C	Αī	E DRUID	Druid Level	PREPARED SPELLS					*
		Druid _ 2	Wild T	1		_			
		Level	2 = Shape Level			- 0			
DEITY	7		ESE CAMIL			_			
			**** \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			_			
Druid		DRUID	<i>y</i> (						
Level		Cavesense +2 to Knowledge (dunge	oneering) and Survival			_ 1			
1		Wild Empathy Improve the attitude of a	n animal			_			
		Tunnelrunner	III dillillal						
2		Move through narrow pas	love through narrow passages or rubble t normal speed and taking no damage			_			
		Lightfoot				_ 			
3			Cannot be detected by tremorsense						
		Resist Subterranean Corruption +2 to saves against the oozes and abberations				_			
4		Wild Shape	Wild Shape						
		Become any small or medium animal or ooz				_			
9		Venom Immunity Immune to all poisons	mmunity to all poisons			- 3			
13		A Thousand Faces				_			
15		Change appearance at w	ill						
15		Timeless Body No longer age, cannot be	e magically aged			_			
		SPELLS				- 4			
Spell		Spells B	ase + Bonus Spells			_ •			
Save DO	С	per day Sp	pells + 8 2						
		0	WIS -			_			
		1				- 5			
		2				_			
		3	4444						
		4				_			
		5				- 6			
		6				_			
		7							
		8							
		9				<b>- 7</b>			
Spell Sav	ve DC	= 10 + WIS + Spell Level							
Camaamtu	. 4:	= WIS	Caster						
Concentra	ation		- Level						
<b>X</b>		NATURE BONI				_ 8			
□ ANIN	/IAL (	COMPANION X DON	IAIN						
Granted Po	ower		Granted Power			9			
			lel						
Level			Level	×	SCROLLS		X	POTIONS	*
DC			DC						
Use	es day		□□ Uses □□ per day						
		WILD EMPATH							
WILD EN	/IPAT	' <b>HY</b> Druid L	evel Misc						
BONUS		1							
		= CHA +	+	,					
1		WILD SHAPE							
	Tir	nes per day Tir	mes Today □□□□						
Current Sha	ipe								