DESERT DRUID Druid Level				PREPARED SPELLS					
			Wild Shape	7					
		Level	Level			o			
DEITY	Z		SOB CANTE	;					
	_	221112	*** \$						
Druid		DRUID	#						
Level 1		Nature Sense +2 to Knowledge (nature) a	and Survival			1			
		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							
9		Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns							
						3			
13		Dunemeld Become a swirling mass of	sand						
4.5		Timeless Body	Sund						
15		No longer age, cannot be m	nagically aged						
`*		SPELLS	×	/		 4			
Spell Save D		Spells = Bas per day = Spel	e + Bonus Spells						
Save D		o per day oper	WIS - 4 WIS - 8 WIS - 12						
		1							
		2				5			
		3							
		4							
		5							
		6				6			
		7							
		8	_						
		9	_						
Snall Sa	VA DC	= 10 + WIS + Spell Level							
		·	Caster						
Concentr	ation	= WIS	+ Level						
T		NATURE BOND	,	1		8			
Animal Co		COMPANION DOMA on's Name	IN						
	puiil								
Creature T	vpe					9			
	71-								
×		WILD EMPATHY	, x		SCROLLS		X .	POTIONS	*
WILD EN	ИРАТ								
BONUS		Druid Lev							
		= CHA +	<u>+</u>						
X		DESERT NATIVE							
DESERT BONUS		Druid Level							
		= ÷2							
Ropus to I	nitisti	/e, Knowledge (geography), Pe	ercention Stealth						
		le in aquatic terrains.	croeption, oteditii						
×		WILD SHAPE	×						
	Tir		es Today						