ME	NH	IIR SAVANT	Druid Level		*		PREPAR	ED	SPELLS		*
14117	141	(DRUID)	Level	+							
			Bonus					0			
Druid		MENHIR SAVAN	${f T}$	# (
Level		Spirit Sense Detect undead, fey, outsid	ers and as	tral,							
		ethereal and incorporeal of									
2		Place Magic Tap into ley lines to increa	ise your ca	ster level				1			
		Resist Nature's Lure						_			
4		+4 to saves against the fey and plants Wilde Vorm									
		Word eender welk klein of	klein of medium creatuur								
		Walk the Lines Transport any distance via plants Empty Body						2			
9											
13											
13		Become ethereal									
15		Timeless Body No longer age, cannot be	magically a	aged							
		SPELLS						3			
Spell			sis + Bonu	usspreuken							
Save D)C			7 00 1							
		1									
		2	_					4			
		3									
		4	-								
		5						_			
		6						5			
		7									
		8									
		9						6			
Spell Sa	ave DC :	= 10 + WIS + Spell Level						U			
Concentr	ration	= WIS	+	Caster Level							
×		NATURE BOND		7							
□ HUISDIER X DOMAIN								7			
								•			
Granted P	ower		Grant	ted Power							
				<u> </u>				8			
Level				Level				O			
DC				DC				_			
	ses er day			ses lay				9			
X		PLACE MAGIC		"				7			
		action, increase your caster ER DAY	level by 1	for 1 round	`	SCROLLS	×	()	``	POTIONS	*
2		= 3 + WIS						П			
		WALK THE LINE	'S	<i>x</i> (
	ast tran	sport via plants	10								
Level USES PER DAY											
		= WIS									
X		WILD SHAPE		<u>, </u>							
	Times er day	Time Toda	s								
	-										