Ш	INI	GLE DRUID	Druid Level	X		PREPARED	SPELLS		*
,	,141		Wild T	7					
		Level	2 = Shape Level			0			
×		DRUID	#						
Druid Level		Nature Sense +2 to Knowledge (nature	a) and Survival						
1		Wild Empathy	,						
-		Improve the attitude of a	an animal						
2		<b>Jungle Guardian</b> Bonus in jungle terrain				1			
3		Woodland Stride	<b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage						
4		Torrid Endurance	Torrid Endurance Endure hot; +4 against disease and exceptional						
		abilities of animals and magical beasts							
		Wild Shape Become any small or me	edium animal			2			
		Venom Immunity							
-		Immune to all poisons  Verdant Sentinal							
13		Cast tree shape at will							
15		Timeless Body	a magically agad			3			
		No longer age, cannot be	e magicany aged						
Spell		SPELLS Spells _ E	Ponus Challa						
Save D		per day = S	Base + Bonus Spells pells						
		0	MIS WIS WIS WIS WIS WIS WIS WIS WIS WIS W			<del></del> 4			
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		2	0000						
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		4				5			
		5	<u> </u>						
		6							
		7							
		8				6			
		9	66						
Spell Sa	ave DC	= 10 + WIS + Spell Level							
Concentration = WIS + Caster Level  NATURE BOND					7				
			(						
□ ANI	MAL	COMPANION X DOI	MAIN						
Granted Power Granted Power						8			
<u></u>									
Level			Level						
OG			DC			9			
	ses er day								
		WILD EMPATH			SCROLLS	*	<b>X</b>	POTIONS	*
WILD EI BONUS	MPAT	C <b>HY</b> Druid L	_evel Misc						
DONOS		= CHA +	+						
			<del></del> _						
JUNGLE		JUNGLE GUARD	IAN						
BONUS	•	Druid Level							
		= ÷2							
Bonus to	Climb,	Knowledge (geography), Pe	erception, Stealth						
and Surviv	val whi	le in jungle terrains. WILD SHAPE	,	1					
	Tir	mes per day Ti	mes Today						
		-	0000 0000 0000						