MENHIR	CAT/ANIT	Druid Level	×		PREPAREI	O SPELLS		*
(DRU		Level +						
		Bonus			0			
Druid ME	NHIR SAVANT							
Level Spirit	Sense t undead, fey, outsider	rs and astral						
	eal and incorporeal cre							
	Magic	es to increase your caster level			1			
	t Nature's Lure	re's Lure against the fey and plants						
<b>4</b> □ +4 to Wild S								
	any small or medium animal							
Immu	n Immunity ne to all poisons he Lines							
9 Walk					2			
Empty	port any distance via ¡ <b>/ Body</b>	distance via plants						
	ne ethereal							
	ess Body nger age, cannot be m	anically aned						
					3			
Spell	SPELLS Spells Base	e + Bonus Spells						
Save DC	per day = Spell	s + politing obelia						
0		WIS - WIS - WIS - WIS -						
1					4			
2		_						
3		_						
4		_						
5		_			5			
6		_						
7		_						
8								
9		44			6	<u> </u>		
Spell Save DC = 10 + W	/IS + Spell Level							
Concentration	= WIS -	Caster Level						
		Level						
NATURE BOND  **ANIMAL COMPANION   DOMAIN  Animal Companion's Name		≠ (			7	,		
Creature Type					8			
	LACE MAGIC	*						
As a free action, i	ncrease your caster le	evel by 1 for 1 round.	'					
Level USES PER DAY					9			
	= 3 + WIS			SCROLLS	<b>"</b>		POTIONS	*
WA	LK THE LINES	5		SCROLLS			10110113	
Cast transport via								
9 USES PER DAY	= WIS							
	VILD SHAPE	# (						
Times per o	day Times	s Today □□□						