MENHIR SAVANT

(DRUID)

Druid Level

Level Bonus +

MENHIR SAVANT

Druid Level		
1	☐	**Spirit Sense** Detect undead, fey, outsiders and astral, ethereal and incorporeal creatures
2	☐	**Place Magic** Tap into ley lines to increase your caster level
4	☐	**Resist Nature's Lure** +4 to saves against the fey and plants **Wild Shape** Become any small or medium animal
9	☐	**Venom Immunity** Immune to all poisons **Walk the Lines** Transport any distance via plants
13	☐	**Empty Body** Become ethereal
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells (WIS / WIS - 4 / WIS - 8 / WIS - 12)
	0					
	1					☐ ☐ ☐ ☐
	2					☐ ☐ ☐ ☐
	3					☐ ☐ ☐ ☐
	4					☐ ☐ ☐ ☐
	5					☐ ☐ ☐
	6					☐ ☐ ☐
	7					☐ ☐ ☐
	8					☐ ☐ ☐
	9					☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + _____ Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day	☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	Uses per day

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + _____ (Druid Level) + _____ (Misc)

PLACE MAGIC

Level 2

As a free action, increase your caster level by 1 for 1 round

USES PER DAY ☐ = 3 + WIS

WALK THE LINES

Level 9

Cast *transport via plants*

USES PER DAY ☐ = WIS

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

SCROLLS

POTIONS