T.	TO(NICA	LLEF	•	Druid Level	1	×		PREPAR	ED	SPELLS			
IA	100			_	Level	ii								
		(DRUII))		Bonus	+				0				
×		MO	ONCALL	.ER		# (
Druid Level	Druid Nature Sense Level +2 to Knowledge (Nature) and Survival													
1		+2 to Kno		ture) and	Surviv	al								
		Improve	the attitude	of an anir	mal									
2		Nightsight Low light vision, or darkvision			ion 30ft					1				
3		Trackless Step												
'			trail, unless		tely									
		Resist Call of the Wild Wild +4 to saves against the feeblemind and insanity effe +4 against the abilities of sl		inst the c	ects;									
4														
		Wild Sha	pe							2				
-		Purity of	any small or	meaium	anımaı									
9			to all disease	es										
13		Wolfsbar Damage	ne reduction											
15		Timeless	Body			-				3				
15		No longe	r age, canno	t be magi	ically a	iged								
×		;	SPELLS			*								
Spe Save			Spells =	Base Spells	+ Bon	nus Spells								
		0		opono	<u>S</u>	WIS - 4 WIS - 8 WIS - 12				4				
		1				3 3 3								
		2								_				
		3												
		4								5				
		5												
		6	_		-									
		7			-									
		8								6				
		9	_											
Spell Save DC = 10 + WIS + Spell Level														
Concent	tration		= w	TC +		Caster				7				
Concent	lialion					Level				7				
NATURE BOND □ ANIMAL COMPANION ★ DOMAIN						# (
□ AN	LIVIAL (JUMPANI	ON 🛧 D	OMAIN										
										8				
Granted	Power				Grant	ed Power								
ava	5					Level								
						7 00				9				
	ses				Us									
	er day				per d	ay	×	SCROLLS	*		*	POTIO	ONS	#
WILD E	МΡΔΤ		D EMPAT	IHY		# (
BONUS		1	Drui	id Level	N	Misc								
		= CH	(A +	-	÷									
WOLFSBANE														
Level		ge Reductio	n											
13 16	3/s 4/s													
19	4/s 5/s													
			LD SHAI	PE		-								
	Tir	nes per day		Times To										
					ıu_									