Ш	IN(GLE DRUID	Druid Level	7		PREPARED	SPELLS		*
, •			Wild Wild	7					
		Level	Level			0			
Druid		DRUID	*						
Level		Nature Sense +2 to Knowledge (Nature	e) and Survival						
1		Wild Empathy							
-		Improve the attitude of a Jungle Guardian	an animai						
2		Bonus in jungle terrain				1			
3		Woodland Stride	Woodland Stride Move through undergrowth at normal speed and taking no damage						
4		Wild Shape Become any small or medium animal Venom Immunity							
						2			
9	illilliulle to all poisons								
13		Verdant Sentinal Cast tree shapeat will							
15		Timeless Body				3			
15		No longer age, cannot be	e magically aged						
`*		SPELLS	×						
Spell Save D		Spells = E per day = S	Base + Bonus Spells pells						
Odve B		o per day	4 % -			4			
		1	M S M S M S M S M S M S M S M S M S M S						
		_							
		2							
		3				5			
		4							
		5							
		6							
		7				6			
		8							
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concentration = WIS + Caster Level					7				
NATURE BOND				(
	MAL (COMPANION 🗶 DON	/IAIN						
Granted Power Granted Power					8				
Level			Level						
OC			DC			9			
	ses								
pe	er day	WILD EMPATE			SCROLLS		<u> </u>	POTIONS	*
WILD EI BONUS	MPAT								
		= CHA +	+						
		HINCLE CHARD	IANI	1 —					
JUNGLE		JUNGLE GUARD	TAIN						
BONUS	•	Druid Level							
		= ÷ 2							
		J Knowledge (geography), Pe	rception, Stealth,						
and Surviv	val whi	le in jungle terrains. WILD SHAPE		1					
	Tir		mes Today						
		11							
			HHHH						