

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	DC	Uses per day	Level	DC	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

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