ARC	TIC DRUID	Druid Level			PREPARED	SPELLS		*
AIC	D '1	Wild	7					
	Level – 2 =	Level			0			
	DRUID	,	(
Druid Level	Nature Sense +2 to Knowledge (nature) an	nd Survival						
1 🗆	Wild Empathy							
	Improve the attitude of an a	nimal	 		₁			
2 🗆	Bonus in icy terrain		 					
3 🗆	Icewalking No movement penalty in icy	terrain						
4 🗆	Arctic Endurance							
4 ⊔	Endure cold, immune to daz	zling						
6 🗆	Wild Shape Become any small or medius	m animal			2			
9 🗆	Snowcaster See normally in icy conditions; cast fire spells as cold spells.							
13 🗆	Flurry form Become a swirling colum of	cnow						
4= -	Timeless Body No longer age, cannot be magically aged				3			
15 🗆								
	SPELLS	*						
Spell Save DC	Spells = Base per day Spells	т .						
	0	WIS - 4 WIS - 8 WIS - 8			4			
	1							
	2							
	3							
	4				5			
	5							
	6							
	7							
	8				6			
	9							
Spell Save DC = 10 + WIS + Spell Level								
oncentratio	n = WIS +	= WIS + Caster						
	NATURE BOND				 			
ANIMAL	COMPANION X DOMAI	N						
anted Power Granted Power				8				
- a		-						
Level		Level						
DC		DC			9			
Uses per day								
	WILD EMPATHY		1	SCROLLS	<i>*</i>	*	POTIONS	*
VILD EMPA ONUS		l Misc						
01403	= CHA +	+						
		<u> </u>	1					
RCTIC	ARCTIC NATIVE							
ONUS	Druid Level							
	= ÷ 2							
	ive, Knowledge (geography), Per nile in aquatic terrains.	ception, Stealth						
u ourvival Wi	WILD SHAPE	,	1					
T	imes per day Times	Today						