DRUID	Druid Level	PREPARED SPELLS					
DKUID	Level +	1					
<u></u>	Bonus	1		0			
DEITY	SCO SAFELE	:					
	CHAOTIC SIN		Domain Spell + 1				
DRUID	** ×	(000					
Druid Nature Sense				1			
Level +2 to Knowledge (Nature) and Survival 1 Wild Empathy							
Improve the attitude of an animal							
Woodland Stride 2 □ Move through undergrowth at normal speed			Domain Spell + 1				
2							
3				2			
Resist Nature's Lure							
+4 to saves against the fey and plants							
Wild Shape Become any small or medium animal			Domain Spell + 1				
9 Venom Immunity				3			
A Thousand Faces	inimune to an poisons			٠			
13 Change appearance at will							
15 □ Timeless Body No longer age, cannot be ma	ngically aged		Domain Spell + 1				
				4			
Spell Spells Base Bonus Spells				•			
Save DC Spells = Base Spells Spells	+ politing abelia						
0	WIS -		Domain Spell + 1				
1 +1	·1			5			
2 +1	1 0000						
3 +1	1 0000		D 10 H				
4 + 1	1 0000		Domain Spell + 1				
5 +1 +	1 000			6			
6 +1	1 000						
7 +1	1 000		Domain Spell + 1				
8 +1	1 000		Domain Spen + 1				
9 + 1	1 00			7			
Spell Save DC = 10 + WIS + Spell Level							
Concentration = WIS +	Caster Level		Domain Spell + 1				
NATURE BOND			T 1	8			
☐ ANIMAL COMPANION X DOMAIN				0			
			Domain Spell + 1				
Granted Power	Granted Power		· +1	9			
	<u></u>			7			
Level	Level		SCROLLS	()	*	POTIONS	#
ODO	DC						
Uses DODO DODO	Uses per day						
WILD EMPATHY	,	(
WILD EMPATHY BONUS Druid Leve							
GTT A							
WILD SHAPE							
Times per day Times							
Current Shape							