

SWAMP DRUID

Druid
Level

Wild
Shape

Druid
Level

— 2 =

Wild
Shape

DRUID

Druid
Level

1

☐

Nature Sense

+2 to Knowledge (nature) and Survival

Wild Empathy

Improve the attitude of an animal

2

☐

Marshwright

Bonus in swamp terrain, cannot be tracked

3

☐

Swamp Strider

No movement penalty in bogs or undergrowth

4

☐

Pond Scum

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

Wild Shape

Become any small or medium animal

9

☐

Venom Immunity

Immune to all poisons

13

☐

Slippery

Continuous freedom of movement

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

- 4

WIS

- 8

WIS

- 12

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Spell Save DC = 10 + WIS + Spell Level

Concentration

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=

WIS

+

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses
per day

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Level

DC

Uses
per day

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WILD EMPATHY

WILD EMPATHY

BONUS

Druid Level

Misc

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+

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+

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MARSHWRIGHT

SWAMP

BONUS

Druid Level

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2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains.

WILD SHAPE

Times per day

☐

Times Today

☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS