11/	TEN	TH	IR SAVANT	Druid Level	×	PR	EPARED	SPELLS		*
TV	IEI			2						
			(DRUID)	Bonus +			o			
*			MENHIR SAVANT	*						
	ruid evel		Spirit Sense							
	1		Detect undead, fey, outsider ethereal and incorporeal cre							
	2		Place Magic							
\vdash			Tap into ley lines to increase	e your caster level			1			
	4		Resist Nature's Lure +4 to saves against the fey a	and plants						
	4		Wild Shape Become any small or medius	m animal						
			Venom Immunity							
	9		Immune to all poisons Walk the Lines				2			
			Transport any distance via plants							
:	13		Empty Body Become ethereal							
	15		Timeless Body							
	15		No longer age, cannot be ma	agically aged						
*			SPELLS	×			3			
	Spell ave DC		Spells = Base per day = Spells	Bonus Spells						
			0	WIS - 4 WIS - 8 WIS - 12						
			1							
			2				<u> </u>			
			3							
			4							
			5							
			6				5			
			7							
			8							
		9				6				
Spell Save DC = 10 + WIS + Spell Level										
Concentration = WIS + Caster Level										
NATURE BOND										
	ANIM	AL C	OMPANION 🔀 DOMAI	N			— 7			
Gran	ted Po	wer		Granted Power						
	Level			Level			8			
	DC			DC						
	Use			Uses per day						
×	P = 1		PLACE MAGIC	,			9			
Level			action, increase your caster le ER DAY	vel by 1 for 1 round.	K	SCROLLS			POTIONS	*
2	031	LS FE	= 3 + WIS			SCHOLLS			10110110	
*	WALK THE LINES Cast transport via plants									
Level			ER DAY							
9			= WIS							
*			WILD SHAPE	x (
		nes	Times							
_	per	day	Today							