MENIL	IIR SAVANT	Druid Level	×		PREPARED	SPELLS		*
MENT	(DRUID)	Level +						
		Bonus			0			
Druid	MENHIR SAVANT	×						
Level	<b>Spirit Sense</b> Detect undead, fey, outsiders	and astral						
1 🗆	ethereal and incorporeal crea							
2 🗆	Place Magic Tan into lev lines to increase	ace Magic p into ley lines to increase your caster level			1			
	Resist Nature's Lure	your outer rever						
4 🗆	+4 to saves against the fey and plants Wild Shape Become any small or medium animal							
	Venom Immunity Immune to all poisons Walk the Lines							
9 🗆					2			
	Transport any distance via p	lants						
13 🗆	Empty Body Become ethereal							
15 🗆	Timeless Body							
	No longer age, cannot be magically aged							
<b>1</b>	SPELLS				3			
Spell Save DC	Spells = Base per day = Spells							
	0	WIS - WIS - WIS - WIS - WIS - RIMIS -						
	1							
	2				4			
	3							
	4							
	5				5			
	6							
	7							
	8							
	9				6			
Spell Save DC	Spell Save DC = 10 + WIS + Spell Level							
Concentration	Concentration = WIS + Cast							
NATURE BOND		Level						
				7				
	■ ANIMAL COMPANION □ DOMAIN  Animal Companion's Name							
Croatura Typa								
Creature Type				8				
7	PLACE MAGIC	<u>,                                    </u>						
As a free	action, increase your caster lev							
Level USES P		•			9			
2	= 3 + WIS							
×	WALK THE LINES	x (	*	SCROLLS	#	) ×	POTIONS	×
	sport via plants							
Level USES P								
	= WIS							
×	WILD SHAPE	x (						
Tin	mes per day Times	Today						