BLIGHT DRUID    Sunset   Sunse	BLIGHT DRUID				Druid Level	1	PREPARED SPELLS					
DEITY  DEATY  BLIGHT DRUD  Nature Searce  1				ID		İ	1					
DETY									0			
BLIGHT DRUID  Dual Level 1  1	DEITY				~	00 \\ 1 <sub>M</sub>						
BLIGHT DRUID  Dual Level 1  1												
Direct   Nature Sense					7	30)/2/5/5/		Domain Spell + 1				
To Non-indept (Natura) and Survival Vermin Toughtly Improve the attitude of vermin Tou	*		BLIGHT DE	RUID		,						
Common Equative of vermin				lature) and	l Survi	val			1			
Woodlind Stride  2	1		Vermin Empathy									
Concentration   Content Speed   Concentration   Concentration   Content Speed   Concentration   Concentratio	-			e of vermi	n							
Wild Shape   Second early amillion medium animal	2		Move through under		norma	al speed		Domain Spell + 1				
Secone any small or mordum animal    Secone any small or mordum animal   Secone any small or mord animal ani	$\vdash$			age								
Section   Sect	4								2			
9   Bilghtblooded	5			au and nla		a aialtanad						
Spell Save DC   Domain Spell   1	-			ey, and pia	nts are	е ѕіскепец						
Attackers become diseased  15	9			ases and s	ickenir	ng effects		Domain Spell + 1				
15	13			hassasih					3			
1				iiseaseu								
Spell   Spel	15			not be mag	jically	aged						
1	×		SPELLS	S				Domain Spell + 1				
1				Base	+ Bo				4			
1	Save DC			Spelis								
2												
3					_			Domain Spell + 1				
4					_				5			
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Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Level   Spell Save DC = 10 + WIS + Spell Save DC =					_							
7 +1 +1   1   1   1   1   1   1   1   1								Domain Spell + 1				
Spell Save DC = 10 + WIS + Spell Level  Concentration					_				6			
Spell Save DC = 10 + WIS + Spell Level  Concentration												
Spell Save DC = 10 + WIS + Spell Level  Concentration		-			_							
Concentration = WIS + Caster Level  NATURE BOND  FAMILIAR X DOMAIN  Granted Power  Granted Power  Granted Power  Granted Power  Scrool	Cnoll Cove					J LJ		Domain Spell + 1				
NATURE BOND  FAMILIAR  Domain Spell + 1  Granted Power  Granted Fower  Granted Power  Granted Power  Granted Fower  Granted Fo	Caster						7					
Granted Power  Granted Power  Granted Power  Granted Power  Domain Spell + 1  Substituting the specific of the	Concentra	tion					. ———					
Granted Power  Granted Power  Domain Spell + 1  Granted Power  Granted Power  Domain Spell + 1  Gra	*					*		Danair Caall				
Granted Power  Granted Power  Domain Spell + 1  Subset	□ FAMI	LIAR	<b>X</b> 1	DOMAIN	I			Domain Spell + 1				
Domain Spell + 1  Ses  Description  VERMIN EMPATHY  VERMIN EMPATHY  BONUS  Druid Level  Misc  = CHA + +  Also affects animals and undead animals, at a -4 penalty  Times per day  Times per day  Times Today  Times Today  Times Today  Times Today  Times Today  Times Per day  Times Today  Times Per day  Times Today	Crantado	WO-			0	tad Dau:	-		8			
Uses Uses Uses Per day SCROLLS  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 per day  Times per day  Times per day  Times Doday  MIASMA / PLAGUEBEARER  FORTITUDE  SAVE DC  Level	Granted PO							D = 1 0 H				
Uses per day   Uses per day   SCROLLS    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    Times per day   Druid    WILD SHAPE    Times per day    WILD SHAPE    WILD SHAPE	evel					evel		Domain Spell + 1				
Uses per day									9			
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  Level		S			U			CODOLIC	,		роштоме	
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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	VERMIN			PATHY								
Also affects animals and undead animals, at a -4 penalty  WILD SHAPE  Times per day  Times Today  MIASMA / PLAGUEBEARER  FORTITUDE SAVE DC  Druid Level				ruid Level		Misc						
Times per day  Times per day  Times Today  Times Today  Times Per day  Times Today  Times Per day  Times Today  Times Today  Times Today  Times Per day  Times Today  Times Today  Times Today  Times Per day  Times Today  Times Today  Times Today			= CHA +		+							
Times per day  Times Today	Also affec	ts anir			-4 pen	nalty						
MIASMA / PLAGUEBEARER  FORTITUDE SAVE DC  Level	×	т:			Loda	<b>1</b>						
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=10 + ( ÷2) + WIS												
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