



Druid Elemental Skills

NOTE:

You cannot cast most Elemental Spells while you are in Werewolf or Werebear form.



Firestorm

Casting Delay: 0.6 Seconds
 Required Level: 1
 Prerequisites: None



Effect: Wielding this ability, the Druid projects waves of molten earth that spread outward and burn a wide swath of destruction through his foes.

Gives Synergy Bonuses to:
Molten Boulder: +8% Fire Damage Per Level
Fissure: +12% Fire Damage Per Level
Armageddon: +14% Fire Damage Per Level
Fire Claws: +22% Fire Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Average Fire Damage Per Second	3-7	7-10	10-14	14-17	17-21	21-24	24-28	28-31	32-36	37-41	42-45	46-50	51-55	56-59	60-64	65-69	71-76	77-83	83-90	89-97

Firestorm Receives Synergy Bonuses from:
Molten Boulder: +23% Fire Damage Per Level
Fissure: +23% Fire Damage Per Level



Molten Boulder

Casting Delay: 2 Seconds
 Required Level: 6
 Prerequisites: **Firestorm** [1]



Effect: By virtue of this talent, a Druid can summon forth a huge, rolling mass of magma, bowling over smaller enemies in its path before bursting into fiery shards.

Gives Synergy Bonuses to:
Firestorm: +23% Fire Damage Per Level
Armageddon: +14% Fire Damage Per Level
Fire Claws: +22% Fire Damage Per Level
Volcano: +12% Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	10	10.5	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19
Damage	6-12	6-12	10-17	14-22	18-27	22-32	26-37	30-42	34-47	41-55	48-63	55-71	62-79	69-87	76-95	83-103	90-111	100-122	110-133	120-144
Fire Damage	6-12	6-12	10-18	15-23	19-29	23-34	28-39	32-45	36-50	44-59	51-68	59-76	66-85	74-93	82-102	89-111	97-119	108-131	118-143	129-155
Average Fire Damage Per Second	11-16	19-24	28-32	36-41	44-49	52-57	60-65	69-73	79-84	90-94	100-105	111-116	121-126	132-137	142-147	153-158	166-171	179-183	192-196	205-209

Molten Boulder Receives Synergy Bonuses from:
Volcano: +10% Damage Per Level
Firestorm: +8% Fire Damage Per Level



Arctic Blast

Required Level: 6
Prerequisites: None



Effect: Aided by the will of the North Winds, the Druid conjures up a chilling torrent of frost that incapacitates all caught within the frozen blast.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	5	6	7	7	8	9	10	10	11	12	13	14	14	15	16	17	17	18	19
Minimum Mana Cost	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Cold Damage Per Second	8-15	14-21	20-28	26-34	33-40	39-46	45-53	51-59	58-66	66-74	73-81	80-89	87-96	94-103	101-111	108-118	116-126	123-135	131-143	139-151
Cold Length (seconds)	4.0	4.6	5.2	5.8	6.4	7.0	7.6	8.2	8.8	9.4	10.0	10.6	11.2	11.8	12.4	13.0	13.6	14.2	14.8	15.4
Range (yards)	5.3	6.0	6.0	6.6	6.6	7.3	7.3	8.0	8.0	8.6	8.6	9.3	9.3	10.0	10.0	10.6	10.6	11.3	11.3	12.0

Arctic Blast Receives Synergy Bonuses from:

Hurricane: +15% Cold Damage Per Level

Cyclone Armor: +15% Cold Damage Per Level



Fissure

Casting Delay: 2 Seconds
Required Level: 12
Prerequisites: **Firestorm** [1], **Molten Boulder** [6]



Effect: Sending his plea to the very core of the earth, the Druid rends the earth's very crust, tearing open volcanic vents beneath the feet of his adversaries, charring them to the bone.

Gives Synergy Bonuses to: **Firestorm:** +23% Fire Damage Per Level
Volcano: +12% Damage Per Level
Armageddon: +2 Second Per Level
Fire Claws: +22% Fire Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Fire Damage	15-25	21-31	27-37	33-43	39-49	45-55	51-61	57-67	69-79	81-91	93-103	105-115	117-127	129-139	141-151	153-163	165-175	177-187	189-199	201-211
Duration: 3.2 Seconds	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2	3.2

Fissure Receives Synergy Bonuses from:

Firestorm: +12% Fire Damage Per Level

Volcano: +12% Fire Damage Per Level



Cyclone Armor

Required Level: 12
Prerequisites: **Arctic Blast** [6]



Effect: This skill allows the Druid to sheath himself in a swirling mass of charged particles that absorbs damage from fire-, cold-, and lightning-based attacks.

Gives Synergy Bonuses to: **Arctic Blast:** +15% Cold Damage Per Level
Hurricane: +2 Second Per Level
Tornado: +9% Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Damage Absorbed	40	52	64	76	88	100	112	124	136	148	160	172	184	196	208	220	232	244	256	268

Cyclone Receives Synergy Bonuses from:

Twister: +7% Damage Per Level

Tornado: +7% Damage Per Level

Hurricane: +7% Damage Per Level



Twister

Damage Type: Physical

Required Level: 18

Prerequisites: **Arctic Blast** [6], **Cyclone Armor** [12]



Effect: Calling to the winds, the Druid sends small whirlwinds advancing into the midst of his enemies, buffeting and stunning them as they go.

Gives Synergy Bonuses to: **Cyclone Armor:** +7% Damage Per Level
Hurricane: +9% Damage Per Level
Tornado: +9% Damage Per Level

The way to use Twister is to lay down a lot of them. It's best to aim past a monster sort of like Barbarian Whirlwind rather than click on a monster and cast. Once you have experience with Twister you can use it more effectively.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Damage	6-8	8-10	10-12	12-14	14-16	16-18	18-20	20-22	23-25	27-29	30-32	34-36	37-39	41-43	44-46	48-50	52-54	57-59	61-63	66-68
Stun Length Seconds	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4	0.4

Twister Receives Synergy Bonuses from: **Tornado:** +10% Damage Per Level
Hurricane: +10% Damage Per Level



Volcano

Casting Delay: 4 Seconds

Required Level: 24

Prerequisites: **Firestorm** [1], **Molten Boulder** [6], **Fissure** [12]

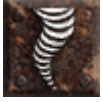


Effect: A Druid trained in this ability possesses the power to summon from the bowels of the earth a violent eruption, raining molten rock down upon all nearby foes.

Gives Synergy Bonuses to: **Fissure:** +12% Fire Damage Per Level
Armageddon: +14% Fire Damage Per Level
Fire Claws: +22% Fire Damage Per Level
Molten Boulder: +10% Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
Damage	8-10	8-11	11-13	13-15	15-17	17-20	20-22	22-24	24-26	29-31	33-35	38-40	42-44	47-49	51-53	56-58	60-62	67-69	73-76	80-82
Fire Damage	8-10	8-11	11-13	13-15	15-17	17-20	20-22	22-24	24-26	29-31	33-35	38-40	42-44	47-49	51-53	56-58	60-62	67-69	73-76	80-82

Volcano Receives Synergy Bonuses from: **Molten Boulder:** +12% Damage Per Level
Fissure: +12% Damage Per Level
Armageddon: +12% Damage Per Level



Tornado

Damage Type: Physical

Required Level: 24

Prerequisites: **Arctic Blast** [6], **Cyclone Armor** [12], **Twister** [18]

Effect: Manipulating the great winds into a fearsome cyclone, the Druid sends this force of destruction into a throng of opponents, crushing into them and leaving devastation in its wake.

Gives Synergy Bonuses to: **Twister:** +10% Damage Per Level
Cyclone Armor: +7% Damage Per Level
Hurricane: +9% Damage Per Level

The way to use Tornado is to lay down a lot of them. It's best to aim past a monster sort of like Barbarian Whirlwind rather than click on a monster and cast. Once you have experience with Tornado you can use it more effectively.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Damage	25-35	29-41	38-50	48-60	57-69	67-79	76-88	86-97	95-107	112-125	128-142	145-160	161-178	178-195	194-213	211-231	227-248	251-273	274-298	298-323

Tornado Receives Synergy Bonuses from: **Cyclone Armor:** +9% Damage Per Level
Twister: +9% Damage Per Level
Hurricane: +9% Damage Per Level



Hurricane

Casting Delay: 6 Seconds

Required Level: 30

Prerequisites: **Arctic Blast** [6], **Cyclone Armor** [12], **Twister** [18], **Tornado** [24]

Effect: Particularly talented Druids can summon this most potent gale of devastation. A fierce storm wreaks havoc around him, while the Druid stays cradled within the gentle calm of its eye.

