

PATH OF THE WILDS




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PATH OF THE WILDS

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PATH OF THE WILDS

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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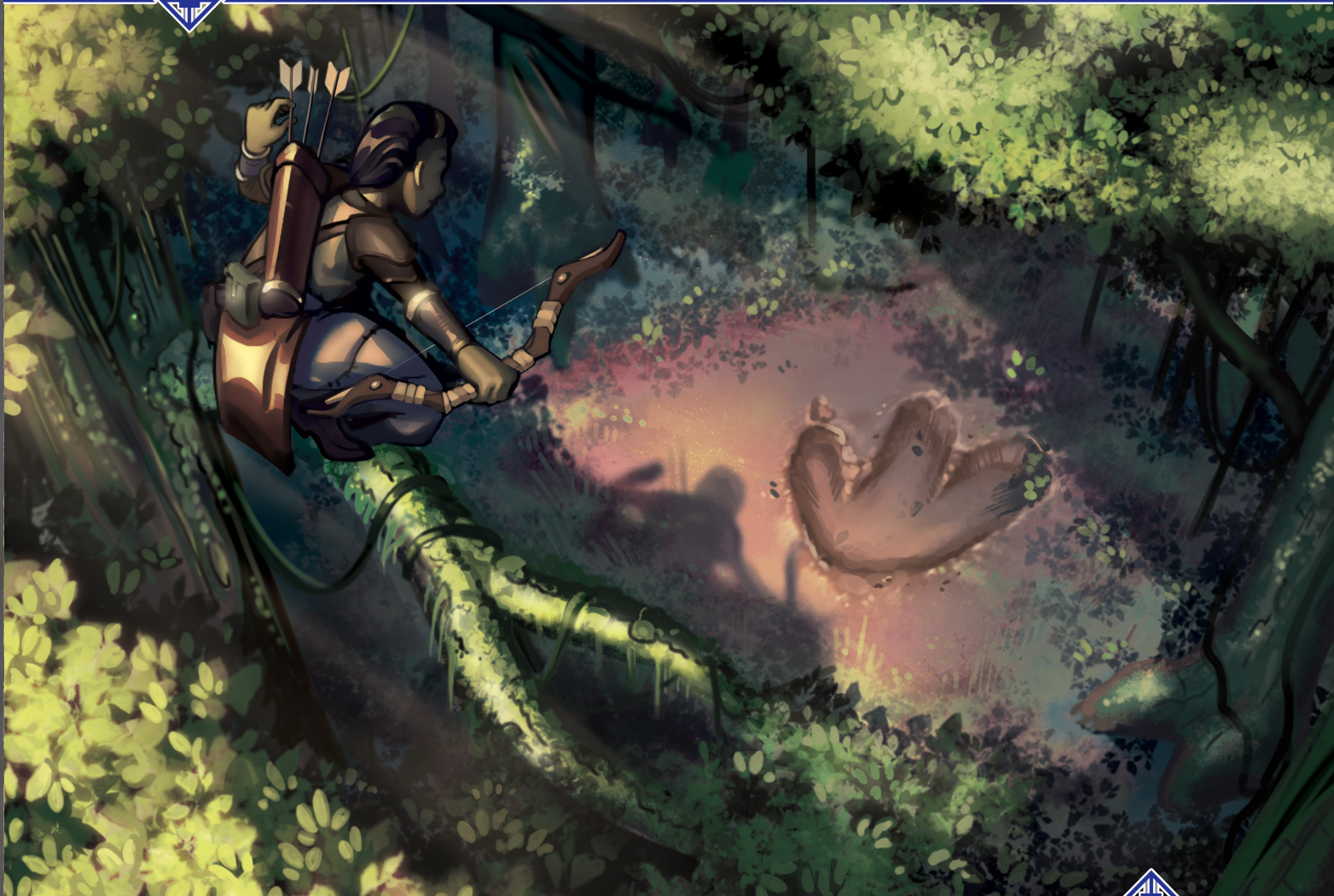


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Magic, at its core, is often about control. Whether binding a demon, healing the sick, or razing a village to the ground, magic can grant its wielders authority over reality. The most powerful thaumaturges, priests, and occult scholars are thus called “masters”, not just for their mastery over magic, but for the power they wield over others: their ability to bend the world to their will.

Not all spellcasters are this way, however. There are some that choose not to speak, but to listen, hearing the call of the hunt and the voices upon the wind. To not envision, but to see, viewing the world as not a tool to be used but a part of a greater whole. To not control, but to ask. To not *master*, but to learn.

The druidic hermit distances himself from civilization, immersed in the tranquil forest that he protects with his life, the wilds repaying his kindness with its bounty. An outlander constantly seeks new lands and new horizons, charting new paths to allow safe passage for those that follow. The wizened sorcerer taps into the primal forces

of nature, serving as a conduit for its eruptive displays of strength. A shaman prepares a protective ritual for her clan, asking the spirits for guidance in the rough winter ahead. The hunter tracks his prey through the dense jungle, only content to survive on what he can forage – or what he can kill. Each of these may be called “masters” of the wilds, but in truth they are simply playing their part, a single instrument within nature’s grand symphony.

The wilds bless those that join into this harmony, teaching them how to work *with* creation, instead of commanding it. Leading the pack through understanding, and not fear. Flowing with the river, not simply diverting it. Embracing nature for its majesty, and respecting its awesome power. But there are times when the wilds are threatened, and the balance is tipped. When that day comes, the students must answer their teacher’s call, fighting with steel and claw, fire and fang, until harmony is restored to the land.

WHAT TO EXPECT

Path of the Wilds harnesses the forces of nature and brings them into the Pathfinder Roleplaying Game. Within these pages lie new classes, archetypes, spells, and more, all of which will help you bring natural magic into your own games. Whether you want to master the four elements, hunt down dangerous prey, or hear the whispers among the trees, *Path of the Wilds* has something to help would-be guardians of nature reach their full potential.

The book is divided into five chapters, each one covering a different aspect of the game. Presented here is a brief description of each of the chapters in the book to give you a better idea of what material is found within these pages. You can also reference the index on page 101 to find specific terms and features.

Chapter I – Classes: This chapter focuses on three new 20-level base classes: the elementer, the invoker, and the warden. The elementer channels the powers of air, earth, fire, and water, and can use them both through magic and to augment their combat capability. The invoker is a warrior that bonds with spirits of the wild to harness their power, including a dedicated companion that supports him with magic. Finally, the warden is a wise protector, using the facets of nature to shield their allies from harm. These classes are designed to be comparable in power to existing Pathfinder Roleplaying Game classes while still filling their own niche within a party, and have more than enough options throughout the book so players don't feel left out from the plethora of archetypes and expanded abilities available to existing player classes.

Chapter II – Archetypes and Options: This chapter focuses on adding new nature-based options to existing classes. This includes new selectable options for existing mechanics such as kineticist talents, or new archetypes for a player to take such as the gemoancer druid or elemental savant sorcerer. As *Path of the Wilds* focuses on elements, natural creatures, and the environment, the majority of options are given to classes already themed around nature to some degree, such as druid, shifter, and ranger, though some other classes such as barbarian, paladin, and medium gain new options to incorporate natural magics.

The three new classes featured in Chapter I are also given options, with a few new archetypes each for the elementer, invoker, and warden.

Chapter III – Feats: This chapter contains over 30 feats for both existing classes and new classes featured in this book. The feats are focused around improving nature-based abilities like wild empathy, hunter's bond, or plant- and animal-based spells. Feats exclusive to the new classes of *Path of the Wilds* are also included to give more options to characters of these classes.

Chapter IV – Spells: This chapter holds 60 new spells for arcane and divine spellcasters alike, tapping into the powers of nature in numerous ways. The new spells primarily incorporate the four elements, plants, and animals, including new rules for the optional [animal] and [plant] descriptors added by this book. The new elementer and invoker classes gain a few exclusive spells, as well: the elementer gains "prism" spells that use the four elements at once, while the invoker gains new "dominion" spells whose function changes depending on the spirits the invoker is currently using.

Chapter V – Magic Items: The final chapter in *Path of the Wilds* is centered around new magic items. Weapons, armor, wondrous items, and more can be found here, including equipment for the new classes introduced in Chapter I. To make integration of these items into your game easier, the items and special properties in this chapter have been divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment* for use in randomized tables.

REFERENCES IN THE BOOK

In many areas throughout *Path of the Wilds* it would be impractical to list out each reference to existing Pathfinder Roleplaying Game material, particularly when referencing spells and feats. Instead, the following shorthand is used in reference to material, as follows:

ACG – *Pathfinder Roleplaying Game Advanced Class Guide*
APG – *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG – *Pathfinder Roleplaying Game Advanced Race Guide*
B1-B6 – *Pathfinder Roleplaying Game Bestiary 1 - 6*
HA – *Pathfinder Roleplaying Game Horror Adventures*
MC – *Pathfinder Roleplaying Game Monster Codex*
UC – *Pathfinder Roleplaying Game Ultimate Combat*
UI – *Pathfinder Roleplaying Game Ultimate Intrigue*
UM – *Pathfinder Roleplaying Game Ultimate Magic*
UW – *Pathfinder Roleplaying Game Ultimate Wilderness*
VC – *Pathfinder Roleplaying Game Villain Codex*

Spells, feats, and abilities marked with an asterisk (*) are new material found in this book. Feats and spells without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*.

CHAPTER I

CLASSES

THE CLASSES

The magics of the wilds are not easily understood. Whether studying the fundamental elements of creation or invoking the enigmatic souls of the world, those that wish to harness the forces of nature must dedicate themselves to the pursuit entirely. Others choose not to master nature, but rather serve it, taking on the mantle of a guardian of the wilds to protect it from any threat. The following character classes present new options for players and greater variety for a Game Master's cast of enemies and allies.

CLASSES

The three new base classes presented in *Path of the Wilds* focus around new ways of harnessing the powers of nature, such as elemental magic, plants, or wild spirits. These three classes are equivalent in power to existing classes in *Pathfinder Roleplaying Game* material, such as a bard or sorcerer.

Each new class presents new character themes, as follows:

Elementer: The elementer is a master of planar magic, channeling the forces of air, earth, fire, and water. Able to fight both as magician and soldier, each spell they cast builds up a reserve of elemental energy they can use to form a powerful aegis, shielding them from harm and granting them exceptional strength.

Invoker: The invoker is an unorthodox warrior that bonds with the spirits of nature. Unlike many mystically-inclined adventurers with dedicated companions, the role of the invoker and his bonded spirit are reversed, the invoker engaging foes head-on while his ally supports him with magic from afar.

Warden: Wardens are stalwart defenders of the wilderness, channeling the facets of nature to create magical barriers that aid friends and hinder foes. As they grow in strength, their dedication is rewarded through learning hidden secrets of the earth, gaining new ways to heal the weak and guide the land itself.

