

INNEYAR FROSTCALLER

Attack Powers

Chill Wind Druid Attack 1

At-Will ♦ Cold, Implement, Primal

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: +16 vs. Fortitude

Hit: 1d6+3 cold damage, and you slide the target 1 square.

The target gains vulnerability 5 cold until the end of your next turn. Crit: 9+3d6 cold damage.

Savage Rend Druid Attack 1

At-Will ♦ Beast Form, Implement, Primal

Standard Action **Melee** touch

Targets: One creature

Attack: +16 vs. Reflex

Hit: 1d8+9 damage, and you slide the target 1 square. Crit: 17+3d6 cold damage.

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

Thorn Whip Druid Attack 1

At-Will ♦ Implement, Primal

Standard Action **Ranged** 10

Targets: One creature

Attack: +16 vs. Fortitude

Hit: 1d8+9 damage, and you pull the target 2 square. Crit: 17+3d6 cold damage.

Expose Weakness Druid Attack 13

Encounter ♦ Beast Form, Implement, Primal

Standard Action **Melee** touch

Target: One creature

Attack: +16 vs. Reflex

Hit: 2d8+9 damage. The next attack against this target before the end of your next turn is made against the target's lowest defense and deals +5 damage if it hits. Crit: 25+3d6 cold damage.

The First Ward Guardian of the Gate Attack 11

Encounter ♦ Implement, Primal

Standard **Ranged** 10

Attack: +16 vs. Reflex

Hit: 3d10+9 damage. Until the end of your next turn, you gain a +2 bonus to the attack rolls of any primal attack powers you use against the target and any enemy within 5 squares of it. Crit: 39+3d6 cold damage.

Frost Flash Druid Attack 1

Encounter ♦ Cold, Implement, Primal

Standard Action **Ranged** 10

Target: One creature

Attack: +16 vs. Fortitude

Hit: 1d6+14 cold damage, and the target is immobilized and gains vulnerability 5 cold until the end of your next turn. Crit: 20+3d6 cold damage.

Tundra Wind Druid Attack 3

Encounter ♦ Cold, Implement, Primal

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: +16 vs. Fortitude

Hit: 2d6+9 cold damage, and you push the target 5 squares and knock it prone. The target gains vulnerable 5 cold until the end of your next turn. Crit: 21+3d6 cold.

Feral Mauling Druid Attack 9

Daily ♦ Beast Form, Implement, Primal

Standard Action **Melee** touch

Target: One creature

Attack: +16 vs. Reflex

Hit: 2d10+9 damage, and the target takes a -2 penalty to attack rolls (save ends). Crit: 29+3d6 cold damage.

Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Savage Frenzy Druid Attack 1

Daily ♦ Beast Form, Implement, Primal

Standard Action **Close** burst 1

Target: Each enemy in burst you can see

Attack: +16 vs. Reflex

Hit: 1d6+9 damage, and the target is dazed and slowed (save ends both). Crit: 15+3d6 cold damage.

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

Roar of Terror Druid Attack 5

Daily ♦ Beast Form, Fear, Implement, Primal, Psychic

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: +16 vs. Will

Hit: 2d6+9 psychic damage, and the target is dazed (save ends). Crit: 21+3d6 cold damage.

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

Utility and Item Powers

Wild Shape Druid Feature

At-Will ♦ Polymorph, Primal

Free Action **Personal**

Effect: You change from your humanoid form into a beast form or vice-versa. When you change from beast form back to your humanoid form, you can shift 1 square.

While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

Your beast form (the Primal Beast) is your size and doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of equipment you wear. You can use the properties and the powers of implements as well as magic items you wear, but not the properties of or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

Special: You can use this power once per round.

Elven Accuracy Elf Racial Power

Encounter

Free Action **Personal**

Effect: Reroll an attack roll with a +2 bonus to the attack roll. Use the second roll, even if it's lower. If the rerolled attack hits your hunter's quarry, it deals 1d6+6 extra damage.

