Druid		ī	PREPARED SPELLS								
WO	KL	D WALKER	Level	1							
		(DRUID)	Level Bonus	+)			
×		WORLD WALKER		,				,			
Druid Level		Natuur Zintuig									
1		+2 op Kennis (natuur) en Ov Wild Empathy	erieven								
		Improve the attitude of an a	nimal								
2		Woodland Stride Move through undergrowth	at norma	ıl speed			1	L			
-		and taking no damage									
3		Favoured Terrain Bonus in a given terrain						_			
4	Wilde Vorm Word eender welk klein of medium creatu			rootuur							
		Path of Trees) .			
9	Tree stride							_			
13	A Thousand Faces Change appearance at will										
		FAVOURED TERRAI	NS								
Level		VOURED TERRAIN BONU		4 6 8				,			
3							3	5			
8				0-0-0							
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18								<u>,</u>			
×		SPELLS		" (T			
Spell		Spells = Basis	Boni	usspreuken							
Save D		per day Spreuk		WIS - 4 WIS - 8 WIS - 12							
		1						5			
		2	_								
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		5	_				—— <i>6</i>	5			
		6	_								
		7	_					_			
		8									
		9					7	7			
Spell Sa	ave DC	= 10 + WIS + Spell Level									
Concenti	ration	= WIS -	ŀ	Caster Level							
		NATURE BOND		Level			8	3			
□ HUI	SDIEF		IN								
Granted P	ower		Grant	ted Power			g	9			
				_							
Level				Level	×	SCROLLS	*	1	×	POTIONS	# (
DC				DC							
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	,	WILD EMPATHY		, (
WILDE I BONUS	EMPA	THIE Druid Leve		Misc							
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	Ti-	WILD SHAPE nes per day Times	s Today	# (
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