Ш	NC	LE DRUI	D Dr	uid	PREPARED SPELLS						
,0	140		V	evel :							
		Druid Level	- 2 = Sh	ape evel							
×		DRUID	L	J.				, -			
Druid		Nature Sense						_			
Level		+2 to Knowledge (Na Wild Empathy	ature) and S	urvival				[			
			ove the attitude of an animal					-			
2		<b>Jungle Guardian</b> Bonus in jungle terra					1	_ [			
		Woodland Stride						-			
3		Move through underg		ormal speed				-			
-		Torrid Endurance	ge					1			
,		Endure hot; +4 again abilities of animals a						[			
4		Wild Shape					2	2 [			
		Become any small or	or medium an	nimal				[			
9	☐ Venom Immunity Immune to all poisons							[			
13		Verdant Sentinal						_			
		Cast tree shapeat wi	ıll				3	_			
15		Timeless Body No longer age, canno	ot be magica	ally aged							
		SPELLS						[			
Spell		Spells _	Base ,	Bonus Spells							
Save D	С	per day	Spells	4 8 1 2				, [			
		0		WIS WIS WIS WIS			4				
		1		7777				-			
		2		<b></b>				-			
		3		<b></b>				, [			
		4		0000			5				
		5		<b></b>				-			
		6		$\phi \phi \phi$				[			
		7		$\phi \phi \phi$				- ا			
		8		000			6				
		9						-			
Spell Save DC = 10 + WIS + Spell Level								[			
Concentr	ation	= 130	/IS +	Caster			7	, [			
Concenti	ution			Level			/				
NATURE BOND  ★ ANIMAL COMPANION □ DOMAIN								-			
Animal Co			DOMAIN					[			
							8	3			
								-			
Creature T	ype							1			
	_						9	) [			
WILD EN	ALD V. L.	WILD EMPA	THY	# (				-			
BONUS	WPA1		uid Level	Misc	×	SCROLLS	*	1		POTIONS	*
		= CHA +	+								
		JUNGLE GUAR	RDIAN								
JUNGLE											
BONUS	-	Druid Level									
		= ÷ 2	2								
		(nowledge (geography)	), Perceptior	n, Stealth,							
anu Surviv	aι WΠII	e in jungle terrains.  WILD SHA	PF	<u> </u>							
	Tin	nes per day	Times Tod	lay							
~											