(:A1	/E DRUID	Druid Level	X	PR	REPARED	SPELLS		*
			Wild T	-					
		Level	Level			o			
DEIT	Y		00 (1 mg						
			1016\sq.						
``		DRUID	,						
Druid Level		Cavesense +2 to Knowledge (dunge	oneering) and Survival			1			
1		Wild Empathy							
		Improve the attitude of a	n animal						
2		Tunnelrunner Move through narrow pas	ssages or rubble						
		at normal speed and taki	ng no damage						
3		Lightfoot Cannot be detected by tremorsense				2			
		Resist Subterranean Corruption							
4		+2 to saves against the o	oozes and abberations						
		Become any small or me	dium animal or ooze						
9		Venom Immunity Immune to all poisons				3			
		A Thousand Faces							
13		Change appearance at w	ill						
15		Timeless Body No longer age, cannot be	magically agod						
<u></u>			e magically aged			4			
X		SPELLS	, , , , , , , , , , , , , , , , , , ,			4			
Spel Save I		Spells = B per day Sp	ase + Bonus Spells pells						
		0	WIS - SIM						
		1							
		2				5			
		3							
		4							
		5							
		6				6			
		7							
		8							
		9							
Cnall Ca	DC DC	= 10 + WIS + Spell Level				— 7			
<u> </u>									
Concent	ration	= WIS	+ Caster Level						
×		NATURE BONI) ,	_		8			
× ANI	MAL	COMPANION DOM							
Animal Companion's Name									
						9			
Creature Type						🤊			
					SCROLLS	<u>, ()</u>		POTIONS	*
×		WILD EMPATH	Y ,	1	30110220				
WILD E	MPAT		aval Mica						
BONUS		Druid L							
		= CHA +	+						
,		WILD SHAPE	*						
	Ti		mes Today						
		L							
Current Sh	lane								
ouncil di	ape								
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