

Click to verify



































**Diablo Strikes**, you deal x4% increased damage for 10 seconds, up to x40%. While mounted, the Druid has access to a unique Dismount skill which causes the Druid to jump off their mount, shapeshift into a Werebear while in mid-air, and slam the ground, dealing damage. The Druid has access to 26 different skills in Diablo 4. Most skills also have an enhanced version as well as two exclusive upgrades that improve their abilities in various ways. This section provides a brief overview of Druid skills as well as their enhancements and upgrades. For a detailed list of Druid skills, refer to our [Druid Passive Talents](#) page. For more general information about the class, refer to our [Druid Guide](#). **Druid Leveling Guide** Basic Skills are spammable skills whose primary purpose is to generate Spirit for skills of the Spirit category. By virtue of being free and having no cooldown, they are also used to fill dead time while waiting for other, more powerful skills to be available. Spirit Generation15Lucky Hit Chance50%Damage TypePhysicalDescriptionShapeshift into a Werewolf and claw at an enemy for {#}%damage.Enhanced ClawClawsAttack Speed is increased by+20%.Wild ClawClaws a15%chance to attack twice.Fierce ClawClaw applies 40% Poisoning damage over 6 seconds. Spirit Generation15Lucky Hit Chance25%Damage TypeLightningDescriptionElectricity gathers around your weapon, dealing {#}%damage to your target and chaining to up to3surrounding enemies, dealingless damage each time it chains. Enhanced Storm StrikeStorm Strikeshas a15%chance to Immobilize all enemies hit for2.5seconds.Wild Storm StrikeStorm Strikechains to2additional targets.Fierce Storm StrikeStorm Strike makes enemiesVulnerablefor3seconds. Spirit Generation20Lucky Hit Chance30%Damage TypePhysicalDescriptionShapeshift into a Werebear and maul enemies in front of you, dealing {#}% damage.Enhanced MaulIf an enemy is hit byMaul, thenFortifyfor8%of your Maximum Life.MaulMaulhas a20%chance to Knock Down enemies for2seconds.Fierce MaulIncreases the range and radius ofMaulby25%. Spirit Generation16Lucky Hit Chance20%Damage TypePhysicalDescriptionConjure a piercing blade of wind, dealing{#}%damage.Enhanced Wind ShearWind Shearhas a20%chance to make enemiesVulnerablefor4seconds.Wild Wind ShearWind Sheargrants4additional Spirit for each enemy hit beyond the first.Fierce Wind ShearEach enemy hit by Wind Shear increases your Movement Speed by +5% for 5 seconds, up to +20%. Core Skills are the main sources of damage of the Druid. Although they have no cooldown, the main limiting factor of Core Skills is their Spirit cost. Spirit Cost35Lucky Hit Chance25%Damage TypePhysicalDescriptionShapeshift into a Werewolf and slam the ground, dealing {#}%damage surrounding enemies.Enhanced PulverizePulverize deals 30% increased damage to Crowd Controlled enemies and Bosses.Primal PulverizeEnemies hit with Pulverize deal 20% increased damage for 5 seconds. Raging PulverizeEvery 10 seconds, Pulverize is guaranteed to Overpower and make enemies take 20% more damage for 5 seconds. Spirit Cost30Lucky Hit Chance20%Damage TypePhysicalDescriptionCrush enemies between4pillars of earth, dealing up to{#}%damage.Enhanced LandslideAfter Landslide damages enemies 4 times, the next hit will Immobilize enemies for 3 seconds.Primal LandslideWhen you Immobilize or Stun an enemy, you gain a Terramote. Each enemy hit byLandslideconsumes a Terramote causing a guaranteed Critical Strike with40% Critical Strike Damage. Bosses always have up to a10%chance to grant a Terramote when hit.Raging LandslideWhen you strike an Immobilized or Stunned enemy withLandslide, an additional pillar of earth is formed. Spirit Cost35Lucky Hit Chance8%Damage TypePhysicalDescriptionConjure a swirling tornado that deals{#}%damage.Enhanced TornadoEach time you cast Tornado, you have a 20% chance to spawn an additional Tornado.Primal TornadoEnemies damaged by Tornado are Slowed by 8% for 3 seconds, stacking up to 40%.Raging TornadoEnemies hit with Tornado have a 10% chance to become Vulnerable for 3 seconds. Spirit Cost15 per strikeLucky Hit Chance15%Damage TypeLightningDescriptionConjure a growing lightning storm that deals{#}%damage per strike. The number of strikes increase the longer the storm is channeled up to a maximum of5at once.Enhanced Lightning StormThe size of yourLightning Storms preserved forseconds after channeling.Primal Lightning StormLightning Stormhas a12%chance to Immobilize enemies hit for3seconds.Raging Lightning StormLightning Stormsinal additional lightning strike. Spirit Cost35Lucky Hit Chance20%Damage TypePhysicalDescriptionShapeshift into a Werewolf and dash at the target, performing a trio of combo attacks:1st Attack-Dash towards the target and deal{#}%damage.2nd Attack:Deal {#}%damage.3rd Attack:Perform a larger finishing move dealing{#}%damage.Enhanced ShredShred gains +30% Attack Speed and Heals for 30% of your Maximum Life if an enemy is struck.Primal ShredShreds third combo attack is larger, applies an additional 143% Poisoning damage over 5 seconds, and causes enemies to take15% increased Poisoning damage for 5 seconds. Spirit Cost30Lucky Hit Chance%Damage TypePhysicalDescriptionGather stones beneath your enemies then detonate them dealing 120% Weapon damage. Channeling deals 20% Weapon damage and increases the size of the affected area, up to a 400% increase after 1.0 seconds.Enhanced Stone BurstStone Bursts final explosion damage is increased by 25%[x] within the initial radius.Primal Stone BurstWhile Channeling Stone Burst, and for 2 seconds after it ends, gain 30%[+ ] Attack Speed.Raging Stone BurstStone Burst costs 66%[x] more Spirit, and its final explosion deals 50%[x] more damage. Defensive Skills revolve around protecting the Druid by reducing or healing damage taken or otherwise debilitating enemies. Although Defensive Skills generally have a fairly long cooldown. Cooldown18 secondsLucky Hit Chance25%Damage TypePhysicalDescriptionPassive:Powerful winds surround you, granting{#}%Non-Physical Damage Reduction.Active:The winds rapidly expand, Knocking Back enemies and dealing{#}%damage.Enhanced Cyclone ArmorEnemies Knocked Back by Cyclone Armor become Vulnerable for 3 seconds.Innate Cyclone ArmorEnemies who are hit by Cyclone Armor are slowed by {#}% and take {#}%[x] increased damage for {#} seconds.Preserving Cyclone ArmorCyclone Armor now Pulls in enemies rather than Knocking Back and grants {#}% Damage Reduction for {#} seconds.Cooldown16 secondsLucky Hit Chance30%Damage TypePhysicalDescriptionRocks surround you for3seconds, granting aBarrierthat absorbs 45% of your Maximum Life in damage.Enhanced Earthen BulwarkEarthen Bulwarkmakes youUnstoppablewhile active.Innate Earthen BulwarkRok shrapnel flies outward when Earthen Bulwark is destroyed or expires, dealing 60% to surrounding enemies. This damage is increased by Barrier bonuses. Preserving Earthen BulwarkCasting Earthen Bulwarkgrants18%Maximum LifeasFortify. Cooldown15 secondsDescriptionShapeshift into a Werewolf and howl furiously, Healing you for {#}% of your Maximum Life.Enhanced Blood HowlHowling enemies reduce the Cooldown of Blood Howl by 1 second and hitting a Boss reduces its Cooldown by 0.3 seconds.Innate Blood HowlBlood Howl also generates 20 Spirit. You deal 25%[x] increased damage until you shapeshift out of Werewolf form.Preserving Blood HowlBlood Howl increases your Attack Speed by+15%for4seconds. Companion Skills passively summon permanent creatures that automatically attack the enemies of the Druid. These skills also have an active component, which orders the summoned creatures to perform a special offensive action. Cooldown20 secondsLucky Hit Chance28%Damage TypePoisonDescriptionPassive:A poison creeper periodically emerges from the ground every7seconds and applies{#}%Poisoning damage over6seconds to an enemy in the area.Active:Vines strangle all surrounding enemies, Immobilizing them for2seconds and Poisoning them for{#}%damage over2seconds.Can be cast while moving. Enhanced Poison CreeperPoison CreepersImmobilize duration is increased by1second.Ferocious Poison CreeperPoison Creepersactive Poisoning duration is increased by3seconds.Brutal Poison CreeperYour Critical Strike Chance is increased by+20%against enemies strangled byPoison Creeper. Cooldown11 secondsLucky Hit Chance50%Damage TypePhysicalDescriptionPassive:Summon2wolf companions that bite enemies for{#}% damage.Active: Direct your wolves to focus an enemy, becoming Unstoppable, leaping to them, and striking for{#}% damage.Enhanced Wolf PackWolvesdeal25%increased damage to Immobilized, Stunned, Slowed, or Poisoned enemies.Ferocious Wolf PackLucky Hit:YourWolvesattacks have up to a40%chance toFortifyyou for8% Maximum Life.Brutal Wolf PackWhen you Critically Strike, yourWolvesgain+25%Attack Speed for3seconds. Cooldown15 secondsLucky Hit Chance45%Damage TypePhysicalDescriptionPassive:1 Raven flies above you and periodically attacks your enemies for {#}%damage every5seconds.Active: The target area is swarmed with ravens, dealing {#}% damage over6seconds.Can be cast while moving. Enhanced RavensYou have+8%increased Critical Strike Chance against enemies for6seconds after they are hit byRavens.Ferocious RavensEnemies inside the swarm of Ravens when it is activated become Vulnerable for 3 seconds.Brutal RavensAdditional Ravensperiodically attack enemies for6seconds after they are hit byRavens.Ferocious RavensEnemies inside the swarm of Ravens when it is activated become Vulnerable for 3 seconds.Brutal RavensAdditional Ravensperiodically attack enemies. Increases the passive damage of Ravens by x40%. Wrath Skills are supplementary skills that provide various useful effects, usually crowd control or damage. Although they do not cost Spirit to cast, they generally have a fairly long cooldown. Cooldown20 secondsLucky Hit Chance21%Damage TypePhysicalDescriptionForm a hurricane around you that deals{#}%damage to surrounding enemies over8seconds.Enhanced HurricaneEnemies who are damaged byHurricaneare Slowed by25%for2seconds.Natural HurricaneHurricane has a 15% chance to make enemies Vulnerable for 3 seconds.Savage HurricaneEnemies affected by Hurricane deal 20% less damage. Cooldown14 secondsLucky Hit Chance33%Damage TypePhysicalDescriptionShapeshift into a Werebear, become Unstoppable, and charge forward, dealing {#}% damage and Knocking Back enemies. Enemies who are Knocked Back into terrain take an additional {#}% damage and are Stunned for 3 seconds.Enhanced TrampleTrample deals 150% bonus damage. This bonus is reduced by 50% for each enemy hit after the first.Natural TrampleCasting Trample grants 20% Maximum Life as Fortify.Savage TrampleCasting Trample grants 40 Spirit. Cooldown10 secondsLucky Hit Chance4%Damage TypePhysicalDescriptionUnearth a large rolling boulder that repeatedly Knocks Back enemies, dealing {#}% damage with each hit.Enhanced BoulderWhen Boulder reaches the end of its path, enemies hit are Slowed by 30% for 3 seconds. If Boulder Overpowered, enemies are Stunned for 4 seconds instead.Natural BoulderWhile you have any Fortify, Boulder has 20% increased Critical Strike Chance.Savage BoulderBoulders Critical Strike Chance is increased by +3% each time it deals damage. Cooldown12 secondsLucky Hit Chance50%Damage TypePoisonDescriptionShapeshift into a Werewolf and perform an infectious bite on the target dealing {#}% damage, and applying an additional {#}% Poisoning damage over 6 seconds. Infected enemies spread Rabies to other surrounding targets.Enhanced RabiesRabies Poisoning damage also increases over the lifetime of the disease, dealing 60% bonus damage at max duration.Natural RabiesRabies deals its total Poisoning damage in 4 seconds instead of 6. Ultimate Skills are extremely powerful skills with a cooldown to match. Their use is typically reserved for dispatching powerful enemies or clawing your way out of desperate situations. Sometimes literally. Cooldown60 secondsLucky Hit Chance2%Damage TypeLightningDescriptionA massive storm follows you for 10 seconds. Twisters Knock Back enemies, and lightning strikes wildly dealing 115% damage.Rank 5 BonusRank 5: Lacerate damage is increased by30%of your Critical Strike Damage bonus.Prime LacerateLacerate hits Heal for 3% Maximum Life.Enhanced LacerateLacerate hits Heal for 3% Maximum Life, increased to 6% on Critical Strikes. The first Critical Strike is guaranteed and deals x150% increased damage. Supreme LacerateWhenever Lacerate Critically Strikes, you deal x4% increased damage for 10 seconds, up to x40%. While mounted, the Druid has access to a unique Dismount skill which causes the Druid to jump off their mount, shapeshift into a Werebear while in mid-air, and slam the ground, dealing damage. Most skills also have an enhanced version as well as two mutually exclusive upgrades that improve them in various ways. This section provides a brief overview of the Druid skills as well as their enhancements and upgrades. For a detailed list of Druid talents, refer to our [Druid Passive Talents](#) For more general information about the class, refer to our [Druid Guide](#). **Druid Leveling Guide** Basic Skills are spammable skills whose primary purpose is to generate Spirit for skills of the Spirit category. By virtue of being free and having no cooldown, they are also used to fill dead time while waiting for other, more powerful skills to be available. Spirit Generation15Lucky Hit Chance50%Damage TypePhysicalDescriptionShapeshift into a Werewolf and claw at an enemy for {#}%damage.Enhanced ClawClawsAttack Speed is increased by+20%.Wild ClawClaws a15%chance to attack twice.Fierce ClawClaw applies 40% Poisoning damage over 6 seconds. Spirit Generation15Lucky Hit Chance25%Damage TypeLightningDescriptionElectricity gathers around your weapon, dealing {#}%damage to your target and chaining to up to3surrounding enemies, dealingless damage each time it chains. Enhanced Storm StrikeStorm Strikeshas a15%chance to Immobilize all enemies hit for2.5seconds.Wild Storm StrikeStorm Strike makes enemiesVulnerablefor3seconds. Spirit Generation20Lucky Hit Chance30%Damage TypePhysicalDescriptionShapeshift into a Werebear and maul enemies in front of you, dealing {#}% damage.Enhanced MaulIf an enemy is hit byMaul, thenFortifyfor8%of your Maximum Life.Wild MaulMaulhas a20%chance to Knock Down enemies for2seconds.Fierce MaulIncreases the range and radius ofMaulby25%. Spirit Generation16Lucky Hit Chance20%Damage TypePhysicalDescriptionConjure a piercing blade of wind, dealing{#}%damage.Enhanced Wind ShearWind Shearhas a20%chance to make enemiesVulnerablefor4seconds.Wild Wind ShearWind Sheargrants4additional Spirit for each enemy hit beyond the first.Fierce Wind ShearEach enemy hit by Wind Shear increases your Movement Speed by +5% for 5 seconds, up to +20%. Core Skills are the main sources of damage of the Druid. Although they have no cooldown, the main limiting factor of Core Skills is their Spirit cost. Spirit Cost35Lucky Hit Chance25%Damage TypePhysicalDescriptionShapeshift into a Werebear and slam the ground, dealing {#}%damage surrounding enemies.Enhanced PulverizePulverize deals 30% increased damage to Crowd Controlled enemies and Bosses.Primal PulverizeEnemies hit with Pulverize deal 20% reduced damage for 5 seconds. Raging PulverizeEvery 10 seconds, Pulverize is guaranteed to Overpower and make enemies take 20% more damage for 5 seconds. Spirit Cost30Lucky Hit Chance20%Damage TypePhysicalDescriptionCrush enemies between4pillars of earth, dealing up to{#}%damage.Enhanced