

## CAVE DRUID

Druid  
Level

- 2 =

Druid  
Level  
Wild  
Shape  
Level

DEITY

## DRUID

Druid  
Level  
1☐**Cavesense**  
+2 to Knowledge (dungeoneering) and Survival  
**Wild Empathy**  
Improve the attitude of an animal

2

☐**Tunnelrunner**  
Move through narrow passages or rubble  
at normal speed and taking no damage

3

☐**Lightfoot**  
Cannot be detected by tremorsense

4

☐**Resist Subterranean Corruption**  
+2 to saves against the oozes and aberrations  
**Wild Shape**  
Become any small or medium animal or ooze

9

☐**Venom Immunity**  
Immune to all poisons

13

☐**A Thousand Faces**  
Change appearance at will

15

☐**Timeless Body**  
No longer age, cannot be magically aged

## SPELLS

Spell  
Save DCSpells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Spell Save DC = 10 + WIS + Spell Level

Concentration

☐

=

WIS

+

Caster  
Level

## NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses  
per day☐☐☐☐  
☐☐☐☐

Level

DC

Uses  
per day☐☐☐☐  
☐☐☐☐

## WILD EMPATHY

WILD EMPATHY  
BONUS

Druid Level

Misc

☐

=

CHA

+

+

## WILD SHAPE

Times per day

☐☐☐☐  
☐☐☐☐

Times Today

☐☐☐☐  
☐☐☐☐

Current Shape

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS