

HUGE NERD GAMES
PRESENTS

QUICK BUILDS: DRUID OF THE STAFF



Quick Builds: Druid of the Staff

HUGE NERD GAMES

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DRUID OF THE STAFF

QUICK BUILDS: DRUID OF THE STAFF

A druid's choice of implement has a deep connection, sometimes just as important as its choice of powers. To druids who take up the staff, it is more than a simple piece of wood; it is an extension of nature itself and a constant reminder of what the druid fights for. From soaring mountain forests to darkened valley swamps, trees and plants find their place in the world and grow to astonishing heights. So, too, should the druid. A druid who masters his staff has an advantage over one with a totem: a staff can also be a weapon, and those who are inclined can find use for it as such when not in beast form. Eventually, a druid of the staff can wield its implement in surprising ways, discovering that their staff's life doesn't simply end after its carving.

LEVEL 1 AT-WILL EVOCATIONS

Staff of Thorns **Druid Attack 1**

Wreathed with spikes, your staff delivers a blow that will only become more painful if its target doesn't dislodge its thorns.

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. If the target ends its next turn adjacent to you, it takes additional damage equal to your Wisdom modifier.

Special: This power can be used as a melee basic attack.

LEVEL 1 ENCOUNTER EVOCATIONS

Shillelagh Strike **Druid Attack 1**

Your staff becomes a fearsome bludgeon, knocking foes back like flies.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you slide the target 2 squares.

Effect: Once before end of your next turn, you can repeat the attack against the target or a different target in place of a melee basic attack.

Wildfire Staff **Druid Attack 1**

The wildfire that spreads through your enemy's ranks starts with a single touch of your staff.

Encounter ♦ **Fire, Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage. At the end of the target's next turn, each enemy within 2 squares of the target takes fire damage equal to your Wisdom modifier.

LEVEL 1 DAILY EVOCATIONS

Changestaff of the Wood Woad

Druid Attack 1

You fling a piece of your staff to the ground and it grows into a menacing wooden warrior.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a Medium wood woad in an unoccupied square within range. The wood woad has speed 5, and it gains a +2 bonus to AC. You can give the wood woad the following special command. On the turn you summon the wood woad, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Fortitude; 1d8 + Wisdom modifier damage, and each enemy adjacent to the wood woad is marked by the wood woad until the end of your next turn.

Instinctive Effect: If you haven't given the wood woad 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.

LEVEL 3 ENCOUNTER EVOCATIONS

Ironwood Staff

Druid Attack 3

Suddenly harder than iron, your petrified staff leaves the target stumbling and unfocused.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is pushed 1 square and takes a -2 penalty to attack rolls until the end of your next turn.

Effect: Once before end of your next turn, you can repeat the attack against the target or a different target in place of a melee basic attack.

Warpwood Wrap

Druid Attack 3

Your staff warps and grows around your foe, then hardens into an inescapable trap.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee 2**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. The target is immobilized while you are within 2 squares of it until the start of your next turn.

LEVEL 5 DAILY EVOCATIONS

Changestaff of the Greenwise **Druid Attack 5**

A vine growing from your staff falls to the ground and splits as it swells, revealing a maw filled with razor-sharp thorns.

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

Requirement: You must be wielding a staff

Effect: You summon a medium greenwise in an unoccupied square within range. The greenwise has speed 4. You can give the greenwise the following special command. On the turn you summon the greenwise, you give that command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage, and the target is pulled 1 square. Then, the greenwise grabs the target.

Instinctive Effect: If you haven't given the greenwise any commands by the end of your turn, it sustains the grab and attacks the creature it's grabbing. If it can't do that, it attacks an enemy within 2 squares if it can. Otherwise, it moves its speed to a square within 2 squares of an enemy.

LEVEL 7 ENCOUNTER EVOCATIONS

Thorns of Confusion **Druid Attack 7**

The barbs and thorns that adorn your staff fill with a disorienting toxin that you deliver with a crushing blow.

Encounter ♦ **Poison, Primal, Weapon**
Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and 5 poison damage, and the target takes a penalty to opportunity attack rolls equal to your Wisdom modifier until the end of your next turn.

Effect: Once before end of your next turn, you can repeat the attack against the target or a different target in place of a melee basic attack.

Warding Staff **Druid Attack 7**

The wood of your staff cracks and splinters as it extends, keeping enemies at bay.

Encounter ♦ **Primal, Weapon**
Immediate Reaction **Melee 2**

Trigger: An enemy willingly enters a square within range

Requirement: You must be wielding a staff

Target: The triggering enemy

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is pushed 1 square and stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Effect: Until the end of your next turn, while you are wielding a staff, your melee reach increases by 1 and you gain threatening reach.

LEVEL 9 DAILY EVOCATIONS

Changestaff of the Dread Blossoms

Druid Attack 9

Roses flecked with black and gold sprout from your staff and drift into the air, razor-sharp roots ready to descend on your command.

Daily ♦ **Implement, Poison, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a small dread blossom swarm in an unoccupied square within range. The dread blossom swarm has speed 2 and fly 6 (hover), resist half to melee and ranged attacks, and vulnerable 5 to close and area attacks. You can give the dread blossom swarm the following special command. On the turn you summon the dread blossom swarm, you give that command as part of using this power.

