C	Αī	/E DRUID	Druid Level		PRI	EPARED	SPELLS		*
		Druid _ 2	Wild Shape	7					
		Level	Level			o			
DEITY	Z								
			******						
Druid		DRUID	*						
Level		Cavesense +2 to Knowledge (dungeo	neering) and Survival			1			
1		Wild Empathy Improve the attitude of an animal							
-		Tunnelrunner	I dililildi						
2		Move through narrow passages or rubble at normal speed and taking no damage							
		Lightfoot							
3		Cannot be detected by tremorsense				2			
		Resist Subterranean Corruption							
4		+2 to saves against the oozes and abberations Wild Shape Become any small or medium animal or ooze							
9		Venom Immunity Immune to all poisons				3			
12		A Thousand Faces							
13		Change appearance at wil	I						
15		Timeless Body No longer age, cannot be	magically aged						
						4			
Spell		SPELLS Spells Ba	eie Ronusenraukan						
Save D	С	per day Spre	sis +Bonusspreuken uken +						
		0	WIS						
		1				5			
		2							
		3							
		4							
		5				6			
		6				0			
		7							
		8							
		9							
Snell Sa	ve DC	= 10 + WIS + Spell Level				<b>—</b> 7			
			Caster						
Concentr	ation	= WIS	+ Level						
`*		NATURE BOND				8			
□ HUIS	SDIE	R M DOM.	AIN						
Granted P	ower		Granted Power			9			
			-			/			
Level			Level	×	SCROLLS		<u> </u>	POTIONS	
00			DC						
Us	es r day		□ Uses □ per day						
per	uay	WILD EMPATHY		(					
WILDE E	EMPA	THIE		•					
BONUS		Druid Le							
		= CHA +	+						
*		WILD SHAPE	*						
	Tir	mes per day Tim	es Today						
Current Sha	ane			-					
Ourient Offi	-p-								