

DESERT DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

Shape Level

DEITY



DRUID

Druid Level
1

Nature Sense
+2 to Knowledge (Nature) and Survival
Wild Empathy
Improve the attitude of an animal

2

Desert Native
Bonus in desert terrain

3

Sandwalker
No movement penalty in sandy terrain

4

Desert Ensurance
Endure hot, reduced need to eat and drink
Wild Shape
Become any small or medium animal or vermin

9

Shaded Vision
Immune to blinding, dazzling; +2 to saves against gaze attacks, figments, and patterns

13

Dunemeld
Become a swirling mass of sand

15

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY

BONUS

Druid Level

Misc

=

CHA

+

+

DESERT NATIVE

DESERT

BONUS

Druid Level

=

÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth and Survival while in desert terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS