11/1	EN		IR SAVANT	Druid Level	×	PR	EPARED	SPELLS		×
TAT	IEN									
		(DRUID)	Bonus +			o			
*			MENHIR SAVANT	*						
	ruid evel		Spirit Sense							
	1		Detect undead, fey, outsiders 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 mediur	m animal						
			Venom Immunity							
	9	1 1	Immune to all poisons Walk the Lines				2			
			Transport any distance via plants							
1	13		Empty Body Become ethereal							
<u> </u>	1.5		Timeless Body							
	15		No longer age, cannot be ma	agically aged						
*			SPELLS	x (3			
	Spell ave DC		Spells = Base per day = Spells	+ Bonus Spells						
			0	WIS - WIS - 8 WIS - 12 - 8						
			1							
			2				— 4			
			3							
			4							
			5							
			6				5			
			7							
			8							
		9	9				6			
Spell Save DC = 10 + WIS + Spell Level						0				
Concentration = WIS + Caster Level										
NATURE BOND										
□ ANIMAL COMPANION ★ DOMAIN							— 7			
Grant	ted Pow	rer		Granted Power						
	Level			Level			8			
	DC			DC						
	Uses			Uses						
	per d	ay L	PLACE MAGIC	per day			9			
			ction, increase your caster le						DOTTONIC	
Level 2	USE	S PEF	RDAY		•	SCROLLS	*	*	POTIONS	*
_			= 3 + WIS							
``	WALK THE LINES									
Level			ort via plants R DAY							
9			= WIS							
,			WILD SHAPE	,						
	Tim	ies								
	per d		Today							