

# SWAMP DRUID

Druid  
Level

Wild  
Shape

Druid  
Level

— 2 =

Wild  
Shape  
Level

## DRUID

Druid  
Level

1

☐

### Nature Sense

+2 to Knowledge (Nature) and Survival

### Wild Empathy

Improve the attitude of an animal

2

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### Marshwright

Bonus in swamp terrain, cannot be tracked

3

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### Swamp Strider

No movement penalty in bogs or undergrowth

4

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### Pond Scum

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

### Wild Shape

Become any small or medium animal

9

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### Venom Immunity

Immune to all poisons

13

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### Slippery

Continuous freedom of movement

15

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### Timeless Body

No longer age, cannot be magically aged

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

- 4

WIS

- 8

WIS

- 12

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Spell Save DC = 10 + WIS + Spell Level

Concentration

☐

=

WIS

+

Caster  
Level

## NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses

per day

Level

DC

Uses

per day

## WILD EMPATHY

### WILD EMPATHY

BONUS

Druid Level

Misc

☐

=

CHA

+

+

## MARSHWRIGHT

### SWAMP

BONUS

Druid Level

☐

=

÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival, and Swim while in aquatic terrains.

## WILD SHAPE

Times per day

☐

Times Today

☐

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS