7\/\	ENIL	HIR SAVANT	Druid Level	1	×		PREPARI	ED	SPELLS		" (
TVI	CIVI		Level	1							
		(DRUID)	Bonus	+				0			
*		MENHIR SAVANT		" (
Dru Lev		Spirit Sense									
1		Detect undead, fey, outsiders ethereal and incorporeal crea		tral,							
2	2 🗆	Place Magic						1			
		Tap into ley lines to increase your caster level									
Ι,		Resist Nature's Lure +4 to saves against the fey and plants Wild Shape Become any small or medium animal									
4	4 🗆										
\vdash		Venom Immunity									
9	9 🗆	Immune to all poisons						2			
		Walk the Lines Transport any distance via p	lants					2			
1	3 🗆	Empty Body Become ethereal									
		Timeless Body						_			
1	5 🗆	No longer age, cannot be ma	gically a	aged							
		SPELLS		,				3			
	pell /e DC	Spells = Base per day = Spells	+ Bor	nus Spells							
Ouv	70 00	o per day opens		WIS - 4 WIS - 8 WIS - 12							
		1									
		2	-					4			
		3	_								
		4	-								
		5	_					_			
		6	_					5			
		7	_								
		8	_								
		9	_					6			
Spell Save DC = 10 + WIS + Spell Level								6			
Concentration = WIS + Caster											
NATURE BOND											
□ ANIMAL COMPANION ★ DOMAIN								7			
								-			
Grante	ed Power		Grant	ted Power							
								•			
	Level			Level				8			
	DC			20							
	Uses			ses							
	per day	PLACE MAGIC	per d	iay				9			
		action, increase your caster lev	el by 1	for 1 round		CAPOLI C				роштолю	
Level 2	USES P	ER DAY			×	SCROLLS	*		*	POTIONS	*
		= 3 + WIS									
•		WALK THE LINES		,							
Level		Cast transport via plants USES PER DAY									
9 = WIS WILD SHAPE											
	Times	Times Times									
	per day	Today		=							