DI	ΛT	NS DRU		Druid	PREPARED SPELLS					
F L	AI			Level j						
		Druid Level	<b>- 2 =</b> 9	Shape Level			0			
×		DRUI		Z Z						
Druid Level		Nature Sense	(n							
1		+2 to Knowledge Wild Empathy	(Nature) and	Survival						
		Improve the attit	tude of an anir	nal						
2		Plains Traveller Bonus in plains t					1			
		Run Like The Wind								
3				at double speed						
		Savanna Ambush Concealment and no penalty when prone; stand up from prone immediately Wild Shape Become any small or medium animal								
4										
							2			
9		Canny Charger Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe.  A Thousand Faces Charge appropriate of will								
′										
13										
		Change appearance at will					3			
15		Timeless Body No longer age, ca	annot be magi	cally aged						
		SPEL	LS							
Spell		Spells		+ Bonus Spells						
Save DC	1	per day	Spells	7 & -			4			
		0		WIS WIS WIS			4			
		1		7777						
		2		<b></b>						
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		6		$\phi \phi \phi$						
		7		$\downarrow \downarrow \downarrow \downarrow$						
		8					6			
		9								
Spell Save DC = 10 + WIS + Spell Level										
Concentra	tion		WIS +	Caster						
Concentra	tion			Level			7			
NATURE BOND  ★ ANIMAL COMPANION □ DOMAIN										
Animal Com			_ DOMAIN							
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Creature Typ	be									
<b>T</b>		WILD EM	DATHV _	<i>"</i> (			9			
WILD EM	PATI		PAIIII							
BONUS			Druid Level	Misc	×	SCROLLS	*	×	POTIONS	<b>"</b> (
		= CHA +	-	ŀ						
×		PLAINS TRA	AVELLER							
PLAINS										
BONUS		Druid Level								
			÷ 2							
		, Knowledge (geog in aquatic terrain		ption, Stealth,						
30171741		WILD SI		, (						
	Time	es per day	Times To							
				ıП <sup>*</sup>						
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