N/II:	RTTI	IID CATANIT	Druid	7	X		PREPAR	ED	SPELLS		*
WE	ИH	IIR SAVANT	Level	i							
		(DRUID)	Level Bonus	+				0			
×		MENHIR SAVANT		-				U			
Druid Level		Spirit Sense									
1		Detect undead, fey, outside ethereal and incorporeal cre		tral,							
<u> </u>		Place Magic	Lutures								
2		Tap into ley lines to increase your caster level						1			
		Resist Nature's Lure +4 to saves against the fey and plants									
4		Wild Shape									
		Become any small or medium animal									
9		Venom Immunity Immune to all poisons Walk the Lines Transport any distance via plants Empty Body						_			
								2			
13											
15		Become ethereal									
15		Timeless Body No longer age, cannot be magically aged						- 3			
		SPELLS									
Spell		Spells Base	se . Bon	us Spells				_			
Save D		per day = Spell	s	- 8 - 12							
		0		WIS							
		1	_ 5					4			
		2	_ 🕇					Ċ			
		3	_								
		4	_								
		5	_					5			
		6	_ +								
		7									
		8	_								
		9		1 🗖				6			
Spell Sa	ve DC :	= 10 + WIS + Spell Level									
Concenti	ration	= wis -	+	Caster Level							
1-		NATURE BOND									
× ANII	MAT. C	COMPANION DOMA	IN	# (7			
Animal Companion's Name											
Creature T	vpe							0			
	,,							8			
×		PLACE MAGIC		"							
As	a free	action, increase your caster le	evel by 1	for 1 round.							
Level U	SES PI	ER DAY						9			
		= 3 + WIS				SCROLLS		1		DOTIONS	
``		WALK THE LINES	5	" (*	SCRULLS	*	Т	`	POTIONS	*
		sport via plants									
Level U	SES PI	ER DAY									
		= WIS			,						
×		WILD SHAPE		*							
	Tin	nes per day Time:	s Today □□□								
_											