ELEMENTER

Within the wide spheres of arcane magics, few can match the spectacle—and raw power—of elemental magic. Eldritch scholars, hermetic mystics, and pious theurges alike are all likely to tap into the powers of the planes, but none are as focused in their mastery of evoking primal force as the elementer. Whether combining their arcane spells into more potent forms or reducing them to their most basic components, elementers push the powers of air, earth, fire, and water to their limits. These masters of planar magics are not merely bookish magicians, however: elementers can draw residual energy into themselves, infusing their very being with roiling elemental might to combat the strongest of foes on equal footing.

Role: Elementers can compete with enlightened spellcasters and tempered warriors both, but can only direct their power to one of these ends at a time. Careful consideration must be given to how the elementer will engage her foes lest she find herself unable to use her powers at critical moments.

Alignment: Any

Hit Die: d8

Starting Age: Trained

Starting Wealth: $3d6 \times 10$ gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The elementer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Points Per Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the elementer.

Table: Elementer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0th	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Aegis, Affinity, Cantrips, Energy Pool	3	2	—	—	—	—	—
2nd	+1	+0	+3	+3	Evasion, Spell Twists	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Potency	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Barrier	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Spell Twist	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Affinity (Moderate), Fusion	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Attunement (1/day)	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Spell Twist	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Absorption	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Fusion	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Affinity (Greater), Spell Twist	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Improved Evasion	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Attunement (2/day)	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Fusion, Spell Twist	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Greater Barrier	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Affinity (Maximum)	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Spell Twist	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Fusion	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Attunement (3/day)	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Spell Twist, Supremacy	5	5	5	5	5	5	5

Weapon and Armor Proficiency: An elementer is proficient with all simple weapons, plus the handaxe, glaive, greatsword, longbow, shortsword, starknife, trident, and warhammer. She is also proficient in light armor and shields (except tower shields). An elementer can cast elementer spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an elementer wearing medium or heavy armor incurs a chance of spell failure if the spell in question has a somatic component. A multiclass elementer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: An elementer casts arcane spells drawn from the elementer spell list. An elementer must choose and prepare her spells ahead of time.

To learn, prepare, or cast a spell, the elementer must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an elementer's spell is 10 + the spell level + the elementer's Intelligence modifier.

An elementer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Elementer**. In addition, she receives

bonus spells per day if she has a high Intelligence score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

An elementer may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the elementer decides which spells to prepare.

Spellbooks: An elementer must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for *read magic*, which all elementers can prepare from memory. An elementer begins play with a spellbook containing all 0-level elementer spells plus three 1st-level elementer spells of her choice. The elementer also selects a number of additional 1st-level elementer spells equal to her Intelligence modifier to add to her spellbook. At each new elementer level, she gains two new elementer spells of any spell level or levels that she can cast (based on her new elementer level or depending on what elements she has selected with her fusion class feature, see below) for her spellbook. At any time, an elementer can also add spells found in other spellbooks to her own (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*).

An elementer can learn spells from a wizard's or magus's spellbook, just as a wizard or magus can from an elementer's spellbook. The spells learned must be on the elementer's spell list, as normal. An alchemist can learn formulae from an elementer's spellbook, if the spells are also on the alchemist formula list. An elementer cannot learn spells from an alchemist.

Elemental Spells: Many spells on the elementer's spell list are categorized under one of four elemental categories: air, earth, fire, or water. Spells in these four categories are referred to as elemental spells. Many of the elementer's class features, such as fusion and what spells contribute to her energy pool (see below), are dependent on elemental spells. A spell can be listed under more than one category. If a spell is not listed under any of the four categories, that spell cannot be used with class features that require an elemental spell.

Aegis (Su): All elementers learn a potent technique to envelop themselves in elemental force, shaping it into a raiment of energy. This is known as creating an *aegis*, and while powerful it is not without its limitations.

The elementer can enter into her aegis form as a swift action if she has at least one point in her energy pool (see below). Doing so consumes 1 point from her energy pool. While in her aegis form, she gains a +2 bonus on attack rolls and to her AC. This bonus increases by +1 at 5th level and every four elementer levels thereafter to a maximum of +6 at 17th level.

While in her aegis form, the elementer is unable to cast spells, use spell trigger or spell completion magic items, or able to gain points in her energy pool. At the start of each of her turns while in aegis form, the elementer loses 1 point from her energy pool. If she ever starts her turn with 0 energy points her aegis form immediately ends. She can also voluntarily exit aegis form as a free action at any time. Once she leaves aegis form (whether due to running out of energy or exiting voluntarily), she cannot re-enter until the end of her next turn.

Affinity (Su): At 1st level, the elementer learns how to harness the elements to improve her aegis form. Each day when she prepares her spells she selects a single lesser affinity power from those listed and the end of the class description. She gains the benefits of that affinity power while she is in her aegis form. The choice remains until she prepares spells again, at which point she can choose a different affinity power.

Upon reaching 6th, 11th, and 16th levels, the elementer may also select a moderate, greater, and master affinity power, respectively. She chooses all of these powers when she prepares her spells each day. However, she does not automatically gain the benefit of these affinity powers while she is in her aegis form.

In order to benefit from her moderate affinity power, she must spend 2 points from her energy pool when

entering her aegis form and spend 2 points each round she maintains it, rather than 1 point as normal. To benefit from her greater affinity power, the costs increase to 4 points, while her master affinity power requires 6 points. She gains the benefits of all powers of a lower tier when she does so, and cannot change her per-round energy cost until she exits and re-enters her aegis form. For example, if she decides to benefit from her greater affinity power, it costs her 4 energy points to enter and maintain the aegis form, and she gains the benefits of her lesser, moderate, and greater affinity powers.

Affinity powers are categorized into one of four elements: air, earth, fire, or water. If she is currently benefiting from more than one power of the same element, she gains additional effects depending on the number she is currently benefiting from as listed in that power's "synergy" entry.

Cantrips: Elementers can prepare a number of cantrips, or 0-level spells, each day, as noted on **Table: Elementer** under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Energy Pool (Su): As an elementer casts her spells, she retains a portion of their residual power, slowly building it in a reservoir of planar energy. This is represented by her energy pool. The energy pool has a maximum equal to the elementer's level + her Intelligence modifier (minimum 1). She starts each day with a number of points in the pool equal to half its maximum, rounded down. Any points she had from the previous day are lost. The elementer cannot gain points in her energy pool while she is in her aegis form unless explicitly stated otherwise. She can build energy points in one of two ways:

Cast a Spell: Whenever the elementer casts an elemental spell of 1st level or higher or uses a spell twist (see below), she gains a number of points in her energy pool equal to the spell's level.

Conversion: The elementer can use a standard action that does not provoke attacks of opportunity to sacrifice any number of prepared elemental spells. The elementer gains a number of points in her energy pool equal to half the total spell levels of the spells she sacrificed, rounded up. For example, if she sacrifices a 1st level, 2nd level, and 4th level spell, she would gain four energy points. She cannot sacrifice cantrips in this manner.

Evasion (Ex): At 2nd level and higher, an elementer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the elementer is wearing light armor or no armor. A helpless elementer does not gain the benefit of evasion.

Table: Fusion

Spell Level	Total Spell Levels Needed to Prepare a Fused Spell
2nd	3
3rd	4
4th	5
5th	7
6th	9
7th	12
8th	15
9th	18

Spell Twist (Sp): Beginning at 2nd level, the elementer learns how to shape her spells into a simpler yet still potent form. She selects two spell twists from the list at the end of the class description. She gains an additional spell twist for every three levels obtained after 2nd, to a maximum of eight spell twists at 20th level.

Spell twists let the elementer convert a prepared elemental spell into a new effect. Each spell twist has an associated elemental category (air, earth, fire, or water); she may only use a particular spell twist by sacrificing a prepared elementer spell of the specified elemental category that is 1st level or higher. The exception to this are spell twists with the “All” category; such spell twists can be used by converting a spell of 1st level or higher from any of the four elemental categories and change their function based on the element used.

Using a spell twist is a standard action that provokes attacks of opportunity unless otherwise stated. If a spell twist calls for a saving throw, the save DC is equal to 10 + the sacrificed spell’s slot level + the elementer’s Intelligence modifier. Using a spell twist grants the elementer points in her energy pool as if she had cast the sacrificed spell normally. Unlike spells, the elementer can use spell twists while she is in her aegis form, though she does not gain energy points for doing so, as normal.

If she uses a spell twist by sacrificing a spell prepared in a higher-level slot than normal (whether by simply preparing in a higher level slot or by preparing the spell with metamagic feats), she calculates the DC and effects of the spell twist using the level of slot the spell is prepared in, rather than its original level.

Potency (Ex): Upon reaching 3rd level, an elementer can infuse her arcane spells with further power. Whenever she casts an elemental spell or uses a spell twist that deals damage she deals an additional +1 damage per die rolled.

Barrier (Su): Starting at 4th level, the elementer gains an invisible shield of elemental force that protects her from energy attacks. She gains 10 “points” of energy resistance in this barrier, which increases by 10 points

for every three elementer levels gained thereafter to a maximum of 60 points at 19th level.

When the elementer prepares her spells for the day, she must assign these points of energy resistance to either acid, cold, electricity, or fire resistance, and must do so in increments of 5. For example, a 7th level elementer has 20 points of resistance to assign. She could assign all 20 to fire to have fire resistance 20, have acid resistance 10 and electricity resistance 10, or have resistance 5 for all four energy types.

The elementer has the chosen resistances until she prepares spells again, at which point she can redistribute them as she chooses.

Fusion (Sp): Beginning at 6th level, an elementer learns how to combine magical energy into varied and more powerful forms than she would normally be able to create.

The elementer must select a single elemental spell category: air, earth, fire, or water. When preparing her spells, she may instead choose to fuse her spell slots to prepare a spell from that elemental category that she has in her spell book. To do so, she must combine a number of spell slots whose total spell levels is greater than or equal to the value shown in **Table: Fusion** for the level of spell she wishes to prepare. For example, if she wishes to prepare *lightning bolt* (a 3rd level spell), she must give up a number of spell slots whose total levels is at least four or more. This could be any combination of spell slots, such as two 2nd level spell slots or four 1st level slots. An elementer can only fuse a spell of a level that she would normally be able to prepare (2nd level spells when she gains this ability, 3rd level spells at 7th elementer level, and so on).

Casting a fused spell counts as casting an elementer spell for all purposes, including applying feats such as Spell Focus or generating points for her energy pool. She cannot apply metamagic feats to a spell prepared this way.

When the elementer reaches 10th, 14th, and 18th levels, she can select an additional elemental category that she can prepare spells from using fusion. Alternatively, she can select a category she had previously selected to enhance the level of spell she can fuse. If she does, instead of being limited to spells she could normally prepare, she can instead fuse spells from the chosen elemental category whose level is up to half her elementer level, rounded down, to a maximum of 9th level spells when she reaches 18th level. She cannot select the same element more than twice.

