MOU	יזאד	тлт	M D	חוום	Druid	PREPARED SPELLS						
MOC	JIN			KUID	Wild T							
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Druid Level			Sense	()	10 : 1							
1		+2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal			a Survivai							
					imal							
2		Mountaineer Bonus in mountain terrain, cannot be tracked			annot be tracked				1			
3		Surefooted										
		No speed penalty on slopes, rubble or scree Spire Walker			rubble or scree							
		Endure cold, immune to altitude sickness, keep dexterity bonus when climbing Wild Shape										
4					imbing				_			
				all or medium	n animal or giant				2			
9			Mountain Stance Immune to petrification, +4 to saves and CMD against attempts to move									
		agains										
13		Mountain Stone Become a weathered stony outcrop			utcrop							
15			ss Body						3			
15	15		No longer age, cannot be magically aged									
X			SPEL		" (
Spell Save D			Spells per day	= Base Spells	+ Bonus Spells							
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Spell Sa	ve DC :		IS + Spell	 Level	_							
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NATURE BOND □ ANIMAL COMPANION ★ DOMAIN												
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WILD EN BONUS	MPAT	HY		Druid Level	Misc							
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MOUNT	AIN											
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