Barkskin Druid Utility 2

Encounter ♦ Primal

Standard Action **Ranged** 5

Target: You are one ally.

Effect: Until the end of your next turn, the target gains a +5 power bonus to AC.

Camouflage Cloak Druid Utility 6
Encounter ♦ Primal
Minor Action Ranged 5
Target: You are one ally.
Effect: The target becomes invisible until they move or until the end of your next turn.

Armor of the Wild Druid Utility 10
Daily ♦ Beast Form, Primal
Minor Action Personal
Target: One creature
Effect: Until the end of the encounter, while you are in beast form, you gain resistance 5 to all damage.

The Second Ward Guardian of the Gate Utility 12
Daily ♦ Primal
Minor Action Close burst 5
Target: One enemy in burst
Effect: Until the end of the encounter, you and your allies gain a +4 bonus to saving throws against effects caused by the target.

Diadem of Acuity Level 8
Property: Gain a +2 item bonus to Insight checks and Perception checks.

K's Ointment Level 12
Power (Daily ♦ Healing): Standard Action. Apply this substance to yourself or an adjacent ally. That creature automatically ends one disease or poison effect that a save can end or regains one healing surge (your choice).

Periapt of Wisdom +3 Level 13
Property: Gain a +1 item bonus to Wisdom ability checks and Wisdom-based skill checks (but not Wisdom attacks, already factored in).
Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack that targets your Will defense. Gain a +5 power bonus to Will against the attack.

Staff of Winter +3 Level 14
Power (Daily): Free Action. Use this power when using a power with the cold keyword. After you resolve the power, all foes within 3 squares of you are immobilized (save ends).

Trollskin Hide +3 Level 15
Power (Daily ♦ Healing): Standard Action. Gain regeneration 5 until the end of the encounter or until you drop to 0 hp or fewer.
If you take acid or fire damage, the regeneration is suppressed until the end of your next turn.

Class Features

Entwining Evocation: When you make an area attack, you gain combat advantage against each target that has no creatures adjacent to it.

Guardian Action: When you spend an action point to take an extra action, you or one ally within 5 squares of you can make a saving throw with a +5 bonus.

Hunter's Quarry: Once per encounter as a minor action, you can designate the enemy nearest to you that you can see as your quarry. The quarry lasts until the end of your next turn. Once per round, when you hit your quarry with an attack, the attack does +2d6 extra damage. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

Class Features

Animal Messenger

Time: 10 minutes

Duration: Special

Component Cost: 10 gp

You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior. Your Nature check determines how long the animal is affected by the ritual.

| Nature Check Result | Duration |
|---------------------|----------|
| 19 or lower | 6 hours |
| 20-29 | 12 hours |
| 30-39 | 18 hours |
| 40 or higher | 24 hours |

Once per day you can use this ritual without expending any components.

Floating Disk

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying. Your Arcana check result determines the maximum load the disk can carry.

| Arcana Check Result | Maximum Load |
|---------------------|--------------|
| 9 or lower | 250 pounds |
| 10-24 | 500 pounds |
| 25-39 | 1,000 pounds |
| 40 or higher | 2,000 pounds |

Scroll of Remove Affliction

Time: 30 minutes

Duration: Instantaneous

Component Cost: 250 gp

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

You can use this ritual on an unwilling subject (usually, a former ally who is under some enemy's influence), but you will have to restrain someone unwilling to undergo the ritual. If you know that your subject is suffering from multiple enduring effects, you must choose which one this ritual will remove. Otherwise, it affects whichever one affliction you knew about. You learn the affliction level when you begin the ritual, and you can choose not to continue, without expending any components (for example, if you determine the affliction is too powerful for you to remove).

| Heal Check Result | Effect on Target |
|-------------------|--|
| 0 or lower | Death |
| 1-9 | Damage equal to the target's maximum hp |
| 10-19 | Damage equal to one-half of the target's maximum hp |
| 20-29 | Damage equal to one-quarter of the target's maximum hp |
| 30 or higher | No damage |