Ш	JN(GLE DRUID	Druid Level	7	1	PREPARED	SPELLS		*
, •		- 11	Wild Wild	1					
		Level	Level			0			
Double		DRUID	¥						
Druid Level		Nature Sense +2 to Knowledge (natur	e) and Survival						
1		Wild Empathy							
-		Improve the attitude of Jungle Guardian	an anımal						
2		Bonus in jungle terrain				1			
3		Woodland Stride	Woodland Stride Move through undergrowth at normal speed and taking no damage						
4		Torrid Endurance Endure hot; +4 against disease and exceptional abilities of animals and magical beasts							
		Wild Shape	Wild Shape Become any small or medium animal			2			
	_	Venom Immunity							
9	Immune to all poisons								
13		Verdant Sentinal Cast tree shape at will							
15		Timeless Body				3			
15		No longer age, cannot b	e magically aged						
``		SPELLS	*						
Spell		Spells = Sper day	Base + Bonus Spells Spells						
Save D		. ,	4 % -			4			
		0	WIS						
		1							
		2							
		3							
		4				5			
		5							
		6	444						
		7							
		8				6			
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concents	Concentration = WIS + Caster Level								
Concenti				1 000		 			
		NATURE BON							
□ ANI	IVLAL (COMPANION X DOI	WAIN						
				- 000		8			
Granted Power Granted Power									
Level			Level						
DC			DC			9			
	ses er day				agport a			DOMICANO	
		WILD EMPATI	HY	1	SCROLLS	-	*	POTIONS	*
WILD EI BONUS	MPAT	CHY Druid	Level Misc						
		= CHA +	+						
		JUNGLE GUARD	IAN	1					
JUNGLE		- JONGLE GUARD							
BONUS		Druid Level							
		= ÷ 2							
		J Knowledge (geography), P	erception, Stealth						
and Surviv	val whi	le in jungle terrains.		1					
T	т:-	WILD SHAPE							
	111	nes per day T	imes Today						