| SWAMP DRUD Could Could Page 1 Dead | CIXI | A TATE I | חווומח | Druid | X | | PREPAREI |) SPE | ELLS | * |
|--|--------------|--------------|--|---------------------|----|---------|----------|-------|------|------|
| Drief | SVVI | TIVIL 1 | DICOLD | 2 | | | | | | |
| DRUID Could Level 1 Wild Search Level 2 Wild Dearwing And Survival Wild DEMAPTIFY WILD EMAPTIFY Consider from Front Country and Survival Wild DEMAPTIFY WILD EMAPTIFY Consider from Survival and Survival Wild DEMAPTIFY WILD EMAPTIFY WILD EMAPTIFY WILD EMAPTIFY Consider from Survival Survival and Survival | | | | = Shape | | | 0 | | | |
| Level | × | | | Level - | 7 | | | | | |
| Wild Empirity Wild Empirit | | | | 10 1 | | | | | | |
| Introproce the situitable of an animal 2 | | | | ind Survival | | | | | | |
| Bonus in swamp terrain, cannot be tracked 3 | | | | animal | | | | | | |
| Sequence Student Connection and Conn | 2 | | | nnot be tracked | | | 1 | | | |
| Pard Seam Pard Holland Control Pard Holland | | Swamn | <u> </u> | | | | | | | |
| * to saves against disease and the abilities of moreotrous humanoistical | 3 | No mov | No movement penalty in bogs or undergrowth | | | | | | | |
| damage reduction against swams Wild Shape Become any small or medium animal 9 | , , | +4 to s | | e and the abilities | | | | | | |
| Wild Shape Become any small or medium animal 9 | 4 | 01 111011 | | swarms | | | | | | |
| yearn innumer to all potions 13 | | Wild Sl | паре | | | | 2 | | | |
| 13 Continous rector of movement 15 Indicase Rody SPELIS Sepell Source Company Spells Sepel Save DC per day Spells 1 | | | | um animal | | | | | | |
| Continual freedom of movement The pill Septils Sapell Sease Shorus Spells Spell Save DC per day Spells 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | 9 | | | | | | | | | |
| Septil Septil Save Description Septil Septil Save Description Septil Sept | 13 | | | omont | | | | | | |
| SPELLS Spell Save DC Spells Base Bonus Spells Save DC Spells Base Spells Spells Spell Save DC Spells Base Spells Spells Spell Save DC Spells Spells Spells Spell Save DC Spells Spells Spells 4 | | Timele | | ement | | | 3 | | | |
| Spell Spells Spell Spell Spells Spell | 15 | | | nagically aged | | | | | | |
| Sive DC | 7 | | SPELLS | | 7 | | | | | |
| 1 | | | Spells = Bas | | | | | | | |
| 1 | Save DC | 0 | per day Sper | 4 00 - | | | 4 | . 🖳 | | |
| 2 | | | | | | | | | | |
| 3 4 4 1000 5 100 100 100 100 100 100 100 100 | | | | _ | | | | | | |
| Spell Save DC = 10 + WIS + Spell Level Concentration = WIS + Caster Level Touch Concentration = WIS + Caster Concentration = WIS + Caster Concentration Touch Touch Concentration Touch | | | | | | | | | | |
| Spell Save DC = 10 + WIS + Spell Level Caster Level Concentration = WIS + Caster Level Concentration Concentration = WIS + Caster Concentration Concent | | | | | | | 5 | | | |
| Spell Save DC = 10 + WIS + Spell Level Concentration = WIS + Caster NATURE BOND ANIMAL COMPANION X DOMAIN Granted Power Granted Power WILD EMPATHY WILD EMPATHY BONUS Druid Level Misc = CHA + + MARSHWRIGHT SWANP BONUS Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today Times Today Times Today Times Today | | | | _ | | | | | | |
| Spell Save DC = 10 + WIS + Spell Level Concentration = WIS + Caster Level NATURE BOND ANIMAL COMPANION NOTE DOMAIN Granted Power Granted Power WILD EMPATHY WILD EMPATHY SWAMP BONUS Druid Level Misc = CHA + + MARSHWRIGHT SWAMP BONUS Druid Level Misc SCROLLS POTIONS WILD SMPATHY WILD SMPATHY WILD SMPATHY SWAMP BONUS Druid Level Misc = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aqualic ternains. WILD SMPATHY Times per day Times per day Times Today | | | | | | | | | | |
