Ш	IN(LE DRUID	Druid Level	7		PREPARED	SPELLS		*
, ,	, , ,	Druid - 2	Wild Shape	1					
``		DRUID	Level	1		o			
Druid		Nature Sense							
Level 1		+2 to Knowledge (Natur Wild Empathy	re) and Survival						
1		Improve the attitude of	an animal						
2		Jungle Guardian Bonus in jungle terrain				1			
-		Woodland Stride							
3		Move through undergrowth at normal speed and taking no damage							
-		Torrid Endurance							
4		Endure hot; +4 against disease and exceptional abilities of animals and magical beasts Wild Shape Become any small or medium animal Venom Immunity							
						2			
9	Immune to all poisons								
13		Verdant Sentinal							
		Cast tree shapeat will Timeless Body				3			
15		No longer age, cannot b	e magically aged						
		SPELLS							
Spell		Spells _ E	Base + Bonus Spells						
Save D	OC		Spells 4 8 2			4			
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		3				5			
		4							
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		6	777						
		7				6			
		8				0			
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concenti	Concentration = WIS + Caster Level					7			
*	NATURE BOND								
	MAL (COMPANION 🔀 DOI	MAIN						
Granted Power Granted Power					8				
Level			Level						
DC			DC			9			
	ses er day								
) i	.i duy	WILD EMPATH		() x	SCROLLS	#	×	POTIONS	#
WILD EI BONUS	MPAT	HY Druid	Level Misc						
		= CHA +	+						
``		JUNGLE GUARD	IAN	(
JUNGLE									
BONUS		Druid Level							
		÷ 2							
		Knowledge (geography), Pe le in jungle terrains. WILD SHAPE		1					
	Tir		imes Today	•					
		11. 3							