Druid		ī	PREPARED SPELLS								
WO	KL	D WALKER	Level								
		(DRUID)	Level Bonus	+				0			
``		WORLD WALKER		,							
Druid Level		Nature Sense		,							
1		+2 to Knowledge (nature) ar Wild Empathy		aı							
		Improve the attitude of an a	nimal								
2		Woodland Stride Move through undergrowth	at normal	speed				1			
-		and taking no damage									
3		<b>Favoured Terrain</b> Bonus in a given terrain									
4		Wild Shape Become any small or mediu	m onimal								
	Path of Trees							2			
9		Tree stride						_			
13		A Thousand Faces Change appearance at will									
		FAVOURED TERRAI	NS								
Level		VOURED TERRAIN BONU						3			
3				0-0-0				3			
8				0-0-0							
13				0-0							
18				П				4			
		SPELLS						4			
Spell		Spells _ Base	e + Bon	us Spells							
Save D	)C	per day Spell		5 - 4							
		0		- SIM NIS - SIM				5			
		2									
		3									
		4	_								
		5	_					6			
		6	_								
		7	_								
		8	_								
		9	_					7			
Spell Sa	ave DC	= 10 + WIS + Spell Level									
Concent	ration	= WIS -	<b>-</b>	Caster							
Concent	iation	NATURE BOND		Level	′ □ □ □			8			
	MAL (	COMPANION X DOMAI	IN								
Granted F	Power		Grant	ed Power				9			
Level				Level	×	SCROLLS	*		×	POTIONS	<b>"</b> (
DC				DC							
	ses er day		Us per d								
\ \	i uay	WILD EMPATHY	_ per u	ay							
WILD E	MPAT	'HY		tion				_			
BONUS		Druid Leve		Misc							
			+		,						
×		WILD SHAPE		<b>,</b>							
	Tir	nes per day Times	s Today □□□								
_				_							
~											