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+2 to Knowledge (nature) and Survival

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Improve the attitude of an animal

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2151

Bonus in swamp terrain, cannot be tracked

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No movement penalty in bogs or undergrowth

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2149

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

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Become any small or medium animal

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Immune to all poisons

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Continuous 2148

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No longer age, cannot be magically aged

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