DESERT DRUID Druid Level			PREPARED SPELLS					*	
		Druid - 2	Wild Shape	7					
		Level	Level	1		O			
DEITY	Z		co Suriu						
		DDIIID	本 。美	(
Druid		DRUID Natuur Zintuig	, , , , , , , , , , , , , , , , , , ,			₁			
Level		+2 op Kennis (natuur) en O	verleven						
*		Wild Empathy Improve the attitude of an	animal						
		Desert Native							
2		Bonus in desert terrain							
3		Sandwalker No movement penalty in sandy terrain				2			
		Desert Ensurance							
4		Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin							
		Shaded Vision Immune to blinding, dazzling; +2 to saves							
9		against gaze attacks, figm	ents and patterns			3			
13		Dunemeld							
		Become a swirling mass of Timeless Body	f sand						
15		No longer age, cannot be n	nagically aged						
		SPELLS				4			
Spell			is Bonusspreuken						
Save D	С	per day Spreu	4 8 -						
		0	WIS WIS WIS						
		1				5			
		2							
		3							
		4							
		5				6			
		6							
		7							
		8							
		9	44			7			
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentr	ation	= wis	+ Caster Level						
7		NATURE BOND	Level	1					
MATURE BOND * HUISDIER □ DOMAIN						8			
Animal Companion's Name									
Creature Type					9				
×		WILD EMPATHY		T.	SCROLLS		Ĭ.	POTIONS	"
WILDE E BONUS	EMPA	THIE Druid Lev	vel Misc						
BONOS		= CHA +	+						
			<u> </u>						
DEST		DESERT NATIVE							
DESERT BONUS		Druid Level							
		= ÷2							
Bonus to Ir	nitiativ	J ve, Knowledge (geography), P	erception. Stealth						
		le in aquatic terrains.							
N.		WILD SHAPE	*						
	Tir		es Today						