

SWAMP DRUID

Druid
Level

Wild
Shape

Druid
Level

— 2 =

DRUID

Druid
Level
1

☐

Nature Sense

+2 to Knowledge (Nature) and Survival

Wild Empathy

Improve the attitude of an animal

2

☐

Marshwright

Bonus in swamp terrain, cannot be tracked

3

☐

Swamp Strider

No movement penalty in bogs or undergrowth

4

☐

Pond Scum

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

Wild Shape

Become any small or medium animal

9

☐

Venom Immunity

Immune to all poisons

13

☐

Slippery

Continuous *freedom of movement*

15

☐

Timeless Body

No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

WIS - 16

WIS - 20

WIS - 24

WIS - 28

WIS - 32

WIS - 36

WIS - 40

WIS - 44

WIS - 48

WIS - 52

WIS - 56

WIS - 60

WIS - 64

WIS - 68

WIS - 72

WIS - 76

WIS - 80

WIS - 84

WIS - 88

WIS - 92

WIS - 96

WIS - 100

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

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

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS