Ш	NG	LE DRU	IID :	Druid	×		PREPARED	SPELLS		<i>x</i> (
,0	140			_evel ; Wild \						
		Druid Level	- 2 = S	hape Level			0			
×		DRUI								
Druid Level		Nature Sense	(1)							
1		+2 to Knowledge Wild Empathy	(Nature) and	Survival						
		Improve the attitude of an animal								
2		Jungle Guardian Bonus in jungle terrain					1			
3		Woodland Stride								
		Move through un and taking no da		at normal speed						
		Torrid Endurance								
4		Endure hot; +4 against disease and exceptional abilities of animals and magical beasts								
"		Wild Shape					2			
_			enom Immunity							
9		Immune to all po								
13		Verdant Sentinal Cast <i>tree shape</i> at will								
<u> </u>		Timeless Body	IT WIII				3			
15		No longer age, ca	annot be magi	cally aged						
		SPEL	LS	-						
Spell		Spells	Base	Bonus Spells						
Save D	C	per day	= Spells	4 8 - 1 2 - 1 2			4			
		0		WIS						
		1								
		2								
		3					5			
		4								
		5								
		6								
		7					6			
		8								
		9								
Spell Save DC = 10 + WIS + Spell Level										
Concentr	ation	=	WIS +	Caster Level			7			
7		NATURE	BOND							
X ANII	VIAL C	COMPANION								
Animal Companion's Name										
							8			
Creature T	ype									
`		WILD EMI	PATHY _	<i>x</i> (9			
WILD E	ЛРАТ									
BONUS			Druid Level	Misc	*	SCROLLS	*	*	POTIONS	# (
		= CHA +		-						
×		JUNGLE GU	ARDIAN	*						
JUNGLE BONUS Druid Level										
201400			÷ 2							
Ronus to C	limb 4	— (nowledge (geograp		on Staalth						
		knowledge (geograf e in jungle terrains:		ni, stedilli,						
×		WILD SI	HAPE	*						
	Tin	nes per day	Times To	oday						
~										