

# BLIGHT DRUID

Druid  
Level

Level  
Bonus

+

DEITY

## BLIGHT DRUID

Druid  
Level  
1

**Natuur Zintuig**  
+2 op Kennis (natuur) en Overleven  
**Vermin Empathy**  
Improve the attitude of vermin

2

**Woodland Stride**  
Move through undergrowth at normal speed and taking no damage

4

**Wilde Vorm**  
Word eender welk klein of medium creatuur

5

**Miasma**  
Nearby creatures, fey and plants are sickened

9

**Blightblooded**  
Immune to all diseases and sickening effects

13

**Plaguebearer**  
Attackers become diseased

15

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

## SPELLS

Spell  
Save DC

Spells  
per day

= Basis  
Spreuken

+ Bonusspreuken

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster  
Level

## NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses

per day

Level

DC

Uses

per day

## VERMIN EMPATHY

VERMIN EMPATHY

BONUS

Druid Level

Misc

= CHA +

Also affects animals and undead animals, at a -4 penalty

## WILD SHAPE

Times per day

Times Today

## MIASMA / PLAGUEBEARER

FORTITUDE  
SAVE DC

Druid  
Level

= 10 + ( ÷ 2 ) + WIS

## PREPARED SPELLS

0

Domain Spell + 1

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9

## SCROLLS

## POTIONS