ARC'	TIC DRUID	Druid Level			PREPARED	SPELLS		*
AIC	D :1	Wild	7					
	Level 2 –	Shape Level			0			
	DRUID	×						
Druid Level	Nature Sense +2 to Knowledge (Nature) an	d Survival	<u> </u>					
1 🗆	Wild Empathy Improve the attitude of an an							
	Arctic Native	ıımaı	<del>                                     </del>		<sub>1</sub>			
2 🗆	Bonus in icy terrain		l		1			
3 □	Icewalking No movement penalty in icy	terrain						
, –	Arctic Endurance							
4 🗆	Endure cold, immune to dazz	ling						
6 □	Wild Shape Become any small or mediun	n animal			2			
9 🗆	Snowcaster See normally in icy conditions; cast fire spells as cold spells.							
13 🗆	Flurry form							
	Become a swirling colum of snow  Timeless Body  No longer age, cannot be magically aged				3			
15 🗆								
	SPELLS	*						
Spell Save DC	Spells = Base per day = Spells	+ Bonus Spells						
Save DC	o per day spens	WIS - 4 WIS - 4 WIS - 8 WIS - 12			4			
	1				<del>1</del>			
	2							
	3							
	4				5			
	5							
	6							
	7							
	8				6			
	9							
Spell Save DC	= 10 + WIS + Spell Level	_	- 000					
oncentration	= WIS +	= WIS + Caster						
moentration	NATURE BOND	Level	( 000		<b>—</b> 7			
ANIMAL COMPANION X DOMAIN								
	DOMINION & DOMINI	. •						
ranted Power		Granted Power	- 000		8			
Idilled Fower								
Level		Level						
					9			
Uses		Uses						
per day	WILD EMPARITY	per day	1	SCROLLS	-	×	POTIONS	#
TLD EMPAT	WILD EMPATHY	•						
ONUS	Druid Level	Misc						
	= CHA +	+						
	ARCTIC NATIVE	*	1					
RCTIC ONUS	Druid Level							
	= ÷ 2							
nus to Initiatio	/e, Knowledge (geography), Pero	cention Stealth						
	le in aquatic terrains.	Jeption, oteattii,						
	WILD SHAPE	, , , , , , , , , , , , , , , , , , ,						
Tii	nes per day Times	ıoday □□						