DI	ΛТ	NS DI	OIIIO	Druid	PREPARED SPELLS					
	J A I			Level Wild						
		Druid Level	- 2	= Shape Level			— 0			
*		D	RUID							
Druid Level		Nature Sens	se ledge (nature) a	and Cuminal						
1		Wild Empat		and Survival						
			Improve the attitude of an animal Plains Traveller							
2			Bonus in plains terrain				_ 1			
3		Run Like The Wind +10ft speed; once an hour, run at double speed								
		Savanna Ambush								
,	_	Concealment and no penalty when prone; stand up from prone immediately Wild Shape Become any small or medium animal Canny Charger								
4										
							2			
9		Charge thro	through allies, turn 90° while charging,							
			+4 AC and damage against a charging foe A Thousand Faces							
13			i races Jearance at will							
15		Timeless Bo	ody ge, cannot be r	magically agod			— 3			
				nagicany aged						
Spell			PELLS ells Bas	Ronus Spalls						
Save D			day = Spe	Bonus Spells						
		0		WIS WIS			— 4			
		1		7777						
		2								
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		6								
		7					6			
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		9		🗖 🗖						
Spell Sa	Spell Save DC = 10 + WIS + Spell Level									
Concentr	ation		= wis	+ Caster Level			– 7			
``		NATU	RE BOND							
× ANII	MAL C		N DOMA							
Animal Co										
							8			
Creature T	уре									
*		WILD	EMPATHY	<i>I</i>			9			
WILD EN BONUS	MPAT	HY	Druid Lev	vel Misc		SCROLLS			POTIONS	, i
		= CHA	+	+	•	SCRULLS		`	POTIONS	
		DI AINC	EDAVELL							
PLAINS		PLAINS .	ΓRAVELLI	ER 🗾						
BONUS Druid Level										
		=	÷ 2							
		e, Knowledge e in aquatic te		erception, Stealth						
unu oulviv	ar Willi	· .	O SHAPE	× (
	Tin	nes per day		es Today						
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