

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

DRUID

Druid Level

1

☐

Nature Sense  
+2 to Knowledge (nature) and Survival

2

☐

Mountaineer  
Bonus in mountain terrain, cannot be tracked

3

☐

Surefooted  
No speed penalty on slopes, rubble or scree

4

☐

Spire Walker  
Endure cold, immune to altitude sickness, keep dexterity bonus when climbing  
Wild Shape  
Become any small or medium animal or giant

9

☐

Mountain Stance  
Immune to petrification, +4 to saves and CMD against attempts to move

13

☐

Mountain Stone  
Become a weathered stony outcrop

15

☐

Timeless Body  
No longer age, cannot be magically aged

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☐ ANIMAL COMPANION

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses per day

Level

DC

Uses per day

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

=

CHA

+

+

MOUNTAINEER

MOUNTAIN BONUS

Druid Level

=

÷ 2

Bonus to Initiative, Climb, Knowledge (geography), Perception, Stealth and Survival while in mountain terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS