ARC		Druid Level	N. Comments		PREPARED	SPELLS		# 1
AIC		Wild T	- <u>i</u> 7					
		Level			0			
DEITY		SO AMELIA	>					
		CHAOTIC LEN						
	DDIIID	本" ※						
Druid	DRUID Nature Sense	,						
Level	+2 to Knowledge (Nature) and	Survival			1			
1 0	Wild Empathy Improve the attitude of an anii	mal						
2 🗆	Arctic Native		1					
	Bonus in icy terrain							
3 □	Icewalking No movement penalty in icy te	No movement penalty in icy terrain			2			
4 🗆	Arctic Endurance							
	Endure cold, immune to dazzli Wild Shape	ing						
6 🗆	Become any small or medium	animal						
9 🗆	Snowcaster See normally in icy conditions							
	cast fire spells as cold spells.		J 		3			
13 🗆	Flurry form Become a swirling colum of sr	2014]					
4	Timeless Body	IOW	-					
15 🗆	No longer age, cannot be mag	ically aged						
×	SPELLS	,			4			
Spell Save DC	Spells = Base per day = Spells	+ Bonus Spells						
Save DC	o per day spens	S - 4 S - 8 S - 12						
	1							
	2				5			
	3							
	4							
	5				6			
	6	- 777			0			
	7							
	8	- 777						
	9				7			
Spell Save DO	C = 10 + WIS + Spell Level	-						
		Caster						
Concentration		Level						
× 43113441	NATURE BOND				8			
Animal Compar	COMPANION DOMAIN DOMAIN DOMAIN							
Creature Type					9			
oreature Type								
``	WILD EMPATHY	*	()	SCROLLS	*	*	POTIONS	×
WILD EMPA	THY							
BONUS	Druid Level	Misc						
	= CHA +	+	_					
×	ARCTIC NATIVE	,						
ARCTIC BONUS	Druid Level							
	= ÷2							
Bonus to Initiat	ive, Knowledge (geography), Perce	eption, Stealth.						
	nile in aquatic terrains.							
×	WILD SHAPE	io dov						
	imes per day Times T	oday						
		님						