Standard Action: Close blast 2; targets each creature in blast; Wisdom vs. Reflex; 1d6 + Wisdom modifier poison damage, and the target is knocked prone. **Effect:** The dread blossom swarm shifts 2 squares to a square in the burst.

Instinctive Effect: If you haven't given the dread blossom swarm any commands by the end of your turn, it attacks as many enemies within 2 squares it can. If it can't do that, it flies it speed to a square in which it can target as many enemies in its blast as it can.

LEVEL 13 ENCOUNTER EVOCATIONS

Ironwood Whirlwind

Druid Attack 13

Chunks of hardened bark twist around you, knocking away anything that gets too close.

Encounter ♦ **Implement, Primal**

Standard Action **Close burst 1**

Special: If you're wielding a staff, increase the size of the burst by 1.

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, and you push the target 2 squares.

Thunderous Staff

Druid Attack 13

The sound of your staff striking its target invokes the spirits of the storm.

Encounter ♦ **Primal, Thunder, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier thunder damage.

Effect: The first time you hit with a melee weapon attack before the end of your next turn, each enemy within 5 squares of you takes thunder damage equal to 5 + your Wisdom modifier.

LEVEL 15 DAILY EVOCATIONS

Changestaff of the Battlebriar

Druid Attack 15

A knot on your staff swells to monstrous proportions, breaking off to form a rampaging battlebriar.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a Large battlebriar in an unoccupied space within range. The battlebriar has speed 6, and it gains a +2 bonus to AC and Fortitude. You can give the battlebriar the following special commands. On the turn you summon the battlebriar, you give the first or second command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Reflex; 1d12 + Wisdom modifier damage, and the target is pulled 1 square.

Standard Action: Close burst 1; targets each adjacent creature; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Instinctive Effect: If you haven't given the battlebriar any commands by the end of your turn, it uses its second attack against as many creatures as possible (including you and your allies). If it can't do that, it attacks an enemy within its reach if it can. Otherwise, it moves it speed to a square adjacent to as many enemies as it can.

LEVEL 17 ENCOUNTER EVOCATIONS

Greatstaff of the Hunter

Druid Attack 17

The spirit of the hunter rewards your patience and cunning by possessing your staff at just the right moment.

Encounter ♦ **Primal, Weapon**

Immediate Reaction **Melee weapon**

Trigger: An enemy within range grants combat advantage to you

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage.

Effect: Until the end of your next turn, while you are wielding a staff, all enemies grant combat advantage to you.

Ironwood Swing

Druid Attack 17

A devastating swing from your petrified staff sends your enemies rolling.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and you push the target 3 squares. If it ends the push adjacent to an enemy, the target and one enemy adjacent to it are knocked prone.

LEVEL 19 DAILY EVOCATIONS

Changestaff of the Shambler **Druid Attack 19**

Vines and creepers burst forth from your staff, twisting into a menacing shambling mound.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a Large shambling mound in an unoccupied space within range. The shambling mound has speed 4, swampwalk, and it gains a +2 bonus to Fortitude. You can give the shambling mound the following special commands. On the turn you summon the shambling mound, you give the first command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage, and the target is grabbed.

Standard Action: Melee 2; targets one grabbed creature Medium size or smaller; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pulled into the shambling mound's space and restrained (save ends). When the target makes its save, it moves into a square of its choice adjacent to the shambling mound.

Instinctive Effect: If you haven't given the shambling mound any commands by the end of your turn, it uses its second attack against a grabbed creature Medium size or smaller. If it can't do that, it uses its first attack against an enemy within its reach. Otherwise, it moves its speed to a square adjacent to the nearest enemy.

LEVEL 23 ENCOUNTER EVOCATIONS

Clutching Staff **Druid Attack 23**

Extending from your staff are wooden claws, slashing at enemies and holding them in place.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee 2**

Requirement: You must be wielding a staff

Target: One, two, or three creatures

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and you slide the target 2 squares. The target is immobilized while you are within 2 squares of it until the end of your next turn.

Effect: Until the end of your next turn, while you are wielding a staff, your melee reach increases by 1 and you gain threatening reach.

Greatstaff of the Destroyer **Druid Attack 23**

The wrath of the primal destroyer comes upon you, granting you the strength to deliver a crushing blow against those near death.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One bloodied creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier damage, and the target is dazed until the end of your next turn.

Effect: Until the end of your next turn, while you are wielding a staff, you gain a bonus to damage rolls against bloodied enemies equal to 5 + your Wisdom modifier.

LEVEL 25 DAILY EVOCATIONS

Changestaff of the Myconid Army

Druid Attack 25

A few mushrooms drop from your staff, then a few more; soon, a swarm of myconids are ready to march into battle at your command.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a medium myconid army in an unoccupied square within range. The myconid army has speed 6, resist half to melee and ranged attacks, and vulnerable 10 to close and area attacks. You can give the myconid army the following special command. On the turn you summon the myconid army, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Fortitude; 1d8 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.

Instinctive Effect: If you haven't given the myconid army any commands by the end of your turn, it attacks an adjacent enemy. Otherwise, it moves its speed to a square adjacent to the nearest enemy.

LEVEL 27 ENCOUNTER EVOCATIONS

Greatstaff of the Ancestors Druid Attack 27

Your staff becomes imbued with the power of the ancestors for a short time, granting you mastery over the natural world.

Encounter ♦ **Primal, Teleportation, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Special: Before the attack, you can teleport your speed.

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, and you teleport the target 5 squares.

Effect: Until the end of your next turn, while you are wielding a staff, you can teleport one target of your melee weapon attacks 3 squares after resolving the attack's other effects.

Ironwood Petrification Druid Attack 27

Your staff turns to petrified wood, and with a touch so does your foe.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is petrified until the end of your next turn.

LEVEL 29 DAILY EVOCATIONS

Changestaff of the Treant Druid Attack 29

Your staff, planted into the ground, grows at an astonishing rate. Soon a mighty treant stands where it once was, bellowing and ready.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Requirement: You must be wielding a staff

Effect: You summon a Large treant in an unoccupied space within range. The treant has speed 6, forestwalk, and it gains a +2 bonus to AC and Fortitude. Squares adjacent to the treant are difficult terrain to nonflying enemies. You can give the treant the following special commands. On the turn you summon the treant, you give the first command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

Standard Action: Close burst 2; targets each nonflying creature in the burst; +Wisdom vs. Fortitude; 2d6 + Wisdom modifier damage, and the target is knocked prone if it's Medium or smaller.

Instinctive Effect: If you haven't given the treant any commands by the end of your turn, it uses its second attack against at least 2 Medium or smaller enemies. If it can't do that, it uses its first attack against an enemy within its reach. Otherwise, it moves it speed to a square adjacent to the nearest enemy.

IRONWOOD DEFENDER

"Stone, wood, flesh; in my eyes, there is no difference between them."

Prerequisite: Druid or Warden

In ancient forests and mountainsides, landslides sometimes bury huge swaths of trees under their rubble. After a hundred years, the mixture of soil and timber creates something altogether new: the substance known as ironwood. Though other primal figures view it as a curiosity, your spirit has heard its true call: ironwood is not a random phenomenon but a synthesis, primal spirits of earth and life coming together to form something sacred and powerful. Ironwood, you feel, is one of nature's truest essences, and you wrap yourself in its mantle.

As an ironwood defender, your knowledge of the forces of stone and wood is as unshakable as the mountains and forests they derive from. Your staff is not only a symbol of its power but an extension of it, and like the buried trees its strength has been waiting for someone to unearth it and witness its transformation. You might have discovered a grove of ironwood trees on your own, or perhaps a circle of druids or wardens have shown you its splendor and infused you with its power. Either way, the might of ironwood has been unleashed on the world, and you have been chosen to spread it.

IRONWOOD DEFENDER PATH FEATURES

Ironwood Growth (11th Level): While you wield a staff, you gain a +1 shield bonus to AC and Reflex defense. When you make a melee weapon attack with a staff, the weapon's reach for that attack increases by 1.

Petrified Action (11th Level): When you spend an action point to take an extra action, you gain resist 10 to all damage until the end of your next turn. This resistance increases to resist 20 at 21st level.

Among Earth and Trees (16th Level): You gain earth walk and forest walk. *(You ignore difficult terrain if that terrain is the result of rubble, uneven stone, or earth, as well as trees, underbrush, plants, or natural growth.)*

Improved Ironwood Growth (16th Level): The AC and Reflex bonus while wielding a staff increases to +2.

Ironwood Crook

Ironwood Defender Attack 11

Hooked barbs of ironwood extend from your staff, shredding armor and holding your foe in one place.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a staff

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and you can slide the target up to 2 squares. The target is immobilized while you are within 2 squares of it until the end of your next turn.

Renewal of the Soil

Ironwood Defender Utility 12

You breathe deep, the scent of soil and pine refreshing you and reminding you of what you're fighting for.

Encounter ♦ **Healing, Primal**

Minor Action **Personal**

Effect: You gain temporary hit points equal to 5 + your Constitution modifier. If you start your next turn with temporary hit points, you regain that many hit points.

Form of the Ironwood Defender
Ironwood Defender Attack 20

Bones and skin cracking as they reshape into ironwood, you transform into a formidable being of nature.

Daily ◆ **Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of the ironwood defender. While you are in this form, your attacks mark their targets until the end of your next turn, and you gain resist 5 to all damage and a +2 power bonus to AC and Fortitude.

Once during this encounter, you can use Form of the Ironwood Defender Attack power while you are in this form.

Form of the Ironwood Defender Attack
Ironwood Defender Attack 20

Encounter ◆ **Polymorph, Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be under the effect of the Form of the Ironwood Defender power and wielding a staff.

Target: One creature

Attack: Strength or Wisdom vs. Fortitude

Hit: 3[W] + Strength or Wisdom modifier damage, and the target is dazed (save ends).

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

Effect: You gain temporary hit points equal to 10 + your Constitution modifier.

Requirement: The Form of the Ironwood Defender power must be active in order to use this power.