DE	ESE	ERT DRUID	Druid Level	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		PREPAREI	SPELLS		*
			= Wild Shape	-1					
		DRUID	Level	1		O			
Druid		Natuur Zintuig							
Level		+2 op Kennis (natuur) en	Overleven						
		Wild Empathy Improve the attitude of ar	n animal						
2		Desert Native Bonus in desert terrain				1			
		Sandwalker		-					
3		No movement penalty in	sandy terrain						
		Desert Ensurance Endure hot, reduced need to eat and drink							
4		Wild Shape							
-		Become any small or med Shaded Vision	dium animal or vermir			2			
9		Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns							
-		against gaze attacks, fign	nents and patterns						
13		Become a swirling mass of	of sand						
15		Timeless Body No longer age, cannot be magically aged				3			
				<u> </u>					
On all		SPELLS	, Dames and a						
Spell Save D		Spells = Ba per day = Spre	Bonusspreuker	<u> </u>					
		0	M W W S W W S W S W S W S W S W S W S W			4			
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		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentr	ration	= wis	+ Caster						
7	NATURE BOND		Level			7			
□ HUI:	SDIEF	**							
Granted P	ower		Granted Power			8			
Level			Level						
			DC 1						
	ses					9			
pe	r day				SCDOLLS			POTIONS	
WILDE H	CIVID V	WILD EMPATH	Y ;		SCROLLS	*	*	POTIONS	*
BONUS		Druid Le	evel Misc						
		= CHA +	+						
``		DESERT NATIV	E	1					
DESERT									
BONUS		Druid Level							
		÷ 2							
		re, Knowledge (geography), I le in aquatic terrains.	Perception, Stealth						
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		WILD SHAPE	,	1					
	Tin	nes per day Tin	nes Today						