DE	ESF	ERT DRUID	Druid Level	PREPARED SPELLS					
		Druid – 2	Wild Wild	7					
		Level	Level			— 0			
DEITY	Y		SE SAMELY						
			QI COLOR						
		DDIIID	不" 关						
Druid		DRUID Nature Sense							
Level		+2 to Knowledge (Nature) and Survival			1			
*		Wild Empathy Improve the attitude of a	animal						
2		Desert Native							
		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 med	dium animal or vermin						
9		Shaded Vision Immune to blinding, dazz	rling: +2 to saves						
		against gaze attacks, figi	ments, and patterns			3			
13		Dunemeld Become a swirling mass	of sand						
15		Timeless Body							
15		No longer age, cannot be	magically aged						
`*		SPELLS	" (— 4			
Spell Save D		Spells = Baper day = Sperday	ase + Bonus Spells oells						
		0	WIS - 4 WIS - 8 WIS - 12						
		1							
		2				5			
		3							
		4							
		5							
		6				6			
		7							
		8							
		9							
Spell Sa	ve DC	= 10 + WIS + Spell Level				/			
		· · · · · · · · · · · · · · · · · · ·	Caster						
Concentr	ation		- LEVEI						
M		NATURE BONI				8			
Animal Cor		COMPANION DOM on's Name	IAIN						
Creature T	уре					9			
'x		WILD EMPATH	Υ	×	SCROLLS		×	POTIONS	*
WILD EN BONUS	MPAT	CHY Druid Lo	evel Misc						
BONUS		= CHA +	+ WISC						
			 ·	,					
DECED		DESERT NATIV	E						
DESERT BONUS		Druid Level							
		= ÷ 2							
		」 ve, Knowledge (geography),	Perception, Stealth						
		le in desert terrains.							
N.		WILD SHAPE							
	Tiı		nes Today □□□□						