When the elementer increases in level and gains her two free spells for her spellbook (see Spellbooks, above), she can choose to learn any elemental spell she could prepare with fusion, rather than just spells she could cast normally with her spell slots.

Attunement (Ex): Starting at 7th level, an elementer learns how to adapt her aegis form to new threats. As a free action, the elementer can exchange her currently selected affinity powers for a new selection. She immediately gains the effects of the new affinity powers while losing the old, including their synergy effects, if applicable. The elementer can only do this once per day, plus an additional time per day upon reaching 13th and 19th levels, but no more than once per round.

Absorption (Su): At 9th level, the elementer can absorb some residual energy from elemental effects. Absorption can be used whenever the elementer is subjected to an effect that would deal acid, cold, electricity, or fire damage to her, but she completely negates the damage in some way (taking 0 damage from the effect). Any method of damage negation, including energy resistance, *protection from energy*, or the evasion class feature all can trigger this effect.

If she reduces the damage to zero, for every 20 points of damage she negated she immediately gains 1 point in her energy pool. This functions even while the elementer is in her aegis form. An elementer cannot trigger absorption from a damaging effect that originates from herself (spell, ability, item, or otherwise).

Improved Evasion (Ex): At 12th level, the elementer's evasion improves. This ability works like evasion, except that while the elementer still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless elementer does not gain the benefit of improved evasion.

Greater Barrier (Su): At 15th level, the elementer's barrier grows in strength. If the elementer has at least 30 points of resistance assigned to an energy type through her barrier class feature, she gains immunity to that damage type, instead.

Supremacy (Ex): At 20th level, the elementer becomes a master of the four elements. Half of all acid, cold, electricity, or fire damage she deals ignores any elemental resistances or immunities. This does not bypass her own resistances or immunities. Elemental spells and spell twists she use that deal slashing, bludgeoning, or piercing damage, such as *stone call*^{APG}, ignore any damage reduction that is not DR/— (excluding her own).

AFFINITY POWERS

The following represent the available affinity powers an elementer can prepare. Each one is divided into four parts: type, element, effect, and synergy. Affinity powers are sorted first by tier then by element.

Tier: The strength of the affinity power. A power can be a lesser, moderate, greater, or master affinity power. At first, the elementer can only prepare a single lesser power. When she reaches 6th level, she can also prepare

a moderate power. At 11th level, she can prepare a greater power, and at 16th level she can prepare a master power. Gaining the benefits of her moderate, greater, and master affinity powers require the elementer to spend additional energy points (see affinity powers in the class description).

Element: The power's element, which can be air, earth, fire, or water. Preparing multiple powers of the same type can grant synergy effects (see below).

Effect: The benefit granted to the elementer while she is in aegis form and has paid the required energy cost for the power.

Synergy: The synergy effect for a given affinity power. Synergy powers are available if the elementer is currently benefiting from more than one affinity power of the same element, and grows stronger the more active affinity powers she has of that element.

RAZOR WIND

Tier: Lesser; **Element:** Air

Effect: Your strikes are infused with the power of the storm. Your weapon attacks deal +2 points of electricity damage on a hit. This damage increases by +1 at 4th level and every four levels thereafter to a maximum of +6 electricity damage. This damage is multiplied on a critical hit and stacks with other sources of electricity damage, such as the *shocking* weapon property.

Synergy: If you have at least two air powers active, increase the range increment of your ranged weapon attacks (including throwing weapons) by 20 feet. Additionally, when you attack with a melee weapon you can choose to unleash a razor wind instead of attacking normally. A razor wind attack creates a shockwave of air, effectively increasing your reach by 10 feet for that attack. The razor wind carries all of the effects of your weapon attack (including magical properties), but always deals slashing damage instead of the weapon's normal type. This damage is considered magical for the purpose of overcoming damage reduction, but does not have the material properties of the weapon you use. Enhancement bonuses to the weapon can still allow you to overcome damage reduction with the razor wind; for example, a razor wind made with a +3 *longsword* will count as cold iron and silver for the purpose of overcoming damage reduction. You cannot use razor wind on attacks of opportunity.

If you have three air powers active, the range on your razor wind increases to 15 feet and the bonus range to your ranged attacks increases to 30 feet. If you have four air powers active, the razor wind's range becomes 20 feet, and the bonus to ranged attacks becomes 40 feet.

CRUSHING STONE

Tier: Lesser; **Element:** Earth

Effect: Your strikes are infused with the weight of earth. You gain a +2 bonus on weapon damage rolls. This bonus increases by +1 at 4th level and every four levels thereafter to a maximum of +6. Your attacks are considered magical for the purpose of overcoming damage reduction.

Synergy: If you have at least two earth powers active, your weapon attacks are treated as slashing, bludgeoning, and/or piercing for the purpose of overcoming damage reduction. If you have at least three earth powers active, your weapons are also considered silver, cold iron, and adamantite, and your attacks ignore up to 5 points of any kind of damage reduction, including DR/—. If you have four earth powers active, your attacks ignore up to 10 points of damage reduction, instead. This stacks with other effects that let you ignore damage reduction such as the Penetrating Strike feat.

SEARING HEAT

Tier: Lesser; **Element:** Fire

Effect: Your strikes are infused with the power of a raging inferno. Your weapon attacks deal +2 points of fire damage on a hit. This damage increases by +1 at 4th level and every four levels thereafter to a maximum of +6 fire damage. This damage is multiplied on a critical hit and stacks with other sources of fire damage, such as the *flaming* weapon property.

Synergy: If you have at least two fire powers active, you create a burst of flame whenever you score a critical hit with a weapon attack. This burst deals 1d6 fire damage to the target and to creatures within 5 feet of it (except you). Creatures that are not the primary target can make a Reflex save to negate the damage. If your weapon has a x3 critical multiplier, the burst deals 2d6 damage; if the multiplier is x4, it instead deals 3d6 damage.

If you have at least three fire powers active, the damage increases to 1d10 (or 2d10 for a x3 weapon and 3d10 for a x4 weapon). If you have four fire powers active, the radius of the burst increases to 10 feet.

PIERCING COLD

Tier: Lesser;

Element: Water

Effect: Your strikes are infused with freezing water. Your weapon attacks deal +2 points of cold damage on a hit. This damage increases by +1 at 4th level and every four levels thereafter to a maximum of +6 cold damage. This damage is multiplied on a critical

hit and stacks with other sources of cold damage, such as the *frost* weapon property.

Synergy: If you have at least two water powers active, your successful weapon attacks leave a lingering chill on your foes. All of the creature's energy resistances (if any) are lowered by 5; this has no effect on energy immunities. If you have three or more water powers active, the target takes a -2 penalty to all saving throws. If you have four water powers active, the energy resistance penalty increases to 10. These effects last until the end of your next turn and do not stack (even from other sources).



WINDY STEP

Tier: Moderate; **Element:** Air

Effect: You are lifted into the sky by powerful winds. You gain a fly speed of 30 feet with good maneuverability.

Synergy: If you have at least two air powers active, you treat wind effects as two steps less severe. If you have at least three air powers active, you treat wind effects as three steps less severe, instead, and increase your fly speed to 40 feet. If you have four air powers active, increase your fly speed to 60 feet.

EARTHEN STEP

Tier: Moderate; **Element:** Earth

Effect: You channel the elements to move through the ground, granting you a burrow speed of 30 feet.

Synergy: If you have at least two earth powers active, you gain the earth glide universal monster ability. If you have three earth powers active, your burrow speed increases to 40 feet. If you have four earth powers active, your burrow speed increases to 60 feet.

BLAZING STEP

Tier: Moderate; **Element:** Fire

Effect: Your steps burn with elemental fire, letting you better grip onto surfaces. Your land speed increases by 20 feet.

Synergy: If you have at least two fire powers active, you ignore difficult terrain. If you have three fire powers active, your speed bonus increases to 40 feet. If you have four fire powers active, the bonus increases to 60 feet.

WAVE STEP

Tier: Moderate; **Element:** Water

Effect: You move as one with the water, gaining a swim speed of 60 feet. You can breathe underwater.

Synergy: If you have at least two water powers active, your weapon attacks suffer no penalty for being underwater. If you have three water powers active, your swim speed increases to 90 feet. If you have four water powers active, it increases to 120 feet.

CYCLONIC ARMOR

Tier: Greater; **Element:** Air

Effect: You are surrounded by a swirling vortex of air, causing ranged weapon attacks against you to have a 50% miss chance. Unusually large ranged attacks, siege weaponry, and attacks granted by spells are unaffected.

Synergy: If you have at least two air powers active, melee attacks against you suffer a 20% miss chance. If you have at least three air powers active, ranged attacks from spells, such as those granted by *scorching ray*, suffer a 20% miss chance against you. If you have four air powers active, unusually large ranged attacks and siege weaponry also suffer a 50% miss chance against you.

TECTONIC ARMOR

Tier: Greater; **Element:** Earth

Effect: Your flesh hardens like stone, granting you DR 5/bludgeoning.

Synergy: If you have two earth powers active, the damage reduction becomes DR 10/bludgeoning. If you have three earth powers active, it becomes DR 10/adamantine. If you have four earth powers active, it becomes DR 10/—.

PYROCLASTIC ARMOR

Tier: Greater; **Element:** Fire

Effect: Your surround yourself with scorching flames. Creatures striking you with a non-reach melee weapon or with their body take 1d6 fire damage.

Synergy: For each fire power you have active beyond the first, increase the damage that creatures take by 1d6. If you have three or more fire powers active, this power also affects attackers hitting you with reach weapons.

OCEANIC ARMOR

Tier: Greater; **Element:** Water

Effect: You envelop yourself with deflective waters. You gain temporary hit points equal to twice your elementer level. These temporary hit points are lost first and are removed upon leaving aegis form.

Synergy: If you have two water powers active, you gain 5 temporary hit points at the start of each of your turns. These stack with the temporary hit points granted by this power upon entering aegis form, up to twice your elementer level. If you have at least three water powers active, this increases to 10 temporary hit points per round. If you have four water powers active, the initial temporary hit points granted (and the maximum amount you can stack to with this power) increases to triple your elementer level.

RAGING TEMPEST

Tier: Master; **Element:** Air

Effect: You gain an aura that howls with a powerful storm. The aura has a maximum radius of 20 feet: you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The howling winds drown out noise, effectively deafening creatures in the area (no save). Creatures that enter or start their turn in this aura take 2d6 electricity damage and must make a Fortitude save or move at half speed for 1 round. You are unaffected by your own aura.

Synergy: If you have at least two air powers active, creatures that fail their Fortitude saves are unable to move closer to you for 1 round. If you have at least three air powers active, the damage of your aura increases to 4d6. If you have four air powers active, the maximum radius of the aura increases to 30 feet.

RUMBLING EARTH

Tier: Master; **Element:** Earth

Effect: You gain an aura that churns and shakes the earth. The aura has a maximum radius of 20 feet; you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The ground in the aura is treated as difficult terrain. Additionally, creatures that move through this area take 1d6 damage for every five feet they move through it (no save). Creatures that are not on the ground are unaffected. You are unaffected by your own aura.

Synergy: If you have at least two earth powers active, creatures that enter or start their turn inside your aura and are on the ground must make a Reflex save or become flat-footed for 1 round and begin bleeding for 2d6 damage per round. The bleed damage does not stack. If you have at least three earth powers active, the damage creatures suffer for moving through the aura increases to 1d8 per five feet moved. If you have four earth powers active, the maximum radius of the aura increases to 30 feet.

BURNING SUN

Tier: Master; **Element:** Fire

Effect: You gain an aura that burns with the fury of the sun. The aura has a maximum radius of 10 feet; you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. Creatures that enter or start their turn in this aura take 2d6 fire damage and must make a Fortitude save or become fatigued. This cannot cause a creature that is already fatigued to become exhausted. You are unaffected by your own aura.

Synergy: If you have at least two fire powers active, creatures that are fatigued and fail their Fortitude save become exhausted. If you have at least three fire powers active, the damage of your aura increases to 4d6. If you have four fire powers active, the maximum radius of the aura increases to 20 feet.

FROZEN SEAS

Tier: Master; **Element:** Water

Effect: You gain an aura that brings the chilling waters of the ocean depths. The aura has a maximum radius of 10 feet; you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The ground in this aura becomes frozen with ice. Creatures treat this area as icy ground and must make an Acrobatics check (DC equal to your affinity power DC) to move through the area at more than half speed. Failure causes it to fall prone at the start of its movement. The ground stays frozen as long as it is in your aura and for 1 round thereafter. Additionally, creatures that enter or start their turn in this aura take

2d6 cold damage (no save). You are unaffected by your own aura and the icy ground.

Synergy: If you have at least two water powers active, creatures that enter or start their turn inside your aura must make a Fortitude save or be entangled for 1 round (though they can still move). If you have at least three water powers active, the damage of your aura increases to 4d6. If you have four water powers active, the maximum radius of the aura increases to 20 feet.

SPELL TWISTS

The following lists all available spell twists to an elementer. Elementers can select any spell twist from this list at 2nd level and every three elementer levels thereafter.

Element: The spell twist's element, which can be air, earth, fire, or water, or "any". The elementer must sacrifice a prepared elemental spell of the matching element to use the spell twist. In the case of an "any" spell twist, she can use any elemental spell and the spell twist's effect changes depending on the element used.

Effect: The resulting effect of the spell twist. The effects listed here are for sacrificing a 1st level spell.

Boost: If the elementer sacrifices an elemental spell of a higher level than 1st, the spell twist gains more power as described in this section.

ASH

Element: Fire

Effect: You conjure scorching ash to blind your foes. A single creature within 30 feet of you must make a Fortitude save or be blinded for 1d4 rounds.

Boost: For every spell level above 1st, you can target an additional creature. All targets must be within range.

BARRICADE

Element: Earth

Effect: The earth rises at your command. This functions similar to a *wall of stone*, except it has a range of 30 feet, and the stone is only 1 inch thick and occupies a single 5-foot square. You cannot double the wall's area by halving its thickness, as you normally could with *wall of stone*. The wall must be on solid ground or near a similar earthen surface (like a cavern wall).

Boost: For every spell above 1st, you can create an additional two 5-foot squares of stone and the thickness of the stone increases by 1 inch (to a maximum depth of six inches). The wall must be contiguous.

BLAST

Element: Any

Effect: You create a destructive ray of planar force. You must succeed on a ranged touch attack against a

target within 30 feet. On a hit, you deal 3d8 damage of a type based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire).

Boost: For every spell level above 1st, the damage increases by 3d8 and the range increases by 10 feet.

BLAZE

Element: Fire

Effect: You set the world ablaze. You create a single 10-foot cube of fire, which must be created adjacent to your space. Creatures in the blaze take 1d6 points of fire damage each round they are in the flames; a Reflex save halves the damage. The flames last a number of rounds equal to your Intelligence modifier (minimum 1).

Boost: For every spell level above 1st, the damage increases by 1d6 and you can create an additional 10-foot cube of flames. The cubes must all be adjacent to one another (with one needing to be adjacent to you).

DROWN

Element: Water

Effect: A surge of ocean water fills a creature's lungs. A single creature within 30 feet of you takes 2d6 nonlethal damage and is staggered for 1 round. A Fortitude save halves the damage and negates the staggering effect. A creature that can breathe underwater or doesn't need to breathe at all is unaffected by this spell twist, as are creatures with no discernible anatomy to affect (such as oozes or an air elemental).

Boost: For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature. All targets must be within 30 feet of you.

ENCHANT

Element: Any

Effect: You infuse an ally with elemental energy. Their weapon attacks deal an additional 1d6 damage, with the damage type based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire). This damage is not multiplied on a critical hit and does not stack with other energy damage of the same type the creature deals with its weapons attacks. You must grant it to a single willing creature within 30 feet, and the benefit lasts for a number of rounds equal to your Intelligence modifier (minimum 1).

Boost: For every spell level above 1st, you can target an additional willing creature. For every two spell levels above 1st, the damage bonus increases by 1d6.

FLICKER

Element: Fire

Effect: You quickly vanish and reappear a short distance away, your image flickering like fire. You

teleport up to 20 feet away. Creatures and combustible objects within 5 feet of your destination take 2d4 fire damage. A Reflex save halves the damage taken.

Boost: For every spell level above 1st, the maximum distance you can teleport increases by 20 feet, and the damage increases by 2d4.

FLOOD

Element: Water

Effect: A sudden wave crashes in front of you. The water fills a 15-foot cone directly in front of you with torrential water. Non-magical fires in the area are extinguished immediately. Medium-sized (or smaller) creatures and objects in the area are pushed back: make a separate bull-rush attempt against each. You may substitute your elementer level in place of your base attack bonus and your Intelligence in place of your Strength bonus for these bull rush attempts, and the attempts do not provoke attacks of opportunity. Both the bull rush and the pushing of the objects can't exceed 5 feet beyond the cone's end.

Boost: For every spell level above 1st, the amount of water increases significantly. The range of the cone increases by 5 feet, and you gain an additional +1 bonus to your bull rush attempts. For every two spell levels above 1st, the maximum size of creatures and objects you can push increases by one size category.

FREEZE

Element: Water

Effect: You conjure a powerful chill. A single creature or object within 30 feet of you takes 2d6 cold damage; an affected creature is entangled for 1 round. A Fortitude save halves the damage and negates the entangling effect.

Boost: For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature or object. All targets must be within 30 feet of you.

GALE

Element: Air

Effect: Bellowing winds rush forth from you. The winds fill a 10-foot radius burst around you, acting as a strong wind (about 25 mph) directly away from you for 1 round. This follows all of the normal rules for strong winds, including dispersing harmful gases, mists, and vapors, penalizing ranged attacks, pushing creatures, and so on.

Boost: For every spell level above 1st, you can increase the radius of the burst by 10 feet. For every two spell levels above 1st, the strength of the winds increases by one category. If you use a 9th level spell to create tornado-strength winds, creatures are still pushed away rather than pulled inwards toward you.

IGNITE

Element: Fire

Effect: You set the target alight. A target creature or object within 30 feet of you takes 2d6 fire damage and is set on fire, taking 1d6 fire damage each round thereafter. A Reflex save halves the initial damage and negates the burning effect. A creature or object set on fire can make a Reflex save at the start of each turn, extinguishing the flames on a successful save. Submersing or dousing the target with water will not stop the burning, but does immediately grant a new save with a +4 bonus. The object or creature keeps this bonus on subsequent saves so long as it remains sufficiently doused or submersed. If not extinguished, the flames die out after a number of rounds equal to your Intelligence modifier (minimum 1).

Boost: For every spell level above 1st, the initial damage increases by 2d6 and the burning damage increases by 1d6.

MIST

Element: Water

Effect: Your body disperses into vapor as an immediate action, granting you total concealment (50% miss chance). Unlike actual total concealment, this does not prevent enemies from targeting you. The effect ends after you are targeted by a single attack or effect (whether it hits or not) or at the start of your turn, whichever comes first.

Boost: For every spell level above 1st, the concealment lasts against an additional attack or effect.

QUAKE

Element: Earth

Effect: The ground beneath your foe violently shakes. A single creature within 30 feet takes 2d6 bludgeoning damage and falls prone; this damage is considered magical for the purpose of overcoming damage reduction. A Reflex save halves the damage and negates the prone effect. Only creatures of medium size or smaller are knocked prone on a failed save.

Boost: For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature and the maximum size of creature you can knock prone increases by one size category.

SHOCK

Element: Air

Effect: A lightning bolt strikes your target. A creature or object within 30 feet takes 2d6 electricity damage; a creature struck is dazed for 1 round. A Fortitude save halves the damage and negates the daze effect.

Boost: For every spell level above 1st, the damage increases by 2d6.

SOAR

Element: Air

Effect: The wind surges around you. As a swift action, you gain a fly speed of 40 feet with good maneuverability. If you already have a fly speed, you increase it by 20 feet, instead. This fly speed lasts for a number of rounds equal to your Intelligence modifier (minimum 1). When the effect ends, if you do not have a fly speed from another source, you fall slowly to the ground (as a *fly* spell).

Boost: For every spell level above 1st, the fly speed (or bonus to a fly speed) increases by 10 feet and the duration increases by 1 round. For every three spell levels above 1st, your maneuverability increases by one step (from average to good, then from good to perfect).

SPIKE

Element: Earth

Effect: You conjure a piercing stone shard to impale your enemies. You must succeed on a ranged attack against a creature or object within 30 feet. If you hit, the stone deals 3d6 piercing damage; this damage counts as magical for the purpose of overcoming damage reduction. If you hit a creature, it begins bleeding for 1d6 damage each round.

Boost: For every spell level above 1st, the initial damage increases by 3d6. For every two levels above 1st, the bleed damage increases by 1d6.

STONE

Element: Earth

Effect: Your body turns to stone. As a swift action, you solidify into solid rock. While stone, you add your Intelligence modifier to your Armor Class and CMD (minimum +1) and gain DR 2/adamantine. You cannot take any actions, move, or speak while turned to stone, though you are not considered helpless. The effect lasts until the start of your next turn.

Boost: For every spell level above 1st, increase the bonus to your CMD by 2 and the damage reduction you gain by 1. For every two spell levels above 1st, increase your bonus to AC by 1, and you gain a stacking 25% chance to negate critical hits and sneak attacks while you are stone.

