

# BLIGHT DRUID

DEITY

Druid  
Level

Level  
Bonus

+



## BLIGHT DRUID

Druid  
Level  
1

**Nature Sense**  
+2 to Knowledge (nature) and Survival  
**Vermin Empathy**  
Improve the attitude of vermin

2

**Woodland Stride**  
Move through undergrowth at normal speed and taking no damage

4

**Wild Shape**  
Become any small or medium animal

5

**Miasma**  
Nearby creatures, fey and plants are sickened

9

**Blightblooded**  
Immune to all diseases and sickening effects

13

**Plaguebearer**  
Attackers become diseased

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

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

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WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster  
Level

## NATURE BOND

☒ FAMILIAR

☐ DOMAIN

Familiar's Name

Creature Type

## VERMIN EMPATHY

VERMIN EMPATHY  
BONUS

Druid Level

Misc

=

CHA

+

+

Also affects animals and undead animals, at a -4 penalty

## WILD SHAPE

Times per day

Times Today

Current Shape

## MIASMA / PLAGUEBEARER

FORTITUDE  
SAVE DC

Druid  
Level

=

10 +

(

÷ 2

) + WIS

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS