

Druid
At-Will Power

Storm Spike

Attack one monster within 2 tiles of you.

Hit or miss you may move the target to any square up to 1 tile away from its current location.

Attack +7

Damage 1.

Druid
Daily Power

Savage Frenzy

Attack each monster on your tile.

Attack +6

Damage 2

Miss: 1 damage.

Druid
Daily Power

Roar of Terror

Target one tile up to 1 tile away from you. Attack each monster on the tile.

Hit or miss, each monster attacked may not attack on their next activation.

Attack +7

Damage 1

Druid
At-Will Power

Pounce

Attack one adjacent monster.

Attack +6

Damage 1 and the target is -2 AC until the start of your next turn.

Druid
At-Will Power

Flame Seed

Attack one monster within 2 tiles of you.

Attack +7

Damage 1 and place a fiery zone token on the target's tile. Remove the fiery zone at the start of your next turn.

(Any monster that starts or ends its turn in a fiery zone is immediately attacked by the druid: +7 attack, 1 damage.)

Druid
Daily Power

Fires of Life

Target one tile within 2 tiles of you. Attack each monster on that tile.

For each monster defeated with this attack, an ally of your choice may heal 1 HP.

Attack +7

Damage 2

Miss: 2 damage.

Druid
Utility Power

Feywild Sojourn

Use this power at the start of your Hero phase.

Remove yourself from the dungeon and heal 2 HP. At the start of your next turn place yourself anywhere in the dungeon.

Druid
Utility Power

Camouflage Cloak

Use this power at the start of your Hero phase. Target yourself or one ally. Monsters cannot see the target until the end of your next turn.

(A target that cannot see you is not considered adjacent to you, and does not consider you the closest hero.)

Druid
Utility Power

Barkskin

Use this power when you are hit by an attack.

The attack misses.