

# BLIGHT DRUID

Druid  
Level

Level  
Bonus

DEITY



## BLIGHT DRUID

Druid  
Level  
1

☐

**Nature Sense**  
+2 to Knowledge (nature) and Survival  
**Vermin Empathy**  
Improve the attitude of vermin

2

☐

**Woodland Stride**  
Move through undergrowth at normal speed and taking no damage

4

☐

**Wild Shape**  
Become any small or medium animal

5

☐

**Miasma**  
Nearby creatures, fey and plants are sickened

9

☐

**Blightblooded**  
Immune to all diseases and sickening effects

13

☐

**Plaguebearer**  
Attackers become diseased

15

☐

**Timeless Body**  
No longer age, cannot be magically aged

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus  
Spells

WIS - 4  
WIS - 8  
WIS - 12

0

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

2

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

3

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

4

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

5

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

6

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

7

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

8

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

9

+1

+1

+1

WIS - 4  
WIS - 8  
WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster  
Level

## NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level

Level

DC

DC

Uses  
per day

Uses  
per day

## VERMIN EMPATHY

### VERMIN EMPATHY

BONUS

Druid Level

Misc

=

CHA

+

+

+

Also affects animals and undead animals, at a -4 penalty

## WILD SHAPE

Times per day

Times Today

## MIASMA / PLAGUEBEARER

FORTITUDE  
SAVE DC

Druid  
Level

=

10 +

(

÷ 2

) +

WIS

+

WIS

## PREPARED SPELLS

0

Domain Spell +1

1

Domain Spell +1

2

Domain Spell +1

3

Domain Spell +1

4

Domain Spell +1

5

Domain Spell +1

6

Domain Spell +1

7

Domain Spell +1

8

Domain Spell +1

9

## SCROLLS

## POTIONS