Gives Synergy Bonuses to: **Arctic Blast:** +15% Cold Damage Per Level
Cyclone Armor: +7% Damage Per Level
Twister: +10% Damage Per Level
Tornado: +9% Damage Per Level

Hurricane surrounds your character. Move your character close to monsters, and run around them in order to hit them with the Hurricane.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30
Duration Seconds	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Damage	25-50	32-57	39-64	46-71	53-78	60-85	67-92	74-99	84-109	94-119	104-129	114-139	124-149	134-159	144-169	154-179	166-191	178-203	213-223	233-243
Radius Yards	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3

Hurricane Receives Synergy Bonuses from: **Cyclone Armor:** +2 Second Per Level
Twister: +9% Damage Per Level
Tornado: +9% Damage Per Level



Armageddon

Casting Delay: 6 Seconds

Required Level: 30

Prerequisites: **Firestorm** [1], **Molten Boulder** [6], **Arctic Blast** [6], **Fissure** [12],
Cyclone Armor [12], **Twister** [18], **Tornado** [24], **Volcano** [24],
Hurricane [30]



Effect: This terrible force of nature's vengeance rains down flaming stones around the Druid who cast it, pummeling any opponents foolish enough to be caught in its fury.

Gives Synergy Bonuses to: **Volcano:** +12% Damage Per Level

Armageddon works a little differently than expected. Once cast it follows you around. To hit monsters, it's best to move in circles around the monsters until Armageddon hits them. As you get more experienced in using Armageddon, you will better judge how to position your character to get the best use from Armageddon.

Armageddon works pretty well with Tornado. You can cast a Tornado while you're waiting to cast another Armageddon.

You can cast Armageddon while in Werewolf or Werebear form.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35
Duration Seconds	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Fire Damage	25-75	40-91	55-107	70-123	85-139	100-155	115-171	130-187	150-209	170-231	190-253	210-275	230-297	250-319	270-341	290-363	315-390	340-417	365-444	390-471
Radius Yards	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3	5.3

Armageddon Receives Synergy Bonuses from:

Fissure: +2 Second Per Level

Firestorm: +14% Fire Damage Per Level

Molten Boulder: +14% Fire Damage Per Level

Volcano: +14% Fire Damage Per Level

Druid Shape Shifting Skills

NOTES:

This is perhaps the most astonishing of all the talents granted to the Druids. Shape Shifting allows the Druids to manipulate their own flesh and form, taking on characteristics and capabilities of the beasts they have sworn to protect. Druidic warriors follow two paths: the path of the bear, and the path of the wolf. Some Shape-shifting skills are available only to a single animal form, while others are common to both wolf and bear forms. Note that while in animal form, Druids lose access to certain skills.

Weapon Damage

While in Werewolf or Werebear form you will still use the damage from weapons or ranged weapons. It's really just a graphical change. You will still be swinging your sword or shooting your bow but it will appear as if you're hitting them in Werewolf or Werebear form.

You will not gain the benefit of attacking from distances when using ranged weapons in Werewolf or Werebear form. Ranged weapons will work but you'll have to move to melee range and use the ranged weapons like melee weapons.



Werewolf

Casting Delay: 1 Second
Required Level: 1
Prerequisites: None



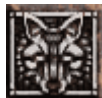
Effect: This ability allows an enlightened Druid to take on the form of a wolf, imparting to him quicker reflexes and heightened combat facilities.

Although Werewolf gives an increase to Attack Speed, Werewolves and Werebears swing more slowly than the Druid in his natural form. This gives the impression that the Attack Speed increase is not working when in fact it does increase the Werewolf's Attack Speed.

