DESERT DRUID Druid Level				PREPARED SPELLS					
			Wild	7					
		Level	Shape Level	1		o			
DEITY	Z								
			***************************************	,					
P 11		DRUID	*						
Druid Level		Nature Sense +2 to Knowledge (Nature) a	and Survival			1			
1		Wild Empathy							
		Improve the attitude of an Desert Native	animai						
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, dazzli against gaze attacks, figmo	nts, and patterns			3			
13		Dunemeld							
15		Become a swirling mass of	f sand						
15		Timeless Body No longer age, cannot be n	agically aged						
		SPELLS				4			
Spell			se + Bonus Spells						
Save D		per day Spel	lls + 80 5						
		0	WIS						
		1	7777			5			
		2							
		3							
		4	4444						
		5				6			
		6							
		7							
		8							
		9				7			
Spell Sav	ve DC	= 10 + WIS + Spell Level							
Concentra	ation	= wis	+ Caster						
Concenti	ution		Level						
X ANIIN	VIAT (NATURE BOND COMPANION DOMA	ATNI			8			
Animal Cor			FIIA						
Creature Type						9			
×		WILD EMPATHY	7.		SCROLLS	,	Ĭ.	POTIONS	*
WILD EN	MPAT	THY Druid Lev	vel Misc						
BONUS		= CHA +	rei Misc						
		- CHA T	T						
*		DESERT NATIVE							
DESERT BONUS		Druid Level							
		= ÷2							
Bonus to Ir	nitiativ	/e, Knowledge (geography), Pe	ercention Stealth						
		le in aquatic terrains.	e. seption, oteani,						
`*		WILD SHAPE	*						
	Tir		es Today						