			aster	×		PREPARED	SPELLS		,
	DRUI	[D	Level						
			Level Bonus						
DEITY			(0))		0			
DEITI			SON MARILE						
			CHAOTIC LIN						
X		DRUID							
Druid	Nature S	ense				1			
Level 1	+2 to Kno Wild Emp	owledge (nature) and	d Survival						
		the attitude of an animal							
		and Stride hrough undergrowth at normal speed							
2	☐ Move three and taking the contract of th	g no damage							
3	Trackless	ess Step no trail, unless deliberately				2			
	Leave no	ature's Lure							
4	+4 to sav	es against the fey and	d plants						
"	Wild Sha	pe any small or medium :	animal						
	Venom In								
9	☐ Immune t	to all poisons				3			
13		and Faces appearance at will							
15	_ Timeless	Body							
15	No longe	r age, cannot be magi	ically aged						
SPELLS						 4			
Spell Save DC		Spells = Base per day = Spells	+ Bonus Spells						
	0	per au)	WIS - 4 WIS - 8 WIS - 12						
	1								
	2					5			
	3								
	4								
	5								
	6					6			
	7								
	8	-							
Chall Carr	9	± Spoll Laval	. 🗆 🗅			7			
Spell Save DC = 10 + WIS + Spell Level									
Concentra	ntion	= WIS +	Caster Level						
×	NAT	URE BOND	<i>x</i>			8			
X ANIMAL COMPANION □ DOMAIN									
Animal Com	Animal Companion's Name								
						9			
Creature Type					7				
					SCROLLS			POTIONS	
×	WILI	D EMPATHY	7						
WILD EM BONUS	PATHY	Druid Level	Misc						
POMOS	= CH	Δ + -	IVII30						
			· 						
×		LD SHAPE	- I						
	Times per day	Times To	oday						

Current Shape