Т/Т	ENI	HIR SAVANT	Druid Level	1	×		PREPARI	ΞD	SPELLS		, (
TVI	CIVI		Level	1							
		(DRUID)	Bonus	+				0			
*		MENHIR SAVANT		" (
	uid vel	Spirit Sense									
	1 🗆	Detect undead, fey, outsiders ethereal and incorporeal crea		tral,							
	2 _□	Place Magic									
		Tap into ley lines to increase	e your caster level					1			
	, –	Resist Nature's Lure +4 to saves against the fey and plants									
'	4 🗆	Wild Shape	Wild Shape Become any small or medium animal								
\vdash		Venom Immunity									
	9 🗆	Immune to all poisons						2			
		Walk the Lines Transport any distance via p	plants					2			
1	3 🗆	Empty Body Become ethereal									
		Timeless Body						_			
	5 🗆	No longer age, cannot be ma	gically a	aged							
` .		SPELLS		,				3			
	pell ve DC	Spells = Base per day = Spells	+ Bor	nus Spells							
Out	70 00	o per day opens		WIS - 4 WIS - 8 WIS - 12							
		1									
		2	_					4			
		3	_								
		4	_								
		5	_					_			
		6	_					5			
		7									
		8	_								
		9						6			
Spell Save DC = 10 + WIS + Spell Level								6			
Concentration = WIS + Caster											
NATURE BOND											
□ A	NIMAL	COMPANION X DOMAI	N					7			
								-			
Grante	ed Power		Grant	ted Power							
	Level			Level				8			
	DC			DC							
	Uses per day			ses							
	per day	PLACE MAGIC	perd	lay _				9			
		e action, increase your caster lev	el by 1	for 1 round.		CCDOI I C				роштомс	
Level 2	USES	PER DAY			`*	SCROLLS	*		`	POTIONS	*
		= 3 + WIS									
*		WALK THE LINES		# (
Level		Cast transport via plants USES PER DAY									
9 = WIS WILD SHAPE											
	Times										
	per day	Times Today		<u> </u>							