			Druid Level	1	PREPARED SPELLS					
TV	lUU			ii						
		(DRUID)	Level Bonus				0	)		
``		MOONCALLER		-						
Druid		Nature Sense								
Level		+2 to Knowledge (nature) a Wild Empathy	nd Surviv	val						
		Improve the attitude of an	animal							
2		Nightsight Low light vision, or darkvis	ion 30ft				1			
		Trackless Step								
3		Leave no trail, unless delib	erately							
		Resist Call of the Wild +4 to saves against the cor	nfusion, d	laze,						
4		feeblemind and insanity effects; +4 against the abilities of shapechangers								
		Wild Shape					2			
-		Become any small or medic	ım anima	nl						
9		Purity of Body Immune to all diseases								
13		Wolfsbane								
$\vdash$		Damage reduction  Timeless Body					3			
15		No longer age, cannot be m	agically	aged						
		SPELLS		-						
Spell		Spells = Bas	e + Boi	nus Spells						
Save D		per day Spel		2 - 8			4			
		0		WIS WIS						
		1	_							
		2								
		3	_				5			
		4								
		6								
			_							
		8	_				6			
	_		_							
Cooll Co		9 = 10 + WIS + Spell Level								
Cactar							, 000			
Concent	ration	= WIS	+	Level			<del> 7</del>			
`*		NATURE BOND		*						
	MAL (	COMPANION X DOMA	IN							
							8			
Granted F	ower		Gran	ted Power						
<u>—</u>				le l						
Level				Level			9			
DC				DC						
	ses er day			ses day	×	SCROLLS		*	POTIONS	*
		WILD EMPATHY								
WILD EI BONUS	MPAT	' <b>HY</b> Druid Lev	ما	Misc						
DONOS		= CHA +	+	WIISC						
WOLFSBANE Level Damage Reduction										
Level 13	3/sil									
16	4/sil									
19	5/sil	ver								
*		WILD SHAPE		*						
Times per day Times Today										