

## MENHIR SAVANT

(DRUID)

Druid  
Level

Level  
Bonus

## MENHIR SAVANT

Druid Level		
1	<input type="checkbox"/>	<b>Spirit Sense</b> Detect undead, fey, outsiders and astral, ethereal and incorporeal creatures
2	<input type="checkbox"/>	<b>Place Magic</b> Tap into ley lines to increase your caster level
4	<input type="checkbox"/>	<b>Resist Nature's Lure</b> +4 to saves against the fey and plants <b>Wild Shape</b> Become any small or medium animal
9	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons <b>Walk the Lines</b> Transport any distance via plants
13	<input type="checkbox"/>	<b>Empty Body</b> Become ethereal
15	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS -4
	1					WIS -4
	2					WIS -8
	3					WIS -12
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS + Caster Level

## NATURE BOND

☒ ANIMAL COMPANION    ☐ DOMAIN

Animal Companion's Name

### Creature Type

## PLACE MAGIC

As a free action, increase your caster level by 1 for 1 round

Level	USES PER DAY
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$$2 \times \boxed{\phantom{000}} = 3 + \text{WIS}$$

## WALK THE LINES

### Cast transport via plants

Level	USES PER DAY
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9  = WIS

## WILD SHAPE

Times per day

Times Today

## PREPARED SPELLS

# O

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS