Tiny natural magical beast

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the primal scout if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 6, fly 8

Resist all damage 5

Scouting Instincts

The primal scout gains a +10 bonus to Perception and Stealth checks.

⚡ **Standard Action** ◆ **At-Will**

Attack: Melee 1; Wisdom + 4 vs. Reflex

Hit: 1d4 damage.

Minor Action ◆ **At-Will** (1/round)

Effect: The primal scout crawls, runs, stands up, shifts, squeezes, or walks.

LEVEL 7 ENCOUNTER EVOCATIONS

Starving Buzzard **Druid Attack 7**

A ravenous vulture- perhaps yourself- slashes and tears to take its fill.

Encounter ♦ **Implement, Primal**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the target is dazed until the end of your next turn. If the target is bloodied, or if this power causes the target to become bloodied, you gain temporary hit points equal to 5 + your Wisdom modifier.

Special: You can use this power in your beast form as if it had the Beast Form keyword. If you do, its range becomes Melee 1.

LEVEL 9 DAILY EVOCATIONS

Ironbark Dive **Druid Attack 9**

With wings wreathed in ironbark you take to the sky, then come crashing down like a furious living cannon.

Daily ♦ **Beast Form, Implement, Primal**

Standard Action **Ranged 10**

Effect: You fly up to your speed vertically, then charge a creature within range, making the following attack in place of a basic attack:

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d12 + Wisdom modifier damage, and the target is immobilized (save ends).

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

Effect: You shift 2 squares.

LEVEL 10 UTILITY EVOCATIONS

Feathered Feint **Druid Utility 10**

A burst of feathers convinces your enemy that they had struck home, but it was only covering your escape.

Daily ♦ **Primal**

Immediate Interrupt **Personal**

Trigger: You are hit with an attack

Effect: You teleport 5 squares and gain concealment until the end of your next turn.

LEVEL 13 ENCOUNTER EVOCATIONS

Featherstorm **Druid Attack 13**

A howling vortex blasts sharpened feathers into your enemies, knocking them down and leaving nasty scars.

Encounter ♦ **Implement, Primal**

Standard Action **Close burst 3**

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 3d4 + Wisdom modifier damage, and the target is knocked prone and cannot stand up during its next turn.

Special: You can use this power in your beast form as if it had the Beast Form keyword.

LEVEL 15 DAILY EVOCATIONS

Summon Terrorwing **Druid Attack 15**

A frightening, shrieking buzzard arrives at your call, eager to spread fear and prey on those it finds weak.

Daily ♦ **Implement, Primal, Summoning**
Standard Action **Ranged 5**

Effect: You summon a terrorwing in an unoccupied square in range. The terrorwing is an ally to you and your allies.

The terrorwing lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the terrorwing to command it. When you command the terrorwing, the two of you share knowledge but not senses.

When the terrorwing makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The terrorwing lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Terrorwing **Summoned Creature** Medium natural magical beast

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the terrorwing if an effect allows it to spend one
Defenses your defenses, not including any temporary bonuses or penalties
Speed 2, fly 8
Immune fear

☀ **Face Your Fear** ♦ **Aura 3**

Allies in the aura gain a +5 power bonus to saving throws against fear effects.

↶ **Standard Action** ♦ **At-Will**

Attack: Close burst 1; Wisdom + 6 vs. Will
Hit: 1d12 + 7 thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. This effect has the fear keyword.

↓ **Standard Action** ♦ **At-Will**

Target: One creature suffering from a fear effect

Attack: Melee 1; Wisdom + 8 vs. Reflex
Hit: 2d12 + 7 damage, and the target is dazed (save ends).

Instinctive Effect ♦ **At-Will**

If you haven't given the terrorwing any commands by the end of your turn, it attacks adjacent enemies with its first attack if it can. If it can't do that, it moves its speed to a square adjacent to as many enemies as possible.

Minor Action ♦ **At-Will** (1/round)

Effect: The terrorwing crawls, runs, stands up, shifts, squeezes, or walks.

LEVEL 16 UTILITY EVOCATIONS

Gather the Flock Druid Utility 16

A primal cry motivates your allies instinctively, and you promise to protect your flock if they return to you.

Encounter ♦ **Primal**

Move Action **Close** burst 5

Target: Each ally in the burst

Effect: The target can shift 2 squares, or 5 squares if they move closer to you. Until the end of your next turn, you and allies adjacent to you gain a power bonus to all defenses equal to 1 + the number of allies adjacent to you.