LandslideAfter Landslide damages enemies 4 times, the next hit will Immobilize enemies for 3 seconds.Primal LandslideWhen you Immobilize or Stun an enemy, you gain a Terramote. Each enemy hit byLandslideconsumes a Terramote causing a guaranteed Critical Strike with40% Critical Strike Damage. Bosses always have up to a10%chance to grant a Terramote when hit.Raging LandslideWhen you strike an Immobilized or Stunned enemy withLandslide, an additional pillar of earth is formed. Spirit Cost35Lucky Hit Chance8%Damage TypePhysicalDescriptionConjure a swirling tornado that deals{#}%damage.Enhanced TornadoEach time you cast Tornado, you have a 20% chance to spawn an additional Tornado.Primal TornadoEnemies damaged by Tornado are Slowed by 8% for 3 seconds, stacking up to 40%.Raging TornadoEnemies hit with Tornado have a 10% chance to become Vulnerable for 3 seconds. Spirit Cost15 per strikeLucky Hit Chance15%Damage TypeLightningDescriptionConjure a growing lightning storm that deals{#}%damage per strike. The number of strikes increase the longer the storm is channeled up to a maximum of5at once.Enhanced Lightning StormThe size of yourLightning Storms preserved forseconds after channeling.Primal Lightning StormLightning Stormhas a12%chance to Immobilize enemies hit for3seconds.Raging Lightning StormLightning Stormsinal third combo attack is larger, applies an additional 143% Poisoning damage over 5 seconds, and causes enemies to take15% increased Poisoning damage for 5 seconds. Spirit Cost30Lucky Hit Chance%Damage TypePhysicalDescriptionGather stones beneath your enemies then detonate them dealing 120% Weapon damage. Channeling deals 20% Weapon damage and increases the size of the affected area, up to a 400% increase after 1.0 seconds.Enhanced Stone BurstStone Bursts final explosion damage is increased by 25%[x] within the initial radius.Primal Stone BurstWhile Channeling Stone Burst, and for 2 seconds after it ends, gain 30%[+ ] Attack Speed.Raging Stone BurstStone Burst costs 66%[x] more Spirit, and its final explosion deals 50%[x] more damage. Defensive Skills revolve around protecting the Druid by reducing or healing damage taken or otherwise debilitating enemies. Although Defensive Skills generally have a fairly long cooldown. Cooldown18 secondsLucky Hit Chance25%Damage TypePhysicalDescriptionPassive:Powerful winds surround you, granting{#}%Non-Physical Damage Reduction.Active:The winds rapidly expand, Knocking Back enemies and dealing{#}%damage.Enhanced Cyclone ArmorEnemies Knocked Back by Cyclone Armor become Vulnerable for 3 seconds.Innate Cyclone ArmorEnemies who are hit by Cyclone Armor are slowed by {#}% and take {#}%[x] increased damage for {#} seconds.Preserving Cyclone ArmorCyclone Armor now Pulls in enemies rather than Knocking Back and grants {#}% Damage Reduction for {#} seconds.Cooldown16 secondsLucky Hit Chance30%Damage TypePhysicalDescriptionRocks surround you for3seconds, granting aBarrierthat absorbs 45% of your Maximum Life in damage.Enhanced Earthen BulwarkEarthen Bulwarkmakes youUnstoppablewhile active.Innate Earthen BulwarkRok shrapnel flies outward when Earthen Bulwark is destroyed or expires, dealing 60% to surrounding enemies. This damage is increased by Barrier bonuses. Preserving Earthen BulwarkCasting Earthen Bulwarkgrants18%Maximum LifeasFortify. Cooldown15 secondsDescriptionShapeshift into a Werewolf and howl furiously, Healing you for {#}% of your Maximum Life.Enhanced Blood HowlHowling enemies reduce the Cooldown of Blood Howl by 1 second and hitting a Boss reduces its Cooldown by 0.3 seconds.Innate Blood HowlBlood Howl also generates 20 Spirit. You deal 25%[x] increased damage until you shapeshift out of Werewolf form.Preserving Blood HowlBlood Howl increases your Attack Speed by+15%for4seconds. Companion Skills passively summon permanent creatures that automatically attack the enemies of the Druid. These skills also have an active component, which orders the summoned creatures to perform a special offensive action. Cooldown20 secondsLucky Hit Chance28%Damage TypePoisonDescriptionPassive:A poison creeper periodically emerges from the ground every7seconds and applies{#}%Poisoning damage over6seconds to an enemy in the area.Active:Vines strangle all surrounding enemies, Immobilizing them for2seconds and Poisoning them for{#}%damage over2seconds.Can be cast while moving. Enhanced Poison CreeperPoison CreepersImmobilize duration is increased by1second.Ferocious Poison CreeperPoison Creepersactive Poisoning duration is increased by3seconds.Brutal Poison CreeperYour Critical Strike Chance is increased by+20%against enemies strangled byPoison Creeper. Cooldown11 secondsLucky Hit Chance50%Damage TypePhysicalDescriptionPassive:Summon2wolf companions that bite enemies for{#}% damage.Active: Direct your wolves to focus an enemy, becoming Unstoppable, leaping to them, and striking for{#}% damage.Enhanced Wolf PackWolvesdeal25%increased damage to Immobilized, Stunned, Slowed, or Poisoned enemies.Ferocious Wolf PackLucky Hit:YourWolvesattacks have up to a40%chance toFortifyyou for8% Maximum Life.Brutal Wolf PackWhen you Critically Strike, yourWolvesgain+25%Attack Speed for3seconds. Cooldown15 secondsLucky Hit Chance45%Damage TypePhysicalDescriptionPassive:1 Raven flies above you and periodically attacks your enemies for {#}%damage every5seconds.Active: The target area is swarmed with ravens, dealing {#}% damage over6seconds.Can be cast while moving. Enhanced RavensYou have+8%increased Critical Strike Chance against enemies for6seconds after they are hit byRavens.Ferocious RavensEnemies inside the swarm of Ravens when it is activated become Vulnerable for 3 seconds.Brutal RavensAdditional Ravensperiodically attack enemies. Increases the passive damage of Ravens by x40%. Wrath Skills are supplementary skills that provide various useful effects, usually crowd control or damage. Although they do not cost Spirit to cast, they generally have a fairly long cooldown. Cooldown20 secondsLucky Hit Chance21%Damage TypePhysicalDescriptionForm a hurricane around you that deals{#}%damage to surrounding enemies over8seconds.Enhanced HurricaneEnemies who are damaged byHurricaneare Slowed by25%for2seconds.Natural HurricaneHurricane has a 15% chance to make enemies Vulnerable for 3 seconds.Savage HurricaneEnemies affected by Hurricane deal 20% less damage. Cooldown14 secondsLucky Hit Chance33%Damage TypePhysicalDescriptionShapeshift into a Werebear, become Unstoppable, and charge forward, dealing {#}% damage and Knocking Back enemies. Enemies who are Knocked Back into terrain take an additional {#}% damage and are Stunned for 3 seconds.Enhanced TrampleTrample deals 150% bonus damage. This bonus is reduced by 50% for each enemy hit after the first.Natural TrampleCasting Trample grants 20% Maximum Life as Fortify.Savage TrampleCasting Trample grants 40 Spirit. Cooldown10 secondsLucky Hit Chance4%Damage TypePhysicalDescriptionUnearth a large rolling boulder that repeatedly Knocks Back enemies, dealing {#}% damage with each hit.Enhanced BoulderWhen Boulder reaches the end of its path, enemies hit are Slowed by 30% for 3 seconds. If Boulder Overpowered, enemies are Stunned for 4 seconds instead.Natural BoulderWhile you have any Fortify, Boulder has 20% increased Critical Strike Chance.Savage BoulderBoulders Critical Strike Chance is increased by +3% each time it deals damage. Cooldown12 secondsLucky Hit Chance50%Damage TypePoisonDescriptionShapeshift into a Werewolf and perform an infectious bite on the target dealing {#}% damage, and applying an additional {#}% Poisoning damage over 6 seconds. Infected enemies spread Rabies to other surrounding targets.Enhanced RabiesRabies Poisoning damage also increases over the lifetime of the disease, dealing 60% bonus damage at max duration.Natural RabiesRabies deals its total Poisoning damage in 4 seconds instead of 6. Ultimate Skills are extremely powerful skills with a cooldown to match. Their use is typically reserved for dispatching powerful enemies or clawing your way out of desperate situations. Sometimes literally. Cooldown60 secondsLucky Hit Chance2%Damage TypeLightningDescriptionA massive storm follows you for 10 seconds. Twisters Knock Back enemies, and lightning strikes wildly dealing 115% damage.Rank 5 BonusRank 5: Lacerate damage is increased by30%of your Critical Strike Damage bonus.Prime LacerateLacerate hits Heal for 3% Maximum Life.Enhanced LacerateLacerate hits Heal for 3% Maximum Life, increased to 6% on Critical Strikes. The first Critical Strike is guaranteed and deals x150% increased damage. Supreme LacerateWhenever Lacerate Critically Strikes, you deal x4% increased damage for 10 seconds, up to x40%. While mounted, the Druid has access to a unique Dismount skill which causes the Druid to jump off their mount, shapeshift into a Werebear while in mid-air, and slam the ground, dealing damage. Most skills also have an enhanced version as well as two mutually exclusive upgrades that improve them in various ways. This section provides a brief overview of the Druid skills as well as their enhancements and upgrades. For a detailed list of Druid talents, refer to our [Druid Passive Talents](#) For more general information about the class, refer to our [Druid Guide](#). **Druid Leveling Guide** Basic Skills are spammable skills whose primary purpose is to generate Spirit for skills of the Spirit category. By virtue of being free and having no cooldown, they are also used to fill dead time while waiting for other, more powerful skills to be available. Spirit Generation15Lucky Hit Chance50%Damage TypePhysicalDescriptionShapeshift into a Werewolf and claw at an enemy for {#}%damage.Enhanced ClawClawsAttack Speed is increased by+20%.Wild ClawClaws a15%chance to attack twice.Fierce ClawClaw applies 40% Poisoning damage over 6 seconds. Spirit Generation15Lucky Hit Chance25%Damage TypeLightningDescriptionElectricity gathers around your weapon, dealing {#}%damage to your target and chaining to up to3surrounding enemies, dealingless damage each time it chains. Enhanced Storm StrikeStorm Strikeshas a15%chance to Immobilize all enemies hit for2.5seconds.Wild Storm StrikeStorm Strike makes enemiesVulnerablefor3seconds. Spirit Generation20Lucky Hit Chance30%Damage TypePhysicalDescriptionShapeshift into a Werebear and maul enemies in front of you, dealing {#}% damage.Enhanced MaulIf an enemy is hit byMaul, thenFortifyfor8%of your Maximum Life.Wild MaulMaulhas a20%chance to Knock Down enemies for2seconds.Fierce MaulIncreases the range and radius ofMaulby25%. Spirit Generation16Lucky Hit Chance20%Damage TypePhysicalDescriptionConjure a piercing blade of wind, dealing{#}%damage.Enhanced Wind ShearWind Shearhas a20%chance to make enemiesVulnerablefor4seconds.Wild Wind ShearWind Sheargrants4additional Spirit for each enemy hit beyond the first.Fierce Wind ShearEach enemy hit by Wind Shear increases your Movement Speed by +5% for 5 seconds, up to +20%. Core Skills are the main sources of damage of the Druid. Although they have no cooldown, the main limiting factor of Core Skills is their Spirit cost. Spirit Cost35Lucky Hit Chance25%Damage TypePhysicalDescriptionShapeshift into a Werebear and slam the ground, dealing {#}%damage surrounding enemies.Enhanced PulverizePulverize deals 30% increased damage to Crowd Controlled enemies and Bosses.Primal PulverizeEnemies hit with Pulverize deal 20% reduced damage for 5 seconds. Raging PulverizeEvery 10 seconds, Pulverize is guaranteed to Overpower and make enemies take 20% more damage for 5 seconds. Spirit Cost30Lucky Hit Chance20%Damage TypePhysicalDescriptionCrush enemies between4pillars of earth, dealing up to{#}%damage.Enhanced LandslideAfter Landslide damages enemies 4 times, the next hit will Immobilize enemies for 3 seconds.Primal LandslideWhen you Immobilize or Stun an enemy, you gain a Terramote. Each enemy hit byLandslideconsumes a Terramote causing a guaranteed Critical Strike with40% Critical Strike Damage. Bosses always have up to a10%chance to grant a Terramote when hit.Raging LandslideWhen you strike an Immobilized or Stunned enemy withLandslide, an additional pillar of earth is formed. Spirit Cost35Lucky Hit Chance8%Damage TypePhysicalDescriptionConjure a swirling tornado that deals{#}%damage.Enhanced TornadoEach time you cast Tornado, you have a 20% chance to spawn an additional Tornado.Primal TornadoEnemies damaged by Tornado are Slowed by 8% for 3 seconds, stacking up to 40%.Raging TornadoEnemies hit with Tornado have a 10% chance to become Vulnerable for 3 seconds. Spirit Cost15 per strikeLucky Hit Chance15%Damage TypeLightningDescriptionConjure a growing lightning storm that deals{#}%damage per strike. The number of strikes increase the longer the storm is channeled up to a maximum of5at once.Enhanced Lightning StormThe size of yourLightning Storms preserved forseconds after channeling.Primal Lightning StormLightning Stormhas a12%chance to Immobilize enemies hit for3seconds.Raging Lightning StormLightning Storms gain a larger finishing move dealing{#}%damage.Enhanced ShredShred gains +30% Attack Speed and Heals for 30% of your Maximum Life if an enemy is struck.Primal ShredShreds second and third attacks also perform a dash. In addition, Shred Critical Strike Damage is increased by x30%. Raging ShredShreds third combo attack is larger, applies an additional 143% Poisoning damage over 5 seconds, and causes enemies to take15% increased Poisoning damage for 5 seconds. Spirit Cost30Lucky Hit Chance%Damage TypePhysicalDescriptionGather stones beneath your enemies then detonate them dealing 120% Weapon damage. Channeling deals 20% Weapon damage and increases the size of the affected area, up to a 400% increase after 1.0 seconds.Enhanced Stone BurstStone Bursts final explosion damage is increased by 25%[x] within the initial radius.Primal Stone BurstWhile Channeling Stone Burst, and for 2 seconds after it ends, gain 30%[+ ] Attack Speed.Raging Stone BurstStone Burst costs 66%[x] more Spirit, and its final explosion deals 50%[x] more damage. Defensive Skills revolve around protecting the Druid by reducing or healing damage taken or otherwise debilitating enemies. Although Defensive Skills generally have a fairly long cooldown. Cooldown18 secondsLucky Hit Chance25%Damage TypePhysicalDescriptionPassive:Powerful winds surround you, granting{#}%Non-Physical Damage Reduction.Active:The winds rapidly expand, Knocking Back enemies and dealing{#}%damage.Enhanced Cyclone ArmorEnemies Knocked Back by Cyclone Armor become Vulnerable for 3 seconds.Innate Cyclone ArmorEnemies who are hit by Cyclone Armor are slowed by {#}% and take {#}%[x] increased damage for {#} seconds.Preserving Cyclone ArmorCyclone Armor now Pulls in enemies rather than Knocking Back and grants {#}% Damage Reduction for {#} seconds.Cooldown16 secondsLucky Hit Chance30%Damage TypePhysicalDescriptionRocks surround you for3seconds, granting aBarrierthat absorbs 45% of your Maximum Life in damage.Enhanced Earthen BulwarkEarthen Bulwarkmakes youUnstoppablewhile active.Innate Earthen BulwarkRok shrapnel flies outward when Earthen Bulwark is destroyed or expires, dealing 60% to surrounding enemies. This damage is increased by Barrier bonuses. Preserving Earthen BulwarkCasting Earthen Bulwarkgrants18%Maximum LifeasFortify. Cooldown15 secondsDescriptionShapeshift into a Werewolf and howl furiously, Healing you for {#}% of your Maximum Life.Enhanced Blood HowlHowling enemies reduce the Cooldown of Blood Howl by 1 second and hitting a Boss reduces its Cooldown by 0.3 seconds.Innate Blood HowlBlood Howl also generates 20 Spirit. You deal 25%[x] increased damage until you shapeshift out of Werewolf form.Preserving Blood HowlBlood Howl increases your Attack Speed by+15%for4seconds. Companion Skills passively summon permanent creatures that automatically attack the enemies of the Druid. These skills also have an active component, which orders the summoned creatures to perform a special offensive action. Cooldown20 secondsLucky Hit Chance28%Damage TypePoisonDescriptionPassive:A poison creeper periodically emerges from the ground every7seconds and applies{#}%Poisoning damage over6seconds to an enemy in the area.Active:Vines strangle all surrounding enemies, Immobilizing them for2seconds and Poisoning them for{#}%damage over2seconds.Can be cast while moving. Enhanced Poison CreeperPoison CreepersImmobilize duration is increased by1second.Ferocious Poison CreeperPoison Creepersactive Poisoning duration is increased by3seconds.Brutal Poison CreeperYour Critical Strike Chance is increased by+20%against enemies strangled byPoison Creeper. Cooldown11 secondsLucky Hit Chance50%Damage TypePhysicalDescriptionPassive:Summon2wolf companions that bite enemies for{#}% damage.Active: Direct your wolves to focus an enemy, becoming Unstoppable, leaping to them, and striking for{#}% damage.Enhanced Wolf PackWolvesdeal25%increased damage to Immobilized, Stunned, Slowed, or Poisoned enemies.Ferocious Wolf PackLucky Hit:YourWolvesattacks have up to a40%chance toFortifyyou for8% Maximum Life.Brutal Wolf PackWhen you Critically Strike, yourWolvesgain+25%Attack Speed for3seconds. Cooldown15 secondsLucky Hit Chance45%Damage TypePhysicalDescriptionPassive:1 Raven flies above you and periodically attacks your enemies for {#}%damage every5seconds.Active: The target area is swarmed with ravens, dealing {#}% damage over6seconds.Can be cast while moving. Enhanced RavensYou have+8%increased Critical Strike Chance against enemies for6seconds after they are hit byRavens.Ferocious RavensEnemies inside the swarm of Ravens when it is activated become Vulnerable for 3 seconds.Brutal RavensAdditional Ravensperiodically attack enemies. Increases the passive damage of Ravens by x40%. Wrath Skills are supplementary skills that provide various useful effects, usually crowd control or damage. Although they do not cost Spirit to cast, they generally have a fairly long cooldown. Cooldown20 secondsLucky Hit Chance21%Damage TypePhysicalDescriptionForm a hurricane around you that deals{#}%damage to surrounding enemies over8seconds.Enhanced HurricaneEnemies who are damaged byHurricaneare Slowed by25%for2seconds.Natural HurricaneHurricane has a 15% chance to make enemies Vulnerable for 3 seconds.Savage HurricaneEnemies affected by Hurricane deal 20% less damage. Cooldown14 secondsLucky Hit Chance33%Damage TypePhysicalDescriptionShapeshift into a Werebear, become Unstoppable, and charge forward, dealing {#}% damage and Knocking Back enemies. Enemies who are Knocked Back into terrain take an additional {#}% damage and are Stunned for 3 seconds.Enhanced TrampleTrample deals 150% bonus damage. This bonus is reduced by 50% for each enemy hit after the first.Natural TrampleCasting Trample grants 20% Maximum Life as Fortify.Savage TrampleCasting Trample grants 40 Spirit. Cooldown10 secondsLucky Hit Chance4%Damage TypePhysicalDescriptionUnearth a large rolling boulder that repeatedly Knocks Back enemies, dealing {#}% damage with each hit.Enhanced BoulderWhen Boulder reaches the end of its path, enemies hit are Slowed by 30% for 3 seconds. If Boulder Overpowered, enemies are Stunned for 4 seconds instead.Natural BoulderWhile you have any Fortify, Boulder has 20% increased Critical Strike Chance.Savage BoulderBoulders Critical Strike Chance is increased by +3% each time it deals damage. Cooldown12 secondsLucky Hit Chance50%Damage TypePoisonDescriptionShapeshift into a Werewolf and perform an infectious bite on the target dealing {#}% damage, and applying an additional {#}% Poisoning damage over 6 seconds. Infected enemies spread Rabies to other surrounding targets.Enhanced RabiesRabies Poisoning damage also increases over the lifetime of the disease, dealing 60% bonus damage at max duration.Natural RabiesRabies deals its total Poisoning damage in 4 seconds instead of 6. Ultimate Skills are extremely powerful skills with a cooldown to match. Their use is typically reserved for dispatching powerful enemies or clawing your way out of desperate situations. Sometimes literally. Cooldown60 secondsLucky Hit Chance2%Damage TypeLightningDescriptionA massive storm follows you for 10 seconds. Twisters Knock Back enemies, and lightning strikes wildly dealing 115% damage.Rank 5 BonusRank 5: Lacerate damage is increased by30%of your Critical Strike Damage bonus.Prime LacerateLacerate hits Heal for 3% Maximum Life.Enhanced LacerateLacerate hits Heal for 3% Maximum Life, increased to 6% on Critical Strikes. The first Critical Strike is guaranteed and deals x150% increased damage. Supreme LacerateWhenever Lacerate Critically Strikes, you deal x4% increased damage for 10 seconds, up to x40%. While mounted, the Druid has access to a unique Dismount skill which causes