

[illegible]

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Save DC	Level	Spells/day	Bonus Spells
13	0	5	-
14	1	3	1
15	2	2	1

Typical Spells:

Level 0: *Cure Minor Wounds, Detect Magic, Guidance, Know Direction, Light*

Level 1: *Charm Animal, Cure Light Wounds, Goodberry, Produce Flame*

Level 2: *Bull's Strength, Flaming Sphere, Lesser Restoration*

Miniature Unlock: Kindred Spirits

Miniaures: Warden of the Wood (WAR OF THE DRAGON QUEEN 18/60) & Timber Wolf (DEATHKNELL 27/60)

Both miniaures are required for the miniature unlock.

The PC's animal companion is treated as being under the effect of the *Magic Fang* spell for the duration of the adventure. All Summon Nature's Ally spells last an additional round.