M		NIC	ALLI	FD	Druid Level	1	×		PREPAR	ED	SPELLS		*
TAT				LIX	Level	1							
		(DRU	ID)		Bonus	+				0			
``		MO	OONCA	LLER		# (
Druid Level		Nature	Sense	<i>(</i> .)									
1			nowledge mpathy	vledge (nature) and Survival thy									
		Improve the attitude of an a			animal								
2		Nightsight Low light vision, or darkvis			sion 30ft					1			
3		Trackless Step Leave no trail, unless deliber											
					rately								
4		+4 to s	Call of the saves again	nst the conf	usion, d	aze,							
		feeblemind and insanity effe +4 against the abilities of sh Wild Shape Become any small or mediui			ects; hapechangers								
										2			
			of Body	ll or mediur	ıı dillilidi								
9			ne to all dis	eases									
13		Wolfsb	oane ge reduction	n									
\vdash			ess Body	II		_				3			
15				innot be ma	gically a	aged							
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			SPELI	LS									
Spell			Spells	= Base	+ Bor	nus Spells							
Save D			per day	= Spells		2 - 8				4			
		0				WIS WIS MIS							
		1			_								
		2			_								
		3								5			
		4											
		5			_								
		6			_								
		7			_					6			
		8			_								
011-0		9	10 + 011] 🗀							
Spell Save DC = 10 + WIS + Spell Level						0+							
Concentr	ation		= _	WIS +	•	Caster Level				7			
*		NA	TURE	BOND		# (
				DOMAI	N								
Animal Co	mpanio	on's Nam	е							8			
Creature T	ype												
										9			
\			LD EMF	PATHY		# (
WILD EN BONUS	MPAT.	HY		Druid Level		Misc	×	SCROLLS	S		×	POTIO	ONS .
		= C	HA +		+								
		777	OLFSB	ANE	-					_			
Level	Damac	je Reduct		ANL									
13	3/silv	/er											
	4/silv												
19	5/silv		III D.CH	TA DE									
	Tin	nes per d	ILD SH		Today	# (
	1111	ies hei a	ч										
Current Sha	ape												