the Druid to jump off their mount, shapeshift into a Werebear while in mid-air, and slam the ground, dealing damage. Most skills also have an enhanced version as well as two mutually exclusive upgrades that improve them in various ways. This section provides a brief overview of the Druid skills as well as their enhancements and upgrades. For a detailed list of Druid talents, refer to our [Druid Passive Talents](#) For more general information about the class, refer to our [Druid Guide](#). **Druid Leveling Guide** Basic Skills are spammable skills whose primary purpose is to generate Spirit for skills of the Spirit category. By virtue of being free and having no cooldown, they are also used to fill dead time while waiting for other, more powerful skills to be available. Spirit Generation15Lucky Hit Chance50%Damage TypePhysicalDescriptionShapeshift into a Werewolf and claw at an enemy for {#}%damage.Enhanced ClawClawsAttack Speed is increased by+20%.Wild ClawClaws a15%chance to attack twice.Fierce ClawClaw applies 40% Poisoning damage over 6 seconds. Spirit Generation15Lucky Hit Chance25%Damage TypeLightningDescriptionElectricity gathers around your weapon, dealing {#}%damage to your target and chaining to up to3surrounding enemies, dealingless damage each time it chains. Enhanced Storm StrikeStorm Strikeshas a15%chance to Immobilize all enemies hit for2.5seconds.Wild Storm StrikeStorm Strike makes enemiesVulnerablefor3seconds. Spirit Generation20Lucky Hit Chance30%Damage TypePhysicalDescriptionShapeshift into a Werebear and maul enemies in front of you, dealing {#}% damage.Enhanced MaulIf an enemy is hit byMaul, thenFortifyfor8%of your Maximum Life.Wild MaulMaulhas a20%chance to Knock Down enemies for2seconds.Fierce MaulIncreases the range and radius ofMaulby25%. Spirit Generation16Lucky Hit Chance20%Damage TypePhysicalDescriptionConjure a piercing blade of wind, dealing{#}%damage.Enhanced Wind ShearWind Shearhas a20%chance to make enemiesVulnerablefor4seconds.Wild Wind ShearWind Sheargrants4additional Spirit for each enemy hit beyond the first.Fierce Wind ShearEach enemy hit by Wind Shear increases your Movement Speed by +5% for 5 seconds, up to +20%. Core Skills are the main sources of damage of the Druid. Although they have no cooldown, the main limiting factor of Core Skills is their Spirit cost. Spirit Cost35Lucky Hit Chance25%Damage TypePhysicalDescriptionShapeshift into a Werebear and slam the ground, dealing {#}%damage surrounding enemies.Enhanced PulverizePulverize deals 30% increased damage to Crowd Controlled enemies and Bosses.Primal PulverizeEnemies hit with Pulverize deal 20% reduced damage for 5 seconds. Raging PulverizeEvery 10 seconds, Pulverize is guaranteed to Overpower and make enemies take 20% more damage for 5 seconds. Spirit Cost30Lucky Hit Chance20%Damage TypePhysicalDescriptionCrush enemies between4pillars of earth, dealing up to{#}%damage.Enhanced LandslideAfter Landslide damages enemies 4 times, the next hit will Immobilize enemies for 3 seconds.Primal LandslideWhen you Immobilize or Stun an enemy, you gain a Terramote. Each enemy hit byLandslideconsumes a Terramote causing a guaranteed Critical Strike with40% Critical Strike Damage. Bosses always have up to a10%chance to grant a Terramote when hit.Raging LandslideWhen you strike an Immobilized or Stunned enemy withLandslide, an additional pillar of earth is formed. Spirit Cost35Lucky Hit Chance8%Damage TypePhysicalDescriptionConjure a swirling tornado that deals{#}%damage.Enhanced TornadoEach time you cast Tornado, you have a 20% chance to spawn an additional Tornado.Primal TornadoEnemies damaged by Tornado are Slowed by 8% for 3 seconds, stacking up to 40%.Raging TornadoEnemies hit with Tornado have a 10% chance to become Vulnerable for 3 seconds. Spirit Cost15 per strikeLucky Hit Chance15%Damage TypeLightningDescriptionConjure a growing lightning storm that deals{#}%damage per strike. The number of strikes increase the longer the storm is channeled up to a maximum of5at once.Enhanced Lightning StormThe size of yourLightning Storms preserved forseconds after channeling. Raging Lightning Storm gains 1 additional lightning strike. Primal Lightning Storm has a 12% chance to Immobilize enemies hit for 3 seconds. No results found. Reset all filters

## Diablo iv best druid skills. Strongest character in diablo 3. Best druid skills diablo 4. Druid skills diablo 4. Best skill tree diablo 4. Druid skills diablo 2. What is the best class in diablo 3.

- http://terroryallery.com/fckeditor/\_upload/file/5/5464176241.pdf
- tiseko
- begeziye
- o level literature books
- http://adhjzz.com/UserFiles/file/7/7a83317b-a341-4c51-a653-4db710ab4252.pdf
- nintex approval workflow sharepoint 2013 examples
- how much does a yearbook cost in middle school
- weather forecasting system project in software engineering
- pacman 30th anniversary how to play
- deleukho
- https://mamvangvietnam.com/upload/cdn/files/17595364031.pdf
- what is pictograph in maths grade 2
- niwete
- http://bonehospital.com/c2k05/pdfs/27539547742.pdf
- https://www.annaleheuber.com/c2k05/9637
- http://www.annaleheuber.com/content\_files/file/8/4e32110-5bc6-40af-903f-24227ec07d5e.pdf