Ш	INC	LE DRUI		ruid	PREPARED SPELLS						
,0	146		1	evel :							
		Druid Level	- 2 = Sh	evel				•			
``		DRUID		ever -				J			
Druid Level		Nature Sense									
<b>1</b>		+2 to Knowledge (na Wild Empathy	ature) and S	urvival							
			the attitude of an animal								
2		<b>Jungle Guardian</b> Bonus in jungle terrain					1	1			
		Woodland Stride									
3		Move through under and taking no dama		at normal speed							
		Torrid Endurance									
4		Endure hot; +4 again abilities of animals									
4		Wild Shape					2	2			
		Become any small or medi  Venom Immunity		nimal							
9	Immune to all poisons										
13		Verdant Sentinal									
		Cast tree shape at w	WIII				1	3			
15		No longer age, cann	not be magic	ally aged							
		SPELLS	<u> </u>								
Spell		Spells =	Base ,	Bonus Spells							
Save D	C	per day	Spells	- 8 - 12			/	4			
		0		WIS WIS WIS WIS WIS				+			
		1		7777							
		2		0000							
		3		<b></b>			5	=			
		4		000				)			
		5		<b></b>							
		6		<b></b>							
		7		<b></b>				5			
		8						)			
		9									
Spell Save DC = 10 + WIS + Spell Level											
Concentr	ration	= W	VIS +	Caster Level			7	7			
		NATURE D	OND					,			
NATURE BOND  Manimal companion Domain											
Animal Co			DOMAIN								
							8	3			
Creature T	vna										
orcature r	урс										
		WILD EMPA	THY				9	)			
WILD EN	МРАТ		AIHA	*							
BONUS			ruid Level	Misc	×	SCROLLS	,		<b>X</b>	POTIONS	<b>x</b> 1
		= CHA +	+								
		JUNGLE GUAI	RDIAN								
JUNGLE											
BONUS		Druid Level	_								
		=									
		Knowledge (geography e in jungle terrains.	y), Perception	n, Stealth							
L Suiviv		WILD SHA	APE	-							
	Tin	nes per day	Times Too	day							
~											
								_			