BLIGHT DRUID

Druid Level

Level Bonus +

DEITY

GOOD LAWFUL CHAOTIC EVIL

BLIGHT DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (Nature) and Survival **Vermin Empathy** Improve the attitude of vermin
2	☐	**Woodland Stride** Move through undergrowth at normal speed and taking no damage
4	☐	**Wild Shape** Become any small or medium animal
5	☐	**Miasma** Nearby creatures, fey, and plants are sickened
9	☐	**Blightblooded** Immune to all diseases and sickening effects
13	☐	**Plaguebearer** Attackers become diseased
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS	WIS - 4	WIS - 8	WIS - 12
	0								
	1	+ 1		+ 1		☐	☐	☐	☐
	2	+ 1		+ 1		☐	☐	☐	☐
	3	+ 1		+ 1		☐	☐	☐	☐
	4	+ 1		+ 1		☐	☐	☐	☐
	5	+ 1		+ 1		☐	☐	☐	
	6	+ 1		+ 1		☐	☐	☐	
	7	+ 1		+ 1		☐	☐	☐	
	8	+ 1		+ 1		☐	☐	☐	
	9	+ 1		+ 1		☐	☐		

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + _____ Caster Level

NATURE BOND

☐ FAMILIAR ☒ DOMAIN

Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	Uses per day

VERMIN EMPATHY

VERMIN EMPATHY BONUS ☐ = CHA + Druid Level + Misc

Also affects animals and undead animals, at a -4 penalty

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC ☐ =10 + (Druid Level ÷ 2) + WIS

PREPARED SPELLS

0		
1	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
2	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
3	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
4	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
5	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
6	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
7	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
8	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
9	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐

SCROLLS

POTIONS