LEVEL 17 ENCOUNTER EVOCATIONS

Iron Talons Druid Attack 17

Talons of bone may weaken or break, but your talons of iron can grip tighter than any natural creature could.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Melee** 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d4 + Wisdom modifier damage, and you grab the target. You then fly 10 squares, and for each square you move you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At any time during the movement, you may spend a free action to fling the target, which ends the grab. When you fling the target, you slide the target up to 3 squares horizontally, and the target is knocked prone. After the move, you can choose to float safely to the ground to the nearest unoccupied space of your choice.

LEVEL 19 DAILY EVOCATIONS

A Hundred Wings and Claws Druid Attack 19

Dozens of birds of all shapes and varieties flock together for one purpose: to destroy your foes.

Daily ♦ **Conjuration, Implement, Primal**

Standard Action **Close** burst 5

Effect: You conjure 5 flocks in 5 squares in the burst that last until the end of your next turn. Enemies that willingly move into or end their turn in a flock's space take 3d4 + Wisdom modifier damage and are blinded until the end of their next turn.

Sustain Standard: All remaining flocks persist until the end of your next turn, and you can slide each flock 1 square.

Sustain Minor: All remaining flocks except for one of your choice persist until the end of your next turn, and you can slide each remaining flock 1 square.

LEVEL 22 UTILITY EVOCATIONS

Everlasting Thermal Druid Utility 22

This thermal is no mere gust of warm air, but an ever-sustaining primal spirit that lifts you and your allies aloft.

Daily ♦ **Conjuration, Primal**

Minor Action **Close** burst 5

Effect: You conjure an everlasting thermal in a square within the burst with an aura 20. The thermal lasts until the end of the encounter or for 5 minutes. You and allies in the aura have a fly speed equal to their speed and can hover. If you or an ally leaves the aura, the fly speed ends at the end of the movement and they float safely to the ground.

LEVEL 23 ENCOUNTER EVOCATIONS

Murder of Crows **Druid Attack 23**

Swooping crows arrive to strike at your enemies, but more important is that they return to you with their spoils.

Encounter ♦ **Implement, Primal**

Standard Action **Ranged 10**

Target: One, two, or three creatures

Attack: Wisdom vs. Reflex

Hit: 5d4 + Wisdom modifier damage, and if the target does not move at least 2 squares on its next turn, it takes damage equal to 15 + your Wisdom modifier and you gain half that amount in temporary hit points. These temporary hit points stack with each other.

LEVEL 25 DAILY EVOCATIONS

Claws of the Thunderbird **Druid Attack 25**

Talons crackling with lightning, you arrive in a booming thunderclap with the blessing of the storm-lord itself.

Daily ♦ **Beast Form, Implement, Primal**

Standard Action **Close burst 1**

Effect: You teleport your speed and make the following attack:

Range: Close burst 1

Target: Each creature in the burst

Attack: Wisdom vs. Fortitude

Hit: 6d6 + Wisdom modifier lightning damage, and the target is stunned until the end of your next turn.

Effect: Until the end of the encounter, your attacks while in beast form deal 3d6 additional lightning damage and knock their targets prone on a hit.

LEVEL 27 ENCOUNTER EVOCATIONS

Tide of Flight **Druid Attack 27**

Your cloak open wide, the raptors and scavengers and songbirds of the world rush outwards in a tide of flight.

Encounter ♦ **Implement, Primal**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 3d4 + Wisdom modifier damage, and you push the target 1 square.

Effect: You make the following attack:

Range: Close burst 2

Target: Each enemy in the burst

Attack: Wisdom + 2 vs. Fortitude

Hit: 3d4 + Wisdom modifier damage, and you push the target 1 square.

Effect: You make the following attack:

Range: Close burst 3

Target: Each enemy in the burst

Attack: Wisdom + 4 vs. Fortitude

Hit: 3d4 + Wisdom modifier damage, and you push the target 3 squares.

LEVEL 29 DAILY EVOCATIONS

Summon Thunderbird **Druid Attack 29**

The primal spirit of the storm itself arrives, with might that once ended the Dawn War: the thunderbird.

Daily ♦ **Implement, Lightning, Primal, Summoning, Thunder**

Standard Action **Ranged 5**

Effect: You summon the thunderbird in an unoccupied 3x3 space in range. The thunderbird is an ally to you and your allies.

The thunderbird lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the thunderbird to command it. When you command the thunderbird, the two of you share knowledge but not senses.

When the thunderbird makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The thunderbird lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Thunderbird **Summoned Creature**

Huge natural magical beast

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the thunderbird if an effect allows it to spend one
Defenses your defenses + 4, not including any temporary bonuses or penalties

Speed 4, fly 10, teleport 10

Immune lightning, thunder, fear

☀ **Spirit of Primal Thunder** ♦ **Aura 3**

Allies in the aura gain resist 20 lightning and resist 20 thunder.

⚡ **Standard Action** ♦ **At-Will**

Effect: Before the attack, the thunderbird teleports up to 10 squares.

Attack: Close burst 1; Wisdom + 10 vs. Fortitude

Hit: 3d8 + 15 thunder damage.

⚡ **Standard Action** ♦ **At-Will**

Attack: Ranged 10; Wisdom + 10 vs. Reflex
Hit: 4d12 + Wisdom modifier lightning damage, and the target is knocked prone.

Effect: Repeat the attack up to 3 times against an enemy within 5 squares of the previous target that has not been hit with this attack.

Instinctive Effect ♦ **At-Will**

If you haven't given the thunderbird any commands by the end of your turn, it attacks adjacent enemies with its first attack if it can. If it can't do that, it moves its speed to a square adjacent to as many enemies as possible.

Minor Action ♦ **At-Will** (1/round)

Effect: The thunderbird crawls, runs, stands up, shifts, squeezes, or walks.

AVIAN ACOLYTE

"Come, let me show you the sky."

Prerequisite: Druid, Primal Avian class feature

AVIAN ACOLYTE PATH FEATURES

Avian Action (11th Level): Whenever you spend an action point, you also gain an extra move action.

Bird Spirit Totem (11th Level): Choose one of the following totems:

- **Raptor Totem:** You are trained in Stealth and gain a +2 bonus to speed while running or charging. In addition, your powers with the Beast Form keyword can score a critical hit on a roll of 19-20.
- **Scavenger Totem:** You are trained in Streetwise and your ranged and area attack powers don't provoke opportunity attacks from creatures they target. In addition, the bonus to attack rolls from combat advantage is +3 instead of the usual +2.
- **Seabird Totem:** You are trained in Endurance and gain a +2 bonus to all defenses against opportunity attacks caused by movement. In addition, the range of your ranged and area attacks is increased by 5, and the size of your close attacks is increased by 1.
- **Sparrow Totem:** You are trained in Intimidate and gain a +2 bonus to all defenses against Large or larger creatures. In addition, whenever a power would push, pull, or slide a target, you can move that target 1 additional square.

Roosting Rest (16th Level): When you use your second wind, you can choose to also gain temporary hit points equal to one-half your healing surge value. If you do, you are slowed until the end of your next turn.

Unfettered Flight (16th Level): The altitude limit of the flight speed granted by your Primal Avian class feature is increased to 5.

Birds of a Feather Avian Acolyte Attack 11

Your totem birds arrive at your call, swooping to cause havoc among your enemies.

Encounter ♦ **Implement, Primal**

Standard Action Ranged 5

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage, and an additional effect:

- **Raptor Totem:** You can use this power in your beast form as if it had the Beast Form keyword. If you do, its range becomes melee 1 and it can be used in place of a melee basic attack when charging. In addition, the target is knocked prone.
- **Scavenger Totem:** The target is dazed until the end of your next turn.
- **Seabird Totem:** You can repeat the attack against an additional target within range. Each time an attack hits, you can move 2 squares as a free action.
- **Sparrow Totem:** You slide the target 3 squares.

Heavenly Feathers Avian Acolyte Utility 12

A shining golden feather provides a brief trip to the heavens for you and your allies.

Daily ♦ **Conjuration, Primal**

Free Action Close burst 5

Effect: Until the end of the encounter, you can spend a minor action to place a heavenly feather in a square within range that lasts until the end of your next turn. You and allies who move into the heavenly feather's space or start their turn there can fly 5 squares as a free action. They must end the movement on the ground.

Avian Avatar **Avian Acolyte Attack 20**

With a screech and a bluster of wind, you become a creature half-mortal and half-spirit, a winged magical beast and an avatar of the sky.

Daily ♦ **Implement, Polymorph, Primal, Thunder**

Standard Action **Close** burst 3

Target: Each enemy in the burst

Hit: 3d6 + Wisdom modifier thunder damage, and the target takes a -3 penalty to all defenses until the end of your next turn.

Effect: You assume the beast form of the avian avatar until the end of the encounter. While in this form, you can freely use powers with or without the Beast Form keyword. In addition, your attacks cause their targets to be pushed 1 square and grant combat advantage to you until the end of your next turn on a hit.