THUNDER

Element: Air

Effect: A deafening burst of thunder erupts from you. Creatures within 10 feet of you take 1d8 sonic damage and are deafened for 1 minute. A Fortitude save halves the damage and negates the deafening effect.

Boost: For every spell level above 1st, increase the damage by 1d8. For every two levels above 1st, you can increase the radius of the burst by 10 feet.

WARD

Element: Any

Effect: You protect an ally from the elements. A willing creature within 30 feet takes half damage from a single energy type for a number of rounds equal to your Intelligence modifier (minimum 1). This reduction is applied after energy resistance, *protection from energy*, and other similar effects. The type of damage is based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire).

Boost: For every spell level above 1st, you can target an additional ally. All targets must be in range and are protected against the same damage type.

WARP

Element: Any

Effect: You infuse yourself with power as a swift action. The next damaging spell or spell twist you use this turn deals +1 damage per die rolled. Additionally, you can change the damage of that spell or spell twist to a type based on the element of the spell you sacrificed: acid (earth), cold (water), electricity (air), or fire (fire). You can only warp a spell of 1st level or lower or a spell twist created from sacrificing a 1st level elemental spell.

Boost: For every spell level above 1st, you can warp a spell or spell twist one level higher.

ELEMENTER SPELLS

Elementers gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

Each level of elementer spell has sections for air, earth, fire, and water. Spells in these four categories are considered “elemental spells” for the purpose of class features such as spell twists, fusion, and so on. A spell can be listed in more than one category.

Additionally, the elementer typically can only prepare and cast spells of up to 6th level. The elementer can prepare spells on her spell list that are above 6th level through the fusion class feature. The elementer still treats those spells as being on her spell list for the purpose of using magic items, even if she does not have the fusion required to prepare them.

0-Level Elementer Spells:

Air: *message*

Earth: *acid splash*

Fire: *flare, spark*^{APG}

Water: *create water, freeze**, *ray of frost*

arcane mark, dancing lights, detect magic, light, mage hand, mending, open/close, read magic, resistance

1st-Level Elementer Spells:

Air: *air bubble*^{UC}, *alter winds*^{APG}, *body capacitance*^{ACG}, *energy missiles**, *feather fall, gentle breeze*^{ACG}, *resist energy, shock shield*^{UC}, *shocking grasp, windy escape*^{ARG}

Earth: *corrosive touch*^{UM}, *earthen shard**, *energy missiles**, *expeditious excavation*^{APG}, *grease, magic stone, mighty fist of the earth*^{ARG}, *mudball*^{ARG}, *resist energy, stone fist*^{APG}, *stone shield*^{ARG}, *thunderstomp*^{ACG}

Fire: *burning hands, energy missiles**, *flare burst*^{APG}, *produce flame, resist energy, sun metal*^{UC}, *touch of combustion*^{ARG}

Water: *energy missiles**, *frostbite*^{UM}, *hydraulic push*^{APG}, *icicle dagger*^{UM}, *marid's mastery*^{ARG}, *obscuring mist, resist energy, snowball*^{UW}, *touch of the sea*^{APG}, *wave shield*^{ACG}

abjuring step^{UC}, *abundant ammunition*^{UC}, *anticipate peril*^{UM}, *blurred movement*^{ACG}, *cloak of shade*^{APG}, *comprehend languages, dancing lantern*^{APG}, *endure elements, expeditious retreat, featherstep*^{APG}, *floating disk, heightened awareness*^{ACG}, *identify, line in the sand*^{ACG}, *longshot*^{UC}, *longstrider, mage armor, magic weapon, monkey fish*^{ACG}, *shield, true strike, unerring weapon*^{UC}, *warding weapon*^{UC}

2nd-Level Elementer Spells:

Air: *aggressive thundercloud*^{ACG}, *air step*^{ACG}, *defensive shock*^{UM}, *elemental touch*^{APG}, *glide*^{APG}, *gust of wind, gusting sphere*^{ARG}, *levitate, prism bolt**, *protection from energy, resist energy (communal)*^{UC}, *steal breath*^{ARG}, *whispering wind, with the wind*^W

Earth: *acid arrow, binding earth*^{ARG}, *clear terrain**, *create pit*^{APG}, *elemental touch*^{APG}, *groundswell*^{ARG}, *molten orb*^{ACG}, *mud buddy*^{ARG}, *prism bolt**, *protection from energy, resist energy (communal)*^{UC}, *shatter, soften earth and stone, stone call*^{APG}, *stone discus*^{APG}, *tar ball*^{UM}

Fire: *boiling blood*^{UM}, *burning gaze*^{APG}, *campfire wall*^{APG}, *continual flame, elemental touch*^{APG}, *fiery shuriken*^{UC}, *fire breath*^{APG}, *flame dash**, *flaming sphere, fury of the sun*^{ARG}, *heat metal, molten orb*^{ACG}, *prism bolt**, *protection from energy, pyrotechnics, resist energy (communal)*^{UC}, *scorching ray, spontaneous immolation*^{UC}, *tar ball*^{UM}

Water: *aboleth's lung*^{ARG}, *chill metal, cloudburst**, *dousing rain*^{VC}, *elemental touch*^{APG}, *fog cloud, frigid touch*^{UM}, *frost fall*^{UC}, *ice slick*^{MC}, *icy trail**, *prism bolt**, *protection from energy, resist energy (communal)*^{UC}, *river whip*^{ACG}, *slipstream*^{APG}, *unshakable chill*^{UM}, *winter grasp*^{UW}

ablative barrier^{UC}, *arcane lock, badger's ferocity*^{UM}, *bull's strength, cat's grace, certain grip*^{UC}, *detect magic (greater)*^{UI}, *endure elements (communal)*^{UC}, *elemental speech*^{APG}, *fox's cunning, imbue with elemental might*^{ARG}, *make whole, returning weapon*^{UC}, *spider climb, versatile weapon*^{APG}

3rd-Level Elementer Spells:

Air: *air breathing*^{MC}, *air geyser*^{ACG}, *call lightning, cloak of winds*^{APG}, *draconic reservoir*^{APG}, *elemental aura*^{APG}, *fly, lightning*

bolt, prism burst, protection from energy (communal)^{UC}, tailwind^{UW}, wind wall*

Earth: *burrow^{UM}, draconic reservoir^{APG}, earth tremor^{UW}, elemental aura^{APG}, hand of stone*, heart of the metal^{ACG}, meld into stone, prism burst*, protection from energy (communal)^{UC}, raging rubble^{RG}, shifting sand^{APG}, spiked pit^{APG}, stone shape, thunderstomp (greater)^{ACG}*

Fire: *ash storm^{UM}, draconic reservoir^{APG}, elemental aura^{APG}, fire trail^{ARG}, fire trap, fireball, firestream^{ARG}, flame arrow, flash fire^{UW}, heat wave*, prism burst*, protection from energy (communal)^{UC}*

Water: *aqueous orb^{APG}, cold snap*, cup of dust^{APG}, desiccate*, draconic reservoir^{APG}, elemental aura^{APG}, gaseous form, hydraulic torrent^{APG}, prism burst*, protection from energy (communal)^{UC}, quench, sleet storm, tail current^{UW}, water breathing, water walk*

arcane sight, burst of speed^{UC}, control temperature, dispel magic, expose*, featherstep (mass)^{APG}, haste, keen edge, locate weakness^{UC}, longstrider (greater)^{ACG}, magic weapon (greater), returning weapon (communal)^{UC}, slow, tongues, ward of the season^{ARG}, weather shield**

4th-Level Elementer Spells:

Air: *absorbing inhalation^{ARG}, aggressive thundercloud (greater)^{ACG}, air walk, ball lightning^{APG}, cloud shape^{ARG}, detonate^{APG}, dragon's breath^{APG}, elemental body I, prism shield*, river of wind^{APG}*

Earth: *acid pit^{APG}, calcific touch^{APG}, detonate^{APG}, dragon's breath^{APG}, earth glide^{ARG}, elemental body I, obsidian flow^{UC}, pillar of earth*, prism shield*, slowing mud^{ACG}, spike stones, stoneskin, tremorsense*, vitriolic mist^{UM}, volcanic storm^{UM}*

Fire: *controlled fireball^{FI}, curse of burning sleep^{ACG}, detonate^{APG}, dragon's breath^{APG}, elemental body I, fire shield, firefall^{APG}, flaming sphere (greater)^{ACG}, obsidian flow^{UC}, prism shield*, pyrotechnic eruption^{HA}, scorching ash form^{ARG}, volcanic storm^{UM}, wall of fire*

Water: *creeping ice^{ACG}, control ice*, detonate^{APG}, downpour*, dragon's breath^{APG}, elemental body I, ice storm, prism shield*, ride the waves^{UM}, solid fog, wall of ice*

dimension door, dimensional anchor, dismissal, life bubble^{APG}, planar adaptation^{APG}, secure shelter, tongues (communal)^{UC}

5th-Level Elementer Spells:

Air: *air walk (communal)^{UC}, call lightning storm, control winds, elemental body II, fickle winds^{UM}, lightning arc^{UM}, living storm*, overland flight, prism assault*, suffocation^{APG}, wind blades^{ARG}*

Earth: *acidic spray^{UM}, cave fangs^{UW}, corrosive consumption^{UM}, elemental body II, hungry earth^{MC}, hungry pit^{APG}, passwall, prism assault*, stoneskin (communal)^{UC}, transmute mud to rock, transmute rock to mud, tremorsense (communal)*, wall of stone*

Fire: *damnation stride^{ARG}, elemental body II, fire snake^{APG}, geyser^{APG}, prism assault*, solar flare*, wildfire**

Water: *cone of cold, control water, elemental body II, embrace the deep*, fluid form, geyser^{APG}, icy prison^{UM}, maelstrom*, prism assault*, tidal surge^{UW}*

banishment, contact other plane, expose (greater), glimpse of truth^{UI}, sending, telekinesis, telepathic bond, teleport, wall of force, weather shield (mass)**

6th-Level Elementer Spells:

Air: *chain lightning, elemental body III, path of the winds^{ARG}, prism barrier*, sirocco^{APG}, wind walk*

Earth: *acid fog, binding earth (mass)^{ARG}, elemental body III, flesh to stone, move earth, prism barrier*, stone to flesh, tar pool^{UC}*

Fire: *chains of fire^{ARG}, contagious flame^{APG}, elemental body III, prism barrier*, sirocco^{APG}, tar pool^{UC}*

Water: *acid fog, cold ice strike^{UM}, elemental body III, freezing sphere, ice crystal teleport^{UM}, prism barrier**

antimagic field, bull's strength (mass), cat's grace (mass), dimensional bounce^{ACG}, dispel magic (greater), fox's cunning (mass), getaway^{APG}, planar adaptation (mass)^{APG}, plane shift, spell turning, true seeing, walk through space^{UC}

7th-Level Elementer Spells:

Air: *control weather, elemental body IV, fly (mass)^{APG}, scouring winds^{UM}, tempest hammer**

Earth: *caustic eruption^{UM}, elemental body IV, lava burst*, rampart^{APG}, scouring winds^{UM}, statue, stone tell*

Fire: *delayed blast fireball, elemental body IV, firebrand^{APG}, lava burst*, rain of fire**

Water: *control weather, elemental body IV, ice body^{UM}, vortex*

8th-Level Elementer Spells:

Air: *lightning strike*, stormbolts^{APG}, whirlwind*

Earth: *earthquake, repel metal or stone, wall of lava^{APG}*

Fire: *fire storm, incendiary cloud, wall of lava^{APG}*

Water: *horrid willing, polar ray, seamantle^{APG}*

9th-Level Elementer Spells:

Air: *ride the lightning^{UM}, storm of vengeance, suffocation (mass)^{APG}, winds of vengeance^{APG}*

Earth: *clashing rocks^{APG}, eruption*, world wave^{APG}*

Fire: *eruption*, fiery body^{APG}, meteor swarm*

Water: *icy prison (mass)^{UM}, polar midnight^{UM}, tsunami^{APG}, world wave^{APG}*

INVOKER

Whether by an innate affinity for wild magic, a mystical gift by some greater force, or by having a powerful strength of will, invokers find the spirits of the natural world drawn to them. In time, they invariably form a covenant with one of these spirits, one who resonates with the invoker's soul and ideals. The two form an inseparable pair whose very essence is intertwined, becoming greater than the sum of their individual strengths so that they may protect themselves and that which they hold dear. As they grow in mutual understanding and power, they draw further spirits to their cause, channeling the strength of the countless voices of the wilds to take on any threat.

Role: Invokers are as diverse as the spirits they bond with, but they generally serve as mystical warriors while their spirit companions provide aid from afar. Their ability to bond to different spirits allows them to adapt as needed to face down any challenges that would threaten their homes.

Alignment: Any

Hit Die: d10

Starting Age: Self-taught

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The invoker's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the invoker.

Weapon and Armor Proficiency: Invokers are proficient with all simple and martial weapons, and with light armor, medium armor, and shields (except tower shields).

Spirit Companion: Out of the multitude of spirits that the invoker contacts, he will eventually find a particularly strong spirit with whom he will form a lifelong bond. The invoker begins play with this spirit companion already by his side.

Spirit companions come in innumerable forms, but are grouped together by the two aspects of their nature:

their dominion, and their oath. The dominion represents what realm of nature the spirit hails from, such as Beasts or the Sky. The oath describes the spirit's relationship with its dominion: for example, a Guardian devotes itself to the protection of the dominion, whereas a Harbinger brings forth its wrath upon foes. The dominion and oath of the invoker's spirit companion must be chosen at 1st level and cannot be changed. The abilities granted to the spirit companion from the chosen dominion and oath are listed in their respective sections at the end of the class description.

The spirit companion has the same alignment as the invoker and can speak and understand all of his languages. No two spirit companions are identical in appearance and are clearly mystical in origin, possessing traits that are indicative of their dominions and oaths. Most are humanoid or animalistic in shape, though more exotic forms are known. The form of a spirit companion has no impact on its abilities or statistics.

A spirit companion's Hit Dice, saving throws, skills, feats, and abilities are tied to the invoker's class level and increase as the invoker gains levels. If a spirit companion is ever slain, the invoker may spend 24 uninterrupted hours of meditation while in an environment relevant to the spirit's dominion (for example, near a river or body of water for a Sea spirit) to draw forth the power of his dead companion and reform it, bringing the spirit companion back to life with full hit points.

Spirit Energy (Su): At 1st level, the invoker gains a pool of spiritual energy that he uses to channel the powers of his spirits. This pool has a number of points equal to $1/2$ the invoker's level + his Charisma modifier (minimum 1), and refills at the start of the day after 8 hours of rest. The invoker can spend points from the spirit energy pool to use the spirit powers of any spirit he has bound to him (see below), plus a select few other class features. If he does not have the required number of spirit points to activate a given spirit power or class feature, it cannot be used.

Spirit (Su): At 1st level, an invoker is able to contact minor spirits from the wilds. While not as strong as his companion, these spirits each bestow new powers upon the invoker and his companion to aid them in their cause. The invoker selects two spirits to bond with at 1st level and gains an additional spirit at 3rd level and every three levels thereafter to a total of eight spirits at 18th level.

Like the invoker's companion, each of these spirits has both a dominion and oath describing its nature. While the invoker can select spirits from any dominion or oath, one of the two spirits gained at 1st level must exactly match the dominion and oath of the invoker's companion. For example, if the invoker's companion is an Acolyte of Beasts, the invoker must select *Predator Silently Hunts its Prey* as one of his starting spirits.

Table: Invoker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Spirit Companion, Spirit Energy, Spirit
2nd	+2	+3	+3	+0	Invoke (Lesser)
3rd	+3	+3	+3	+1	Bonus Feat, Spirit
4th	+4	+4	+4	+1	Mystic Bond
5th	+5	+4	+4	+1	Dual Invocation (Lesser), Invoke (Intermediate)
6th	+6/+1	+5	+5	+2	Spiritual Emissary, Spirit
7th	+7/+2	+5	+5	+2	Avatar 1/day
8th	+8/+3	+6	+6	+2	Dual Invocation (Intermediate)
9th	+9/+4	+6	+6	+3	Bonus Feat, Spirit
10th	+10/+5	+7	+7	+3	Answer the Call
11th	+11/+6/+1	+7	+7	+3	Invoke (Greater)
12th	+12/+7/+2	+8	+8	+4	Quickened Invocation, Spirit
13th	+13/+8/+3	+8	+8	+4	Avatar 2/day
14th	+14/+9/+4	+9	+9	+4	Dual Invocation (Greater)
15th	+15/+10/+5	+9	+9	+5	Bonus Feat, Spirit
16th	+16/+11/+6/+1	+10	+10	+5	Mental Bond
17th	+17/+12/+7/+2	+10	+10	+5	Invoke (Grand)
18th	+18/+13/+8/+3	+11	+11	+6	Spirit
19th	+19/+14/+9/+4	+11	+11	+6	Avatar 3/day
20th	+20/+15/+10/+5	+12	+12	+6	Dual Invocation (Grand), One of Many

Each spirit taken has a listed spirit power, which is a special ability granted to the invoker for bonding with the spirit. The invoker knows the spirit powers of all spirits he has bonded with. Using a spirit power requires the invoker to spend one or more points of spirit energy; if he lacks the required spirit energy, he cannot use that spirit power. Spirit powers are typically spell-like or supernatural abilities and require a standard action to use unless otherwise noted. If a spirit power calls for a saving throw, the DC is equal to 10 + 1/2 the invoker's level + his Charisma modifier.

Additionally, each spirit has a list of spells of 1st through 4th level. When an invoker bonds with a spirit, he immediately adds all of that spirit's spells to the invoker spell list, if they weren't already on it. His spirit companion does not automatically gain them as spells known and must learn them as normal.

Other abilities granted by spirits—namely, invocation powers—are only granted once the spirit has been invoked (see below). The full list of spirits and their abilities is listed after the class description.

Invoke (Su): At 2nd level, the invoker learns his signature ability: the power to invoke spirits. By doing so, the invoker can channel even greater power from

those spirits to gain primal strength, debilitating magics, or supernatural resilience. At the beginning of the day when the invoker regains his spirit energy, he may choose to invoke a spirit he has bonded to. Doing so takes 1 hour, and he may only invoke a spirit if that spirit's dominion or oath (or both) match the dominion and/or oath of his spirit companion. For example, if the spirit companion is a Harbinger of the Sky, the invoker could invoke any Harbinger spirit *or* any Sky spirit.

An invoked spirit remains so until the invoker chooses to invoke again, and he may only have one spirit invoked at a time. So long as that spirit is invoked, the invoker gains that spirit's lesser invocation ability. As the invoker increases in level, he progressively gains stronger invocation abilities, as shown on **Table: Invoker** as follows: lesser (2nd), intermediate (5th), greater (11th), and grand (17th). The DC of any saving throws called for in an invocation ability is equal to 10 + 1/2 the invoker's level + his Charisma modifier.

Bonus Feat: At 3rd level, and every six levels thereafter, the invoker receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. He must meet the prerequisites of these feats as normal.

Mystic Bond (Su): At 4th level, the bond between invoker and spirit companion extends to their physical being. Whenever his companion takes enough damage to reduce it to 0 hit points or lower, as a reaction to the damage, the invoker can sacrifice any number of his hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the companion.

In addition, the spirit companion can cast supportive magic on the invoker from a distance. The spirit companion can cast any spell with a range of “personal” or “touch”, or a spell with a target of “You”, upon the invoker from a range of close (25 ft. + 5 ft./2 levels). Doing so requires the companion to spend a full-round action to cast the spell; if the casting time is already longer than a full-round action, use the spell’s normal casting time, instead. The spell must be able to target a creature and be appropriate for the invoker’s type.

Dual Invocation (Su): Starting at 5th level, the invoker learns the power to invoke two spirits at once. This follows the same restrictions as his first invocation, but the levels he gains the secondary spirit’s invocation bonuses are delayed, listed on **Table: Invoker** as follows: lesser (5th), intermediate (8th), greater (14th), and grand (20th). The invoker has to invoke two separate spirits, and must designate which of the two spirits is the primary spirit and which is the secondary (and thus determining when he gets that spirit’s invocation abilities) at the time of him invoking, and cannot change the chosen order until he invokes again.

Spiritual Emissary (Su): Beginning at 6th level, the invoker is able to invoke multiple times throughout the day. Doing so requires spending 1 point of spirit energy for each spirit he is invoking and takes 1 hour of uninterrupted concentration: the first invocation he performs at the start of the day does not require spending spirit energy, as normal. If he is interrupted, the spirit energy is wasted and he must try again. At the end of the hour, the invoker can exchange the selected spirit(s) with a different one of his spirits following the normal guidelines, gaining the newly-invoked spirit’s abilities while losing the old ones.

Avatar (Su): At 7th level, the invoker and his spirit companion gain the ability to merge their forms together, achieving strength greater than the two could alone. As a full-round action, the invoker can touch his spirit companion and draw it into himself; this also merges the spirit companion’s gear (if any), similar to a polymorph effect. While merged, the spirit companion cannot be targeted or harmed, and any effects and spells upon the spirit companion are suspended until the companion separates from the invoker.

For the duration of the avatar, the spirit companion can cast spells through the invoker using the invoker’s

actions, though it still uses its own statistics to do so (such as spell save DCs or concentration checks). As a free action once per round on the invoker’s turn, the invoker can sacrifice any number of the companion’s spell slots. Upon doing so, he regains points in his spirit energy pool equal to half the total level of spells sacrificed, rounded up. Any points in excess of the invoker’s spirit energy maximum are lost.

The invoker and spirit companion can communicate mentally with each other while merged, and the spirit companion can use the invoker’s senses to help guide him. When the invoker speaks, his voice is both his own and that of his companion speaking in unison.

While the above effects are shared among all invokers, the true potential of the avatar ability is based upon the spirit companion’s dominion and oath. Both the oath and dominion of the companion grant additional effects to the avatar form, as listed in their entries. The invoker also takes on traits that signify the dominion and oath, such as fiery hair, grass and flowers growing around his every step, flesh that looks like quartz, or some other exotic, magical effect related to his spirit companion. These traits manifest differently for each invoker, but are always harmless and have little gameplay effect.

Avatar lasts for a number of minutes equal to the invoker’s Charisma modifier (minimum 1), until the invoker ends it early (a swift action), or until the invoker is slain, whichever happens first, at which point the spirit companion emerges in the nearest open space. If the invoker is killed, his spirit companion is ejected at 0 hit points and staggered. The invoker can use his avatar once per day, plus an additional time per day at 13th and 19th levels.

Answer the Call (Su): At 10th level, an invoker can use his spiritual energy to bring a slain spirit companion back to life. This functions as *raise dead*, but it may only be used to target his spirit companion or the companion of another invoker. Using this power takes 10 minutes, removes all remaining points from his spirit energy pool, and can only be done once per week.

At 16th level, this ability functions as *resurrection* instead, but otherwise acts as described above.

Quickened Invocation (Su): Beginning at 12th level, the invoker can commune with spirits more rapidly. It now only takes him 10 minutes to invoke, whether that be his free invocation at the start of the day or an additional invocation performed through the Spiritual Emissary class feature.

The invoker can spend 4 spirit energy points to replace one of his currently invoked spirits with a different spirit as a swift action. He can also use this to swap which of his two invoked spirits are the primary spirit and which is the secondary spirit. He may do this any number of times per day, but no more than once per minute.

Mental Bond (Su): At 16th level, the invoker and his spirit companion may communicate telepathically as long as they remain within range of the spirit companion's link (see the spirit companion rules after the class description).

One of Many (Su): At 20th level, the invoker is accepted among the spirits of the wild and can call upon them as needed. The invoker can use the spirit power

of any spirit, not just the ones he has selected. Using a power for a spirit he does not already have costs twice the amount of spirit energy required.

Additionally, when the invoker uses Quickened Invocation to replace his invoked spirits he can replace both of his spirits with the same action. It costs him 2 spirit energy per spirit he replaces, rather than 4. He can use Quickened Invocation as frequently as he wants without needing to wait for one minute between uses.

SPIRIT COMPANIONS

A spirit companion's abilities are determined by the invoker's level and by the combination of its oath and dominion. The base statistics are outlined in **Table: Spirit Companions**. Spirit companions are treated as fey for determining what spells affect them.

Class Level: This is the character's invoker level.

HD: This is the total number of six-sided (d6) Hit Dice the companion possesses, each of which is modified by the companion's Constitution, as normal.

BAB: This is the spirit companion's base attack bonus. A spirit companion's base attack bonus is equal to half its Hit Dice.

Fort/Ref/Will: These are the spirit companion's base saving throw bonuses. As a fey, the companion has good Reflex and Will saves.

Skills: This lists the spirit companion's total skill ranks. A companion can assign skill ranks to any skill. The values shown in **Table: Spirit Companion** are the base value, assuming the companion has an Intelligence score of 10. Companions with Intelligence scores above the base value modify these totals as normal (a spirit companion receives a number of skill ranks equal to $6 + \text{its Intelligence modifier per HD}$). A companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by a spirit companion. Companions can select any feat that they qualify for.

Natural Armor Bonus: The number noted here is the spirit companion's natural armor bonus. The spirit cannot wear any armor, as it interferes with the invoker's link with the companion.

Dex/Wis Bonus: Add this bonus to the spirit companion's Dexterity and Wisdom scores.

Special: This includes a number of abilities gained by all spirit companions as they increase in power. Each of these bonuses is described below.

Link (Su): As part of the covenant formed between invoker and spirit, the spirit companion binds its life force to the invoker.



Table: Spirit Companions

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Dex/Wis Bonus	Special	— Spells per Day —			
											1st	2nd	3rd	4th
1st	2	+1	+0	+3	+3	12	1	+0	+0	Link, Low-Light Vision, Orisons, Spirit Blast	—	—	—	—
2nd	3	+1	+1	+3	+3	18	1	+1	+1	—	—	—	—	—
3rd	3	+1	+1	+3	+3	18	2	+1	+1	—	—	—	—	—
4th	4	+2	+1	+4	+4	24	2	+1	+1	Ability score increase	1	—	—	—
5th	5	+2	+1	+4	+4	30	2	+3	+2	Invoked Magic	1	—	—	—
6th	6	+3	+2	+5	+5	36	3	+3	+2	Devotion	1	—	—	—
7th	6	+3	+2	+5	+5	36	3	+4	+3	—	1	1	—	—
8th	7	+3	+2	+5	+5	42	3	+4	+3	—	1	1	—	—
9th	8	+4	+2	+6	+6	48	4	+4	+3	Ability score increase	2	1	—	—
10th	9	+4	+3	+6	+6	54	4	+6	+4	—	2	1	1	—
11th	9	+4	+3	+6	+6	54	5	+6	+4	—	2	1	1	—
12th	10	+5	+3	+7	+7	60	5	+8	+5	—	2	2	1	—
13th	11	+5	+3	+7	+7	66	5	+8	+5	—	3	2	1	1
14th	12	+6	+4	+8	+8	72	6	+8	+5	Ability score increase	3	2	1	1
15th	12	+6	+4	+8	+8	72	6	+9	+6	—	3	2	2	1
16th	13	+6	+4	+8	+8	78	6	+9	+6	—	3	3	2	1
17th	14	+7	+4	+9	+9	84	7	+10	+7	—	4	3	2	1
18th	15	+7	+5	+9	+9	92	7	+10	+7	—	4	3	2	2
19th	15	+7	+5	+9	+9	92	8	+10	+7	—	4	3	3	2
20th	16	+8	+5	+10	+10	98	8	+12	+8	Ability score increase	4	4	3	2

If the companion is ever more than 100 feet away from the invoker, it is sickened (no save) and must make a concentration check to cast any spell or lose it. The DC of this check is equal to 20 + the spell's level.

If the spirit is ever more than 1000 feet away from the invoker or if the invoker is killed, the spirit becomes nauseated and no longer heals naturally from resting. For every 24 hours that pass while the invoker is dead or the spirit is outside of the link's range, it takes 1d4 points of Constitution damage. The sicken, nausea, and Constitution-damaging effects caused by exceeding the link's range bypass any immunity to those effects that may be possessed by the companion.

Low-Light Vision (Ex): The spirit companion can see twice as far as humans in conditions of dim light.

Spellcasting: A spirit companion can cast a small number of divine spells drawn from the invoker spell list. To learn or cast a spell, a spirit must have a Wisdom score equal to at least 10 + the spell's level. It can cast any spell it knows without preparing it ahead of time. The saving throw DC against a spirit's spell is equal to 10 + the spell level + the spirit's Wisdom modifier.

The strength of a companion's magic is directly tied to the strength of the invoker. The spirit's caster level

for casting invoker spells is equal to the invoker's class level, rather than its Hit Dice. It otherwise uses its own feats and statistics for determining the effectiveness of invoker spells it casts.

A spirit can cast only a certain number of spells of each level per day. Its base daily spell allotment is given on **Table: Spirit Companions**. In addition, it receives bonus spells per day if it has a high Wisdom score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

The spirit's selection of spells is limited. At 1st level, a spirit knows two 0-level spells of its choice. At each new level, the spirit learns one or more new spells, as indicated on **Table: Companion Spells Known**. Unlike its spells per day, the number of spells a spirit knows is not affected by its Wisdom score; the numbers on the table are fixed. At 5th level and every 3 levels thereafter, a spirit can learn a single new spell in place of one it already knows. The new spell's level must be the same as that of the spell being exchanged, and it must choose whether to swap the spell at the same time it gains new spells known for the level.

Orisons: Spirit companions learn a number of orisons, or 0-level spells, as noted on **Table: Companion Spells**

Known. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spirit Blast (Sp): A spirit companion is able to unleash a concentrated bolt of natural energies to fight against those that would do it harm.

As a standard action, the spirit can fire a spirit blast at a single target within close range (25 ft. + 5 ft./2 levels, using the spirit's caster level) as a ranged touch attack. On a hit, the blast deals damage equal to 1d6 + the spirit's Wisdom modifier. The damage increases by 1d6 when the invoker reaches 3rd level and every two levels gained thereafter. The type of damage the blast deals is based on the spirit's dominion, and damage caused by a spirit blast is always considered magical for the purpose of overcoming damage reduction.

The spirit blast counts as a weapon for the purpose of feats such as Weapon Focus, though it cannot be used with feats that cannot be applied to touch attacks (such as Deadly Aim) nor can the spirit use a spirit blast in conjunction with Vital Strike feats. The companion is never considered to be wielding the blast and does not threaten with it. As a spell-like ability, spell resistance applies against the spirit blast.

Ability Score Increase (Ex): The spirit companion adds +1 to one of its ability scores.

Invoked Magic (Ex): The companion gains extra flexibility with its magic from the invoker. Once per day per spell level of 1st through 4th, the spirit companion can cast one spell from the lists of spells given by the invoker's currently invoked spirits. It does not need to know the spells chosen to do so. Casting a spell this way does not take up a spell slot. The companion cannot apply metamagic feats to a spell cast with this ability, and it does not grant the companion the ability to cast spells of a higher level than it can already cast.

Devotion (Ex): A spirit companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Spirit Companion Statistics

All spirit companions have the same base statistics. Modifications to these statistics, such as new movement forms or bonuses, are granted by the spirit's dominion and oath.

Spirit Companion

Starting Statistics: Type fey; Size medium; Speed 20 ft.; AC +2 natural armor; **Ability Scores** Str 7, Dex 13, Con 14, Int 10, Wis 14, Cha 11.

Spirit Companion Skills

The following are class skills for the spirit: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex),

Table: Companion Spells Known

Spells Known					
Level	0	1st	2nd	3rd	4th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	—	—	—	—
4th	4	2	—	—	—
5th	5	3	—	—	—
6th	5	4	—	—	—
7th	6	4	2	—	—
8th	6	4	3	—	—
9th	6	5	4	—	—
10th	6	5	4	2	—
11th	6	5	4	3	—
12th	6	6	5	4	—
13th	6	6	5	4	2
14th	6	6	5	4	3
15th	6	6	6	5	4
16th	6	6	6	5	4
17th	6	6	6	5	4
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	5

Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Dominions

Each spirit hails from a specific dominion of nature. The dominion of the companion is chosen when it first bonds with the invoker and cannot be changed.

