

MENHIR SAVANT

(DRUID)

Druid
Level

Level
Bonus

+

MENHIR SAVANT

Druid
Level

1

☐

Spirit Sense

Detect undead, fey, outsiders and astral, ethereal and incorporeal creatures

2

☐

Place Magic

Tap into ley lines to increase your caster level

4

☐

Resist Nature's Lure

+4 to saves against the fey and plants

Wild Shape

Become any small or medium animal

9

☐

Venom Immunity

Immune to all poisons

Walk the Lines

Transport any distance via plants

13

☐

Empty Body

Become ethereal

15

☐

Timeless Body

No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

-4

WIS

-8

WIS

-12

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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

2

= 3 + WIS

WALK THE LINES

Cast transport via plants

Level

USES PER DAY

9

= WIS

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS