C	Α	E DRUID	Druid Level	PREPARED SPELLS					*
		Druid – 2	Wild	7					
		Level	Level			– 0			
DEITY	7					_			

		DRUID	, i			_			
Druid Level		Cavesense +2 to Knowledge (dunged	oneering) and Survival			_ 1			
1		Wild Empathy							
		Improve the attitude of a	n animai						
2		Move through narrow pas	ssages or rubble			_			
		at normal speed and taking no damage Lightfoot Cannot be detected by tremorsense				_			
3						_ 2			
		Resist Subterranean Corruption +2 to saves against the oozes and abberations							
4		+2 to saves against the o	Wild Shape						
		Become any small or med	dium animal or ooze						
9		Venom Immunity Immune to all poisons				- 3			
13		A Thousand Faces				_			
13		Change appearance at wi	II						
15		Timeless Body No longer age, cannot be	magically aged			_			
		SPELLS				- 4			
Spell			ase + Bonus Spells			_ '			
Save Do	С	per day = Sp	ells + Bondo openo						
		0	WIS - SIM WIS -			_			
		1	7777			- 5			
		2				_			
		3	-						
		4							
		5				– 6			
		6				_			
		7							
		8				_			
		9				- 7			
Spell Sav	ve DC	= 10 + WIS + Spell Level				_ "			
Concentra	otion	= WIS	Caster						
Concenti	ation		Level						
- ANII		NATURE BONI				8			
□ ANIA	VIAL (COMPANION X DOM	IAIN						
Granted Po	ower		Granted Power			9			
Level			Level						
				×	SCROLLS		×	POTIONS	*
DC			20						
Use per	es r day		□□ Uses □□ per day						
X		WILD EMPATH	Y						
WILD EN BONUS	ЛРАТ	CHY Druid Lo	evel Misc						
		= CHA +	+						
			·						
*	÷.	WILD SHAPE	pag Tada:						
	Tir	nes per day Tin	nes Today						
Current Sha	ре								