You can cast Armageddon while in Werewolf form.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Duration: Seconds	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
Attack Speed +%	20	28	35	40	45	48	51	53	56	57	59	61	62	63	64	66	66	67	68	68
Attack Rating +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335
Life +%	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25
Stamina: +%	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25

Werewolf Receives Bonuses from: Lycanthropy (Passive)



Lycanthropy

Required Level: 1
Prerequisites: Werewolf [1]

Passive Effect: Changing shape is quite a taxing ordeal for a Druid, and he can only assume animal forms for a limited time. This skill enhances his constitution while in animal form, thereby increasing the amount of time he can remain transformed.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Max Life +%	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115
Duration +X Seconds	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420



Werebear

Casting Delay: 1 Second

Required Level: 6

Prerequisites: None



Effect: This skill empowers the Druid with the capacity to assume the form of a savage bear, granting him great strength and fortitude.

You can cast Armageddon while in Werebear form.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Duration Seconds	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
Damage +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183
Defense +%	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Life +%	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50

Werebear Receives Bonuses from: Lycanthropy (Passive)



Maul

Required Level: 12

Prerequisites: **Werebear** [6]



Werebear Only Effect: A Druid in Werebear form uses his mighty paws to rend brutal gashes in the flesh of his enemies. Using this ability, the fury of his assault increases with every opponent he kills.

The more hits you get in, the higher the damage bonus will grow. For Skill Level 1, the first hit is +20%, but by three hits, it will now be +60%. The "green ball" will spin around your character indicating the power level of Maul. The bigger the ball, the more damage you'll be doing.

+20% Damage Per Charge Level

Attack Bonus: 3% Plus, 3% Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Duration Seconds	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Damage +%	20-60	20-80	20-80	20-100	20-100	20-120	20-120	20-140	20-140	20-160	20-160	20-180	20-180	20-200	20-200	20-220	20-220	20-240	20-240	20-260
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Stun Length (Seconds)	0.9	1.3	1.6	1.9	2.2	2.3	2.5	2.6	2.7	2.8	2.9	3.0	3.0	3.1	3.2	3.2	3.2	3.3	3.3	3.4



Feral Rage

Required Level: 12

Prerequisites: **Werewolf** [1]

Werewolf Only Effect: When in wolf form, the Druid using this ability enters a frenzied rage, viciously tearing into foes and becoming heartier with each consecutive attack.

The more hits you get in, the more life you will steal. For Skill Level 1, the first hit is 4%, but by three hits, it will now be +12%. The "red ball" will spin around your character indicating the power level of Feral Rage. The bigger the ball, the more Life you'll be stealing.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost: 3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Duration: 20 Seconds	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Damage +%	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
Attack +%	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
Life Steal %	4-12	4-16	4-20	4-24	4-28	4-32	4-36	4-40	4-44	4-48	4-52	4-56	4-60	4-64	4-68	4-72	4-76	4-80	4-84	4-88
Walk/Run Speed +%	19-31	19-36	19-36	19-40	19-40	19-43	19-43	19-45	19-45	19-47	19-47	19-49	19-49	19-50	19-50	19-52	19-52	19-53	19-53	19-55



Fire Claws

Required Level: 18

Prerequisites: **Werewolf** [1], **Werebear** [6], **Feral Rage** [12], **Maul** [12]

Werewolf or Werebear Only Effect: While in his animal form, a Druid can use his affinity with the natural elements in order to supplement his attacks with a blazing assault.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Fire Damage	15-20	23-28	31-36	39-44	47-52	55-60	63-68	71-76	83-88	95-100	107-112	119-124	131-136	143-148	155-160	167-172	187-194	207-216	227-238	247-260
Attack +%	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305	320	335

Fire Claws Receives Synergy Bonuses from:

- Firestorm:** +22% Fire Damage Per Level
- Molten Boulder:** +22% Fire Damage Per Level
- Fissure:** +22% Fire Damage Per Level
- Volcano:** +22% Fire Damage Per Level



Rabies

Required Level: 18

Prerequisites: **Werewolf** [1], **Feral Rage** [12]



