DESERT DRUID Druid Level		PREPARED SPELLS	<i>x</i> (
Wild —	<u>-</u>		
Druid — 2 = Shape Level		0	
DRUID	*		
Druid Nature Sense Level +2 to Knowledge (nature) and Survival			
Level +2 to Knowledge (nature) and Survival Wild Empathy			
Improve the attitude of an animal			
2 Desert Native Bonus in desert terrain		1 000	
Sandwalkar			
3 No movement penalty in sandy terrain			
Desert Ensurance Endure hot, reduced need to eat and dri	nk		
4 Wild Shape			
Become any small or medium animal or Shaded Vision	vermin	2 000	
9	es		
against gaze attacks, figments and patt Dunemeld	erns		
Become a swirling mass of sand			
15	. 000	3	
No longer age, cannot be magically age			
SPELLS			
Spell Spells = Base + Bonus Save DC per day = Spells +	Spells		
4	MIS-8 MIS-1	4	
1 0		4	
2			
		000	
4			
5		5 	
6			
	ппп		
8			
		6	
9 000			
Spell Save DC = 10 + WIS + Spell Level	Caster		
Concentration = WIS +	Level		
NATURE BOND		— 7 	
□ ANIMAL COMPANION 🕱 DOMAIN			
Granted Power Granted	Power	8	
<u></u>			
Level			
20		9 🗆 🗆	
Uses DODD Uses per day DODDD Per day			
WILD EMPATHY	SCROLLS	POTIONS	# (
WILD EMPATHY			
BONUS Druid Level Mis	С		
= CHA + +			
DESERT NATIVE	×(
DESERT BONUS Druid Level			
= ÷2	a lab		
Bonus to Initiative, Knowledge (geography), Perception, Ste and Survival while in desert terrains.	eaitn		
WILD SHAPE			
Times per day Times Today			