# BLIGHT DRUID

Caster Level

Level Bonus +

DEITY

GOOD LAWFUL CHAOTIC EVIL

## BLIGHT DRUID

| Druid Level | | |
|---|---|---|
| 1 | ☐ | **Nature Sense** +2 to Knowledge (nature) and Survival<br>**Vermin Empathy** Improve the attitude of vermin |
| 2 | ☐ | **Woodland Stride** Move through undergrowth at normal speed and taking no damage |
| 4 | ☐ | **Wild Shape** Become any small or medium animal |
| 5 | ☐ | **Miasma** Nearby creatures, fey and plants are sickened |
| 9 | ☐ | **Blightblooded** Immune to all diseases and sickening effects |
| 13 | ☐ | **Plaguebearer** Attackers become diseased |
| 15 | ☐ | **Timeless Body** No longer age, cannot be magically aged |

## SPELLS

| Spell Save DC | | Spells per day | = | Base Spells | + | Bonus Spells WIS | WIS - 4 | WIS - 8 | WIS - 12 |
|---|---|---|---|---|---|---|---|---|---|
| | 0 | | | | | | | | |
| | 1 | | | | | ☐ | ☐ | ☐ | ☐ |
| | 2 | | | | | ☐ | ☐ | ☐ | ☐ |
| | 3 | | | | | ☐ | ☐ | ☐ | ☐ |
| | 4 | | | | | ☐ | ☐ | ☐ | ☐ |
| | 5 | | | | | ☐ | ☐ | ☐ | |
| | 6 | | | | | ☐ | ☐ | ☐ | |
| | 7 | | | | | ☐ | ☐ | ☐ | |
| | 8 | | | | | ☐ | ☐ | ☐ | |
| | 9 | | | | | ☐ | ☐ | | |

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + Caster Level

## NATURE BOND

✖ FAMILIAR ☐ DOMAIN

Familiar's Name

Creature Type

## VERMIN EMPATHY

VERMIN EMPATHY BONUS ☐ = CHA + Druid Level + Misc

Also affects animals and undead animals, at a -4 penalty

## WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Current Shape

## MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC ☐ =10 + ( Druid Level ÷ 2 ) + WIS

## PREPARED SPELLS

| | | |
|---|---|---|
| 0 | | |
| 1 | ☐☐☐ | ☐☐☐ |
| 2 | ☐☐☐ | ☐☐☐ |
| 3 | ☐☐☐ | ☐☐☐ |
| 4 | ☐☐☐ | ☐☐☐ |
| 5 | ☐☐☐ | ☐☐☐ |
| 6 | ☐☐☐ | ☐☐☐ |
| 7 | ☐☐☐ | ☐☐☐ |
| 8 | ☐☐☐ | ☐☐☐ |
| 9 | ☐☐☐ | ☐☐☐ |

## SCROLLS

## POTIONS