78./	TT: NI		CATTART	Druid Level		×		PREPAR	ED	SPELLS			*
IV.	IEN		R SAVANT										
		(D)	RUID)	Bonus	+				0				
×		M	IENHIR SAVANT		,								
	ruid .evel		irit Sense		.								
	1 [		tect undead, fey, outsider nereal and incorporeal cre		ral,								
	2 [		ace Magic										
$\vdash$		ıa	Tap into ley lines to increase your caster level  Resist Nature's Lure						1				
	<b>4</b> [	+4	+4 to saves against the fey and plants										
	4		Wilde Vorm Word eender welk klein of medium creatuur										
			Venom Immunity						2				
	9		Immune to all poisons  Walk the Lines										
			Transport any distance via p						- 4				
	<b>13</b> [		npty Body come ethereal										
	15 1	Tir	neless Body										
	<b>15</b> [	No	longer age, cannot be ma	agically ag	ged								
*			SPELLS		*				3				
	Spell ave DC		Spells = Basis per day = Spreuk	Bonus en +	sspreuken								
		0			WIS - 4 WIS - 8 WIS - 12								
		1											
		2		_					4				
		3		_									
		4		_									
		5			-				_				
		6		- 0					5				
		7			-								
		8											
		9							6				
Spell Save DC = 10 + WIS + Spell Level													
Concentration = WIS + Caster Level													
*			NATURE BOND										
_ l	HUISD	IER	<b>★</b> DOMAI	N					7				
Granted Power Granted Power													
	<u>=</u>			-	<u>e</u>				8				
	Level				Leve				0				
	DC				DC				_				
	Uses per da								9				
*			PLACE MAGIC		,				ソ				
Level		ree actions <b>PER D</b>	n, increase your caster le	vel by 1 fo	or 1 round	K	SCROLLS	,	( )		POTIO	ONS	×
2			= 3 + WIS						П				
``		V	ALK THE LINES	_									
	Cast		via plants										
Level		USES PER DAY											
9	= WIS												
*			WILD SHAPE		,								
	Tim per d		Times		]								
_	PC1 U		Toudy		J								