Ш	NC	GLE DRUID Druid Level	PREPA	ARED	SPELLS		pr l
,0	140	Wild T					
		Druid — 2 = Shape Level		- 0			
*		DRUID		_			
Druid Level		Nature Sense +2 to Knowledge (nature) and Survival					
1		Wild Empathy		_			
		Improve the attitude of an animal		_			
2		Jungle Guardian Bonus in jungle terrain		_ 1			
		Woodland Stride		_			
3		Move through undergrowth at normal speed and taking no damage					
		Torrid Endurance		_			
4		Endure hot; +4 against disease and exceptional abilities of animals and magical beasts		_			
'		Wild Shape Become any small or medium animal		_ 2			
<u> </u>		Venom Immunity		_			
9		Immune to all poisons					
13		Verdant Sentinal Cast <i>tree shape</i> at will		_			
15		Timeless Body		- 3			
15		No longer age, cannot be magically aged		_			
`*		SPELLS					
Spell Save D		Spells = Base + Bonus Spells per day = Spells +		_			
Save D		4 8 1		- 4			
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Spell Sa	ve DC :	· · · · · · · · · · · · · · · · · · ·		_			
Concentr	ation	= WIS + Caster Level		7			
``		NATURE BOND		_			
× ANII	VIAL (COMPANION DOMAIN					
Animal Co	mpanio	on's Name		_ 0			
				8			
Creature T	уре						
				_			
*		WILD EMPATHY		_ 9			
WILD EN BONUS	MPAT	T HY Druid Level Misc	SCROLLS	H I		POTIONS	, , , , , , , , , , , , , , , , , , ,
DONOS		= CHA + +	SCROLLS			10110113	
×		JUNGLE GUARDIAN .					
JUNGLE BONUS		Druid Level					
		= ÷ 2					
		 Knowledge (geography), Perception, Stealth					
and Surviv	al whil	e in jungle terrains. WILD SHAPE					
	Tin	nes per day Times Today					
~							