	Druid		1	PREPARED SPELLS			
	1	DRUID	Level				20
		DROID	Level Bonus +				
DEITY	_		1.1.0		0) ——	
DEILL			SE CAMPU				
			O'AO)				
		DRUID	*]
Druid Level		Nature Sense	\		1		
1		+2 to Knowledge (Nature Wild Empathy	e) and Survival]
		Improve the attitude of an animal					
2		Woodland Stride Move through undergrow	vth at normal speed				
		and taking no damage					
3		Trackless Step Leave no trail, unless de	liberately		2		
		Resist Nature's Lure]
4		+4 to saves against the Wild Shape	fey and plants				
		Become any small or me	dium animal				
9		Venom Immunity Immune to all poisons			3		
		A Thousand Faces					
13		Change appearance at w	rill				
15		Timeless Body No longer age, cannot be	e manically aned				
					4		
Spell		SPELLS Spells _ E	ase + Bonus Spells				
Save DC	;	per day S	pells + Bollus Spells				
		0	W W W W W W W W W W W W W W W W W W W				
		1	7777		5		
		2					
		3	4444				
		4					
		5			6		
		6					
		7					
		8					
		9			7	,	
Spell Sav	e DC	= 10 + WIS + Spell Level					
oncentration = WIS + Caster							
лсеппа	ILIOII						
NATURE BOND ANIMAL COMPANION DOMAIN nimal Companion's Name					8		
	.puiii	011 0 11dillio					
reature Type					9		
eature Ty	pe						
		WILD EMPATH	IV	SCF	ROLLS	*	POTIONS
ILD EM	РДТ		IY 🗾				
ONUS		Druid L	evel Misc				
		= CHA +	+				
		WILD SHAPE					
	Tir		mes Today				
	L_						

Current Shape