

# 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

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Spell Save DC = 10 + WIS + Spell Level

Concentration

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=

WIS

+

Caster Level

## NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

## WILD EMPATHY

### WILD EMPATHY

#### BONUS

Druid Level

Misc

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+

+

## 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

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Times Today

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## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS