

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 Wild Shape Become any small or medium animal
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	=	Base Spells	+	Bonus Spells
	0					WIS - 4
	1					<input type="checkbox"/> WIS - 4
	2					<input type="checkbox"/> WIS - 8
	3					<input type="checkbox"/> WIS - 12
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

$$\square = \text{WIS} +$$

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

$$\boxed{} = 3 + \text{WIS}$$

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