

Sahagin Adept

A sahagin adept dedicates herself to preserving the knowledge of the first sahagins and ensuring her people's ancient connections to the natural world remain undisturbed. They serve as the keepers of the roots of the sahagin people and as their protectors.

The sahagin adept is an archetype of the druid class, available only to sahagin druids.

Domains: A sahagin adept who chooses a domain must choose the Community or Water domain.

Augment Summoning (Su): At 3rd level, any creature with the water subtype the sahagin adept summons with either summon monster or summon nature's ally gains the benefits of the Augment Summoning feat.

This ability replaces trackless step.

Resist Water's Call (Su): At 4th level, a sahagin adept gains a +4 bonus on saving throws against the spell-like and supernatural abilities of outsiders with the aquatic or water subtype, fey with the aquatic or water subtype, and spells and effects with the elemental [water] descriptor.

This ability replaces resist nature's lure.

Wild Shape (Su): At 5th level, a sahagin adept gains the ability to use wild shape. When a sahagin adept takes the form of a creature with the aquatic or water subtype, this ability functions at her druid level + 1. For all other forms, she uses her normal druid level.

This ability otherwise functions as and replaces wild shape.

Commune with Water Spirits: At 9th level, a sahagin adept adds *commune* to her druid spell list. She may use this spell whether she worships a deity or elemental forces.

This ability replaces venom immunity.