AOT	тап		Druid	PREPARED SPELLS					
AQU	J A ʻJ	TIC DRUID	Wild Wild						
		Laval	= Shape						
×		DRUID	Level			_ 0			
Druid		Nature Sense							
Level 1		+2 to Knowledge (Nature) a Wild Empathy	and Survival						
		Improve the attitude of an	animal						
2		Aquatic Adaptation Bonus while in aquatic term	ain			_ 1			
<u> </u>		Natural Swimmer							
3		Swim at half land speed							
4		Resist Ocean's Fury +4 to saves against water spells and creatures							
		Wild Shape							
		Become any small or medium animal Seaborn				2			
9		Aquatic subtype, amphibious trait, swim at land speed, endure cold Deep Diver							
13	Damage reduction, withstand deep pressure		nd deep pressure						
15		Timeless Body No longer age, cannot be m	pagiaally agad			— 3			
<u></u>			lagically aged			_			
Cmall		SPELLS People	Panua Challa						
Spell Save D	С	Spells = Bas per day = Spel	e + Bonus Spells Is + $_{+ \infty} \stackrel{\sim}{\sim}$						
		0	WIS			– 4			
		1	7777						
		2							
		3							
		4				– 5			
		5							
		6							
		7							
		8				— 6			
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concentr	ation	= WIS	+ Caster						
7		NATURE BOND	Level			7			
□ ANIMAL COMPANION ★ DOMAIN									
Granted P	owor		Granted Power			8			
	OWEI					_ 0			
Level			Level						
			200						
Us			Uses			_ 9			
pe	r day	WILD EMPATHY			SCROLLS			POTIONS	
WILD EA	ИРАТ				SCITOLLS			10110115	
BONUS		Druid Lev	el Misc						
		= CHA +	+						
*	Α	QUATIC ADAPTAT	ION						
AQUATI BONUS	С	Druid Level							
POMOS		= ÷ 2							
Denus to 1	nitia:		proportion Charlet						
Survival, a	nd Swi	e, Knowledge (geography), Pe m while in aquatic terrains.	erception, Stearth,						
×		WILD SHAPE	*						
	Tin		s Today						