Werewolf Only Effect: When a Druid utilizes this ability, he toxifies his own saliva and attacks his enemies with a vicious bite, spreading a contagious disease that wracks the flesh of his infected opponents.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Poison Damage Over...	18-43	34-61	52-82	73-105	96-131	121-159	150-190	180-223	219-264	261-308	306-356	354-406	405-460	460-517	517-577	578-640	658-723	742-810	831-901	924-996
... X Seconds	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6	10.0	10.4	10.8	11.2	11.6
Attack +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183

Rabies Receives Synergy Bonuses from:

- Poison Creeper:** +18% Poison Damage Per Level



Shock Wave

Required Level: 24

Prerequisites: **Werebear** [6], **Maul** [12]

Werebear Only Effect: With a tremendous roar, the Druid shakes the earth, stunning any enemies in the surrounding area with the resultant tremor.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Damage	10-20	13-23	16-26	19-29	22-32	25-35	28-38	31-41	36-46	41-51	46-56	51-61	56-66	61-71	66-76	71-81	78-88	85-95	92-102	99-109
Stun Length (Seconds)	1.6	2.2	2.8	3.4	4.0	4.6	5.2	5.8	6.4	7.0	7.6	8.2	8.8	9.4	10.0	10.6	11.2	11.8	12.4	13.0



Hunger

Required Level: 24

Prerequisites: **Werewolf** [1], **Werebear** [6], **Feral Rage** [12], **Maul** [12], **Fire Claws** [18]

Werewolf or Werebear Only Effect: Nature gives life, but it can also snatch it back. When a Druid using this ability bites an opponent, he drains some of his victim's vital essence, replenishing his own.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Damage: -%	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75	75
Attack +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Life Steal %	72	90	104	116	125	132	138	143	149	152	156	159	162	165	167	170	171	173	174	176
Mana Steal %	72	90	104	116	125	132	138	143	149	152	156	159	162	165	167	170	171	173	174	176



Fury

Required Level: 30

Prerequisites: **Werewolf** [1], **Feral Rage** [12], **Rabies** [18]

Werewolf Only Effect: The use of this skill drives the Druid into a bloodthirsty frenzy, attacking many foes with a raging fervor.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Attack +%	50	57	64	71	78	85	92	99	106	113	120	127	134	141	148	155	162	169	176	183
Damage +%	100	117	134	151	168	185	202	219	236	253	270	287	304	321	338	355	372	389	406	423
Hits	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Druid Summoning Skills

NOTES:

Long ago, the Druids confided in prayer their sacred charge to the supreme spirits of Nature. The spirits were moved by their plight and answered the Druids' call for help. Over the many years since then, the spirits have contributed in many ways to the Druids' cause, even offering up soldiers to serve in their campaign. A Druid educated in the language of the Natural spirits can appeal to them, and they will provide him with valuable companions. These companions fall into three groups: spirit animals, sentient vines, and minor spirits of Nature.

Spirits

You can only have one Spirit active at a time. If you summon another Spirit the previous Spirit will disappear. Spirits have hit points and can be destroyed. Spirits are similar to Paladin Auras. Multiple Spirit Auras can be active on party members at the same time. But multiple copies of the same Aura cannot "stack" by using the Spirits from different Druids in a Party. If two Druids in a Party both activate a Spirit, they will not receive any extra bonuses because multiple copies of the same Spirit Aura cannot be stacked. It's best for Druids in a group to communicate and decide who will use which Spirit Aura and which Spirits will be best for the group. If two Druids activate the same Spirit Aura both get cast periodically, whichever is cast last is in effect, they are not cumulative.

Summoned Minions

You can summon Spirit Wolves, Dire Wolves or a Grizzly. You cannot summon more than one at the same time. For example, if you summon a Spirit Wolf, your Dire Wolves or Grizzly will disappear. This means you will normally use Spirit Wolves until Dire Wolves are available, then switch to Dire Wolves. Once Grizzly is available you'll have to decide whether you wish to use a Grizzly or Dire Wolves. A Grizzly does more damage, but there can be only one. Dire Wolves do less damage but there can be up to three of them to attract monsters' attention.

Summon Spirit Wolf adds attack and defense to Wolves, Dire Wolves and Grizzly pets.

Summon Dire Wolf adds hitpoints to Wolves, Dire Wolves and Grizzly pets.

Summon Grizzly adds damage to Wolves, Dire Wolves and Grizzly pets.

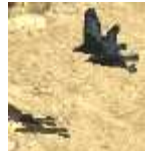
Vines

Vines follow you around much like any other Minion. They can be attacked and can die. You can only have one Vine at a time. If you want your Vines to survive longer, spend more skill points to build up their maximum life.



Raven

Required Level: 1
Prerequisites: None



Effect: [Summon Ravens to peck out the eyes of your enemies.](#) Ravens will cast "blind" on enemies they attack.

A Raven's level is equal to Your Level - 2 + the skill's level.

Hidden Bonus: Spirit Wolf, Dire Wolf and Grizzly skills gain +5 resistances to all per level, beginning at level 2. For example, a level 6 Grizzly will have $(6-1) * 5 = 25$ resist to all.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Ravens	1	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Hits	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Damage	2-4	3-5	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21	20-22	21-23



Poison Creeper
 Required Level: 1
 Prerequisites: None



Effect: A more subtle ally, these intelligent vines travel through the ground and use their cruel thorns to poison any opponents they contact.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Life	50	62	75	87	100	112	125	137	150	162	175	187	200	212	225	237	250	262	275	287	
Poison Damage Over 4 Seconds	4-6	7-8	10-11	12-14	15-17	18-19	21-22	23-25	28-30	33-34	37-39	42-44	47-48	51-53	56-58	61-62	67-68	73-74	78-80	84-86	



Oak Sage
 Required Level: 6
 Prerequisites: None



Effect: The Druid uses this ability to call upon a helpful spirit of Nature to enhance his well-being, as well as the health of his companions.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Life	60	78	96	114	132	150	168	186	204	222	240	258	276	294	312	330	348	366	384	402
Life +%	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Radius X Yards	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0	37.3	38.6	40.0	41.3	42.6	44.0	45.3



Summon Spirit Wolf
 Required Level: 6
 Prerequisites: **Raven** [1]



Effect: This gift of Nature allows the Druid to conjure forth one or more wolf allies who, with their mystical powers, provide the Druid a potent and ferocious colleague.

Gives Synergy Bonuses to: **Summon Dire Wolf**

Spirit Wolves are very helpful. It's best to place 5 points into this skill as quickly as possible to get 5 Spirit Wolves. The Spirit Wolves will attract the attention of Monsters keeping them away from you. You also don't have to worry about "wasting" points in Summon Spirit Wolf because their **Passive Attack and Defense Bonuses will apply to your Dire Wolves and Grizzly Bear when you upgrade to those skills.**

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
Wolves	1	2	3	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Damage	2-6	3-7	4-8	6-9	7-10	8-12	9-13	10-14	13-16	15-19	18-21	20-24	22-26	25-28	27-31	30-33	34-38	39-43	44-48	49-52
Passive Attack Rating Bonus +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Passive Defense Bonus +%	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Life:	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71	71

Summon Spirit Wolf Receives Synergy Bonuses from: **Summon Dire Wolf**
Summon Grizzly



Carrion Vine

Required Level: 12

Prerequisites: **Poison Creeper** [1]



Effect: The sentient plant summoned by this skill draws the corpses of your enemies into the ground, where it rapidly decomposes them, giving their life energies to the Druid who summoned it.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost:	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Life	95	118	142	166	190	213	237	261	285	308	332	356	380	403	427	451	475	498	522	546	
Heals %	4	5	6	6	7	7	8	8	8	9	9	9	9	9	10	10	10	10	10	10	10



Heart of Wolverine

Required Level: 18

Prerequisites: **Oak Sage** [6]



Effect: This ability grants the Druid the knowledge needed to summon into being a spirit that increases his skill in battle, as well as that of his party.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Life	136	170	204	238	272	306	340	374	408	442	476	510	544	578	612	646	680	714	748	782
Damage +%	20	27	34	41	48	55	62	69	76	83	90	97	104	111	118	125	132	139	146	153
Attack Rating +%	25	32	39	46	53	60	67	74	81	88	95	102	109	116	123	130	137	144	151	158
Radius X Yards	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0	37.3	38.6	40.0	41.3	42.6	44.0	45.3



Summon Dire Wolf

Required Level: 18

Prerequisites: **Raven** [1], **Oak Sage** [6], **Summon Spirit Wolf** [6]



Effect: This blessing from Nature imparts to the Druid the ability to summon several great wolves. Though the wolf is already fierce in combat, its savagery becomes greatly inflamed as it consumes the corpses of fallen foes.

