Druid PREPARED SPELLS Level DRUID Level (DRUID) Bonus 0 DEITY Domain Spell + 1 **DRUID** Druid **Nature Sense** Level +2 to Knowledge (Nature) and Survival 1 Wild Empathy Improve the attitude of an animal Woodland Stride + 1 Move through undergrowth at normal speed and taking no damage 2 Trackless Step 2 3 Leave no trail, unless deliberately Resist Nature's Lure +4 to saves against the fey and plants 4 Wild Shape Domain Spell + 1 Become any small or medium animal Venom Immunity 3 9 Immune to all poisons **A Thousand Faces** 13 Change appearance at will + 1 **Timeless Body** 15 No longer age, cannot be magically aged SPELLS + Bonus Spells Spell Spells Base Save DC per day Spells Domain Spell + 1 0 1 + 1 + 1 5 2 + 1 + 1 3 + 1 + 1 + 1 + 1 4 + 1 5 + 1 + 1 6 6 + 1 + 1 7 + 1 + 1 Domain Spell + 1 8 + 1 + 1 9 + 1 + 1 Spell Save DC = 10 + WIS + Spell Level Caster = WIS + Concentration Level + 1 **NATURE BOND** ☐ ANIMAL COMPANION 🗶 DOMAIN + 1 eve. **SCROLLS POTIONS** DC DC Uses Uses per day per day WILD EMPATHY WILD EMPATHY Druid Level Misc = CHA + WILD SHAPE Times per day Times Today

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