

# SWAMP DRUID

Druid  
Level

Wild  
Shape  
Level

Druid  
Level

- 2 =

## DRUID

Druid  
Level  
1

☐

**Nature Sense**  
+2 to Knowledge (nature) and Survival  
**Wild Empathy**  
Improve the attitude of an animal

2

☐

**Marshwright**  
Bonus in swamp terrain, cannot be tracked

3

☐

**Swamp Strider**  
No movement penalty in bogs or undergrowth

4

☐

**Pond Scum**  
+4 to saves against disease and the abilities  
of monstrous humanoids;  
damage reduction against swarms  
**Wild Shape**  
Become any small or medium animal

9

☐

**Venom Immunity**  
Immune to all poisons

13

☐

**Slippery**  
Continuous *freedom of movement*

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

WIS

- 16

WIS

- 20

WIS

- 24

WIS

- 28

WIS

- 32

WIS

- 36

WIS

- 40

WIS

- 44

WIS

- 48

WIS

- 52

WIS

- 56

WIS

- 60

WIS

- 64

WIS

- 68

WIS

- 72

WIS

- 76

WIS

- 80

WIS

- 84

WIS

- 88

WIS

- 92

WIS

- 96

WIS

- 100

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS

Concentration

=

WIS

+

Caster  
Level

## NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

## WILD EMPATHY

WILD EMPATHY  
BONUS

Druid Level

Misc

=

CHA

+

+

## MARSHWRIGHT

SWAMP  
BONUS

Druid Level

=

÷ 2

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

## WILD SHAPE

Times per day

Times Today