Gives Synergy Bonuses to: **Summon Spirit Wolf**

3 Dire Wolves with max skill points are very powerful. They can become even more powerful by placing points in Summon Grizzly and Summon Spirit Wolves. Dire Wolves are a clear replacement for the Spirit Wolves. While you can only have 3 of them, as you get to later Acts and Difficulty Levels they will survive for much longer. Many players prefer 3 Dire Wolves to the Grizzly Bear but Grizzly Bears can be very powerful if you place max points in Grizzly Bear, and build up their Life by placing points in Dire Wolf.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Wolves	1	2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Life	171	199	228	256	285	313	342	370	399	427	456	484	513	541	570	598	627	655	684	712
Passive Life % Bonus To Bears and Wolves	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525
Damage	8-14	10-16	13-19	15-21	18-24	20-26	22-28	25-31	28-34	32-38	36-42	39-45	43-49	46-52	50-56	54-60	61-67	68-74	75-81	82-88

Summon Dire Wolf Receives Synergy Bonuses from:

Summon Spirit Wolf
Summon Grizzly



Solar Creeper

Required Level: 24

Prerequisites: **Poison Creeper** [1], **Carrion Vine** [12]



Effect: This skill conjures forth an intelligent plant that draws the enemy's dead deep into the earth, where it drains their spiritual essences and bestows them upon the Druid who summoned it.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Life	165	198	231	264	297	330	363	396	429	462	495	528	561	594	627	660	693	726	759	792
Mana Recovery Rate %	2	2	3	4	4	4	5	5	5	5	5	6	6	6	6	6	6	6	6	6



Spirit of Barbs

Required Level: 30

Prerequisites: **Oak Sage** [6], **Heart of Wolverine** [18]



Effect: The spirit invoked by this skill bestows upon the Druid and his company the mystical ability to reflect damage back at any opponents who injure them.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Life	213	266	319	372	426	479	532	585	639	692	745	798	852	905	958	1011	1065	1118	1171	1224
% Damage Returned	50	70	90	110	130	150	170	190	210	230	250	270	290	310	330	350	370	390	410	430
Radius X Yards	20.0	21.3	22.6	24.0	25.3	26.6	28.0	29.3	30.6	32.0	33.3	34.6	36.0	37.3	38.6	40.0	41.3	42.6	44.0	45.3



Summon Grizzly

Casting Delay: 1 Second

Required Level: 30

Prerequisites: **Raven** [1], **Oak Sage** [6], **Summon Spirit Wolf** [6], **Summon Dire Wolf** [18]



Effect: This boon grants the Druid the aid of a tremendous wild bear with huge claws and great fangs that fights ferociously alongside him with terrible strength and unmatched fury.

Gives Synergy Bonuses to: **Summon Spirit Wolf**
Summon Dire Wolf

Grizzly Bears are best used in parties. Since you can only have one Grizzly vs 3 Dire Wolves, monsters tend to target your character much more with one Grizzly Bear than with 3 Dire Wolves. Place points into Dire Wolf to build up the Grizzly Bear's Life through the passive bonus. It's best to also use a Hireling with your Grizzly Bear.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
Damage	37-75	52-91	67-108	84-126	101-145	120-165	139-186	160-208	189-239	221-272	253-306	288-342	323-379	361-418	399-458	440-500	492-553	546-609	602-666	660-726
Passive % Damage Bonus To Wolves and Bears	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
Life	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975	975

Summon Grizzly Receives Synergy Bonuses from: **Summon Spirit Wolf**
Summon Dire Wolf

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