Druid PREPARED SPELLS Level **DRUID** Level (DRUID) Bonus 0 DEITY Domain Spell +1 **DRUID** Druid **Nature Sense** Level +2 to Knowledge (Nature) and Survival 1 Wild Empathy Improve the attitude of an animal Woodland Stride + 1 Move through undergrowth at normal speed and taking no damage 2 Trackless Step 2 3 Leave no trail, unless deliberately Resist Nature's Lure +4 to saves against the fey and plants 4 Wild Shape Domain Spell + 1 Become any small or medium animal Venom Immunity 9 3 Immune to all poisons **A Thousand Faces** 13 Change appearance at will + 1 **Timeless Body** 15 No longer age, cannot be magically aged **SPELLS** + Bonus Spells Spell Spells Base Save DC per day Spells Domain Spell +1 0 + 1 + 1 1 5 2 + 1 + 1 + 1 3 + 1 + 1 + 1 + 1 4 5 + 1 + 1 6 6 + 1 + 1 7 + 1 + 1 Domain Spell +1 8 + 1 + 1 9 + 1 + 1 Spell Save DC = 10 + WIS + Spell Level Caster = WIS + Concentration Level + 1 **NATURE BOND** ☐ ANIMAL COMPANION ★ DOMAIN Domain Spell +1 eve. **SCROLLS POTIONS** DC DC Uses Uses per day per day WILD EMPATHY WILD EMPATHY Druid Level Misc

**BONUS** = CHA + WILD SHAPE Times per day Times Today

**Current Shape**