DE	SEI	RT DRUID	Druid Level	X		PREPARED	SPELLS		*
			= Shape	1					
		DRUID	Level	1		0			
Druid		Nature Sense							
Level <b>1</b>		+2 to Knowledge (nature) a <b>Wild Empathy</b>	and Survival						
		Improve the attitude of an	animal						
2		<b>Desert Native</b> Bonus in desert terrain				1			
		Sandwalker							
3		No movement penalty in sa	andy terrain						
.		Desert Ensurance Endure hot, reduced need to eat and drink							
4		Wild Shape							
$\vdash$		Become any small or medions  Shaded Vision	um animai or vermin			2			
9		Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns  Dunemeld							
<b>.</b>									
13		Become a swirling mass of	sand						
15		Timeless Body  No longer age, cannot be magically aged				3			
Spell		SPELLS  Spells Bas	e Bonus Spells						
Save DC		per day Spel	lls + 7 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2						
	(	)	WIS			4			
	1	L							
	2	2	_						
	3	3							
						5			
	5	5	_						
	(	5							
	7	7							
	8					6			
Spell Save	e DC = 1	0 + WIS + Spell Level		- 000					
Concentra	tion	= WIS	+ Caster Level						
×	NATURE BOND			1		<del></del> 7			
□ ANIM	AL CO	MPANION X DOMA	AIN						
Granted Po	wer		Granted Power			8			
			<u>-</u>						
Level			Level						
DC			DC			9			
Uses									
*		WILD EMPATHY	. ×		SCROLLS	<b>"</b>	×	POTIONS	*
WILD EM	PATH		1 46						
BONUS		Druid Lev							
			·· +						
PEGE		DESERT NATIVE							
DESERT BONUS		Druid Level							
	-	÷ 2							
		Knowledge (geography), Pe	erception, Stealth						
		n desert terrains.		,					
×		WILD SHAPE	- I						
	Times		es Today □□□						