DE	ESI	ERT DRUID	Druid Level		I	PREPARED	SPELLS		*
		Druid - 2 =	Wild	7					
		Level	Level	1		0			
DEITY	Y		COO CAMILLO						
			94						
			***************************************	,					
P :1		DRUID	*						
Druid Level		Nature Sense +2 to Knowledge (Nature) ar	nd Survival			1			
1		Wild Empathy							
		Improve the attitude of an animal Desert Native							
2		Bonus in desert terrain							
3		Sandwalker No movement penalty in sandy terrain							
		Desert Ensurance				2			
4		Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin							
· .									
		Shaded Vision							
9		Immune to blinding, dazzling against gaze attacks, figmen	g; +2 to saves nts, and patterns			3			
13		Dunemeld							
13		Become a swirling mass of s	sand						
15		Timeless Body No longer age, cannot be ma	agically aged						
		SPELLS				4			
Spell		Spells _ Base	, Bonus Spells						
Save D	С	per day Spells	8 - 4 - 2						
		0	WIS WIS WIS WIS						
		1	_			5			
		2	_						
		3	_						
		4							
		5	_			6			
		6	_						
		7	_						
		8	_						
		9	_			— 7			
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentr	ation	= WIS +	Caster Level						
×		NATURE BOND	1	(8			
× ANI	MAL (COMPANION DOMAI	IN						
Animal Co	mpani	on's Name							
Creature T	ype					9			
					CARALLC			DOMIONG	
	17 D A II	WILD EMPATHY	*	``	SCROLLS	-	*	POTIONS	#
WILD EN BONUS	MPAI	Druid Leve	l Misc						
		= CHA +	+						
		DESERT NATIVE		1					
DESERT									
BONUS		Druid Level							
		= ÷ 2							
		ve, Knowledge (geography), Per	rception, Stealth						
and Surviv	ai whi	le in desert terrains.		1					
	Ti-	WILD SHAPE nes per day Times	Today						
			1						
			188						