

MENHIR SAVANT
(DRUID)

Druid Level

Level Bonus

+

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

SPELLS				
Spell Save DC		Spells per day	= Basis Spreuken	+ Bonusspreuken
	0			WIS - 4
	1			WIS - 4
	2			WIS - 4
	3			WIS - 4
	4			WIS - 4
	5			WIS - 4
	6			WIS - 4
	7			WIS - 4
	8			WIS - 4
	9			WIS - 4

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PLACE MAGIC

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

Level 2 = 3 + WIS

WALK THE LINES

Cast transport via plants

Level 9 = WIS

WILD SHAPE

Times per day

Times Today ☐☐☐☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS