			Druid	K		PREPARED	SPELLS		*
MEI	NH	IIR SAVANT	Level						
		(DRUID)	Level Bonus						
×		MENHIR SAVANT				O			
Druid		Spirit Sense							
Level <b>1</b>		Detect undead, fey, outside	rs and astral,						
-		ethereal and incorporeal creatures  Place Magic							
2			lines to increase your caster level			1			
		Resist Nature's Lure	Resist Nature's Lure +4 to saves against the fey and plants						
4		Wild Shape	and plants						
		Become any small or medium animal							
	_	Venom Immunity Immune to all poisons							
9		Walk the Lines				2			
		Transport any distance via plants  _ Empty Body							
13		Become ethereal							
15		<b>Timeless Body</b> No longer age, cannot be m	agically aged						
<u></u>						3			
Spell		SPELLS Spells _ Bas	e + Bonus Spells						
Save DC	C	per day = Spel	ls + politing obelia						
		0	WIS						
		1	<b>P P P P</b>			4			
		2				4			
		3							
		4							
		5							
		6				5			
		7							
		8							
		9				6			
Spell Save DC = 10 + WIS + Spell Level									
Caster									
Concentration = WIS + Level									
•		NATURE BOND	Ĭ.			7			
Animal Con		COMPANION DOMA	IN			/			
Allillai ooli	прип	on a realic							
Creature Ty	/pe					8			
WILD EM	TD A T	WILD EMPATHY	# (						
BONUS	IFAI	Druid Lev	el Misc			9			
		= CHA +	+						
		PLACE MAGIC	·	×	SCROLLS	<b>#</b> (	×	POTIONS	*
Asa	a free	action, increase your caster le	evel by 1 for 1 round						
	ES P	ER DAY							
2		= 3 + WIS							
Cast transport via plants Level USES PER DAY									
7		= WIS							
×		WILD SHAPE	*						
	Tin	nes per day Time	s Today						
~	-								