| Spell Save DC = 10 + Wis + Spell Level Concentration = WIS + Caster Level NATURE BOND ANIMAL COMPANION X DOMAIN Granted Power Granted Power Granted Power Granted Power WILD EMPATHY BONUS Druid Level Misc = CHA + + MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD EMPATHY Times per day Times Today Times per day Times Today Times per day Times Today | | | | | | | | | | |
| Spell Save DC = 10 + WIS + Spell Level Concentration = WIS + Caster Level NATURE BOND ANIMAL COMPANION X DOMAIN Granted Power Granted Power Granted Power Subsessing the per day WILD EMPATHY BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | | | _ | | | 6 | | | |
| Spell Save DC = 10 + WIS + Spell Level Concentration | | | | | | | | | | |
| Concentration = WIS + Caster Level NATURE BOND ANIMAL COMPANION ST DOMAIN Granted Power Granted Power Granted Power Granted Power Subses per day WILD EMPATHY WILD EMPATHY BONUS Druid Level Misc = CHA + + MARSHWRIGHT SWAMP BONUS Bruid Level Misc = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times per day Times per day Times per day Times Today | 0=-11.0 | | 0 + 0 = -1111 | | | | | | | |
| NATURE BOND ANIMAL COMPANION X DOMAIN Granted Power Granted Power Granted Power Granted Power Granted Power State Power Granted Power Granted Power State Power Granted Power State Power S | Spell Save | DC = 10 + WI | | Cast | | | | | | |
| ANIMAL COMPANION ★ DOMAIN Granted Power Granted Power Granted Power Survival Animal Companion ★ Domain Granted Power Granted Power Survival Animal Companion ★ Domain Survival Animal Companion ★ Domain | Concentrati | ion | = WIS | _ | 1 | | 7 | | | |
| Granted Power Granted Power Granted Power Granted Power Granted Power Granted Power Subses Descripted Super day Subses Descripted Super day Surious EMPATHY WILD EMPATHY BONUS Druid Level Misc E CHA + + MARSHWRIGHT SWAMP BONUS Druid Level SWAMP BONUS Druid Level SWAMP BONUS Druid Level WILD SHAPE Times per day Times Today Times Today | • | | | | | | | | | |
| Granted Power Scrolls POTIONS POTIONS WILD EMPATHY WILD EMPATHY BONUS Druid Level E CHA + + MARSHWRIGHT SWAMP BONUS Druid Level E ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | AL COMPAI | NION X DOMA | IIN | | | | | | |
| Granted Power Grante | | | | | | | | | | |
| Uses Uses Uses Per day Uses Per day SCROLLS WILD EMPATHY BONUS Druid Level Misc = CHA + + + MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | Granted Pow | er | | Granted Powe | er | | | | | |
| Uses Deper day SCROLLS POTIONS WILD EMPATHY WILD EMPATHY BONUS Druid Level Misc = CHA + + + MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | vel | | | vel | | | | | | |
| Uses per day | | | | | | | | | | |
| WILD EMPATHY WILD EMPATHY BONUS Druid Level = CHA + + MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | | | | | | 9 | | | |
| WILD EMPATHY WILD EMPATHY BONUS Druid Level MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | | | | | SCROLLS | | | | NS . |
| BONUS CHA + | × | | D EMPATHY | | 7 | | | | | |
| MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | PATHY | Druid Lev | el Misc | | | | | | |
| MARSHWRIGHT SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | = C1 | HA + | + | | | | | | |
| SWAMP BONUS Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | | RSHWRIGHT | | 7 | | | | | |
| Bonus Druid Level = ÷ 2 Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | SWAMP | IVIA | NOHWAIGHT | | | | | | | |
| Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | Drui | d Level | | | | | | | |
| Survival and Swim while in aquatic terrains. WILD SHAPE Times per day Times Today | | = | ÷ 2 | | | | | | | |
| Times per day Times Today | | | | erception, Stealth, | | | | | | |
| Times per day Times Today | Survival and | | | | | | | | | |
| | | | ay Time | es Today | | | | | | |
| | | | | | | | | | | |