C	:A\	E DRUID	Druid Level	PREPARED SPELLS					*
		Druid ^	Wild	1		_			
		Level	2 = Shape Level			– 0			
DEIT	Y		0000/14						

*		DRUID							
Druid Level		Cavesense +2 to Knowledge (dunge	eoneering) and Survival			_ 1			
1		Wild Empathy							
		Improve the attitude of a	an animal						
2		Tunnelrunner Move through narrow pa	love through narrow passages or rubble t normal speed and taking no damage						
3		Lightfoot Cannot be detected by tremorsense				_ 2			
		Resist Subterranean Corruption							
4			+2 to saves against the oozes and abberations Wild Shape Become any small or medium animal or ooze						
9		Venom Immunity	Venom Immunity			- 3			
		Immune to all poisons A Thousand Faces							
13		Change appearance at w	vill						
15		Timeless Body							
		No longer age, cannot b	e magically aged						
*		SPELLS	, (– 4			
Spell Save D		Spells = B per day Spi	Basis Bonusspreuken reuken						
		0	wis - 8 Wis -						
		1							
		2				- 5			
		3							
		4							
		5				– 6			
		6							
		7	<u></u> ффф						
		8	<u> </u>						
		9				- 7			
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentr	ation	= WIS	Caster Level						
T		NATURE BON				_ ₈			
□ HUIS	SDIEF					_ 0			
Crontod	04:0-		Crantad Daws						
Granted P			Granted Power			_ 9			
Level			Level						
				X	SCROLLS	-	*	POTIONS	×
DO	.00		DD H000						
	es r day]□□ per day	,					
*		WILD EMPATE	HY						
WILDE I BONUS	EMPA	THIE Druid I	Level Misc						
		= CHA +	+						
			<u> </u>	1					
	Ţ.	WILD SHAPE							
	III	nes per day Ti	imes Today						
Current Sha	ape								