The dominion of a spirit companion determines a handful of its abilities as well as its general theme. While some descriptions and examples are given for a spirit's appearance, the spirit is not limited to these aesthetics as written. As the invoker gains levels, the spirit companion gains improved abilities as described below. The dominion also determines the damage type of the companion's spirit blast as well as a number of bonuses to the invoker's avatar class feature.

Beasts

A beast spirit is one that represents the many creatures of the wilds, from predator to prey. The dominion of Beasts is wherever animal wildlife can be found uncontained by civilization, be it the green wilderness or deep in the ocean. They are the most likely spirits

to appear as animal-like in shape, and if not will almost always have some amount of bestial traits.

Spirit Blast: The blast conjures spectral imagery of fangs and claws to tear at the foe (slashing).

Spirit Abilities: At 1st level, the spirit gains a 20-foot increase to its base speed.

At 7th level, the spirit gains the scent ability.

Avatar: The invoker becomes an avatar of the hunt. He gains a 20-foot increase to his land speed. He also gains the scent ability and immunity to disease effects both magical and supernatural in origin.

At 13th level, his speed increases by an additional 10 feet and he becomes immune to bleeding effects and fear effects.

At 19th level, his speed increases again by 10 feet. He gains the lifesense ability, allowing him to detect living creatures within 60 feet.

Land

Land spirits are those that inhabit the earth itself. Any stone can be home to a Land spirit, but mountains, deserts, and fiery volcanoes house the mightiest of these long-lived entities, standing strong to support the other dominions that walk its surface. Land spirits frequently have earthen traits, such as rough, pebbled skin, eyes that shine like gemstones, and so on.

Spirit Blast: The blast hurls stone and sand at the foe to crush them (bludgeoning).

Spirit Abilities: At 1st level, the spirit gains a burrow speed of 20 feet.

At 7th level, the spirit gains tremorsense to 20 feet.

Avatar: The invoker becomes one with stone. He gains a burrow speed of 30 feet and tremorsense out to 30 feet. He also gains acid resistance 10.

At 13th level, his burrow speed and tremorsense range both increase to 60 feet, and his acid resistance increases to 20.

At 19th level, he gains the earth glide universal monster ability and becomes immune to acid damage.

Sea

The dominion of the Sea encompasses all bodies of water. Oceans are the most prominent and where the strongest spirits reside, but rivers, lakes, and even swamps can contain spirits of the Sea. These aquatic spirits tend to take on traits of oceanic life, such as webbed feet and slick scales, or may even appear as water itself, forming as a translucent humanoid whose skin flows and ripples like a calm stream.

Spirit Blast: The blast creates a jet of icy water from the depths of the ocean (cold).

Spirit Abilities: At 1st level, the spirit gains a swim speed of 30 feet, which also grants it a +8 racial bonus to Swim checks. The spirit can breathe underwater.

At 7th level, the spirit gains darkvision with a range of 60 feet. While underwater it can feel subtle currents around it, gaining blindsight to 30 feet against other creatures in the water.

Avatar: The invoker is enlightened by the depths. He gains a swim speed of 60 feet and can breathe underwater. He also gains darkvision to 120 feet and cold resistance 10.

At 13th level, he can feel the subtle currents of water around him, gaining blindsight 60 feet against creatures that are in the same body of water as him. His cold resistance increases to 20.

At 19th level, he is no longer affected by the pressure or chilling depths of even the deepest oceans, and his swim speed increases to 90 feet. He becomes immune to cold damage.

Sky

The sky is a vast dominion, encompassing both the gentle breeze and the ferocious storm. Its spirits are often capricious, soaring over the land before diving down to join the winds rustling the leaves. These spirits typically embody the most prominent elements of the sky, such as hair that billows like clouds and a voice that sounds like thunder.

Spirit Blast: The blast unleashes a concentrated jolt of lightning upon the foe (electricity).

Spirit Abilities: At 1st level, the spirit gains a fly speed of 20 feet with good maneuverability.

At 7th level, the spirit gains blindsense to 20 feet.

Avatar: The invoker becomes a master of the storm. He gains a fly speed of 40 feet with good maneuverability. He also gains blindsense to 30 feet and electricity resistance 10.

At 13th level, his fly speed increases to 60 feet with good maneuverability, his blindsense increases to 60 feet, and his electricity resistance increases to 20.

At 19th level, his fly speed increases to 80 feet with perfect maneuverability and he becomes immune to electricity damage.

Wilds

The Wilds are often mistaken for all of creation, but it is in fact verdant life that thrives in this dominion. Tranquil groves, dense jungles, and ancient forests hide the eldest of these plant-like spirits, but even a grassy field can find itself home to a Wilds spirit. Spirits of the Wilds take on the traits of their surroundings, having skin like bark, tangled vines for hands, and blossoming flowers for hair.

Spirit Blast: The blast sends sharp nettles and thorns to sting the enemy (piercing).

Spirit Abilities: At 1st level, the spirit gains woodland stride, as the druid class feature of the same name.

At 7th level, the spirit gains greensight to 60 feet.

Avatar: The invoker embodies the tranquility of the forest. The invoker gains woodland stride, as the druid class feature of the same name, as well as the Mystic Stride^{UM} feat without meeting its prerequisites. Additionally, he gains greensight out to 60 feet and immunity to poison effects.

At 13th level, magical roots emerge from his feet to bind him to surfaces, allowing him to walk on steep inclines, walls, or even ceilings at his full speed without penalty. He becomes immune to sleep effects both magical and mundane in origin.

At 19th level, his greensight now allows him to see through any sort of wood and plant matter as if it were transparent glass. He also becomes immune to paralysis and stunning effects.

Oaths

Where the dominion shows a spirit's origin, the oath shows its relationship with that dominion. Much like the dominion, the oath is chosen when a spirit companion first bonds with the invoker and cannot be changed.

Oaths grant a few abilities to a spirit companion; however, where the dominion focuses on the spirit's theme, the oath focuses on how the spirit engages its enemies. Similarly, the oath improves the combat capabilities of the invoker's avatar class feature.

Acolyte

An Acolyte spirit is one that channels the energies of their dominion, putting emphasis on their spellcasting above all else. They use their mystical powers to ward off the unwary and hinder those that would encroach on their dominion.

Spirit Abilities: At 4th level, the spirit gains an additional 0th-level and 1st-level spell known.

At 10th level, it gains an additional 2nd-level spell known. It can use its invoked magic ability an additional time per day per spell level.

At 16th level, it gains an additional 3rd-level and 4th-level spell known.

Avatar: The invoker can channel powerful magics from his spirit's dominion. When the spirit companion casts spells through invoker, it gains a +2 bonus on concentration checks and on caster level checks to overcome spell resistance, as well as a +1 bonus to the spell's save DC (if it has one). The bonuses to caster level checks and concentration checks increase to +3 at 13th level and to +4 at 19th level, while the increase to spell DCs increases to +2 at 19th level.

In addition to these magical bonuses, the invoker has improved combat capability, gaining a +1 bonus to AC, attack rolls, weapon damage rolls, and saving throws. These bonuses increase to +2 at 19th level.

Guardian

The Guardian is a protector, standing as the final line against intrusion. These defensively-minded spirits aim to protect those that cannot protect themselves and are steadfast in their dedication to their dominion.

Spirit Abilities: At 4th level, the spirit gains +1 hit point per hit dice it possesses and gains an additional +1 hit point whenever it gains a hit dice. It also gains a +2 bonus to its natural armor. The armor bonus increases by +1 at 10th and 16th levels.

Avatar: The invoker becomes a stalwart protector of nature. He gains a +2 bonus to AC, saving throws, and to his CMD. These bonuses increase to +3 at 13th level and to +4 at 19th level.

Additionally, the invoker gains a +1 bonus to attack rolls and weapon damage rolls. These bonuses increase to +2 at 19th level.

Harbinger

Harbingers embody the wrath of their dominions, bringing it down upon trespassers. These powerful spirits rain destruction upon outsiders to teach the harsh lesson that nature is to be left alone.

Spirit Abilities: At 4th level, the spirit deals +1 damage per die rolled with its spirit blast. It also gains a +2 bonus to all attack rolls (including attacks made as part of casting a spell). The bonus to attack rolls increases by +1 at 10th and 16th levels.

Avatar: The invoker becomes an avatar of nature's fury. He gains a +2 bonus on attack rolls and weapon damage rolls. These bonuses increase to +3 at 13th level and to +4 at 19th level.

Additionally, the invoker gains a +1 bonus to AC and saving throws. These bonuses increase to +2 upon reaching 19th level.

SPIRITS

The following fifteen spirits are those most commonly contacted by invokers, though others may exist. While an invoker can bond with any spirit, he may only invoke a spirit whose listed type matches the dominion or oath of his spirit companion (or both).

Spirits are not listed alphabetically; instead, they are grouped first by dominion then by oath.

The DC to save against spirit powers or invocations is equal to 10 + 1/2 the invoker's level + his Charisma modifier, unless otherwise noted.

Predator Silently Hunts its Prey

The *Predator* is a spirit of the hunt, preferring to stay hidden from foes while instilling in them the primal fear of what lurks in the shadows.

Type: Acolyte of Beasts

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Hunt (Su): You can spend 1 spirit energy as a swift action to turn invisible, as an *invisibility* spell. If you spend 2 points, this also affects your spirit companion. The invisibility lasts until the end of your next turn.

Spells: 1st—*pass without trace*, *sense fear*^{HA}; 2nd—*invisibility*, *silence*; 3rd—*fear*, *nondetection*; 4th—*find quarry*^{UC}, *invisibility (greater)*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Fearsome Hunter (Ex, Lesser): You add half your invoker level to Intimidate checks. If you beat the DC to demoralize a target by 10 or more, the target must make a Will save or be frightened for 1 round in addition to the normal effects of your intimidation.

Fight or Flight (Ex, Intermediate): Whenever you deal weapon damage to a creature denied its Dexterity bonus to AC, you can make an Intimidate check to demoralize it as a free action.

Call of the Hunt (Ex, Greater): As a standard action, you can emit a fearsome howl, screech, or similar sound. When you do, you can make an Intimidate check to demoralize any number of creatures within 30 feet that heard your cry. Additionally, your hunt spirit power now lasts for 1 minute. While you or your companion are invisible (for any reason), you cannot be detected by scent, blindsense, or blindsight and make no sound unless you desire to do so.

Apex Predator (Ex, Grand): If you or your spirit companion attempt to apply a fear effect to a creature that would otherwise be unaffected (due to having immunity to fear, being mindless, being immune to mind-affecting effects, and so on), the target is still shaken for a number of rounds equal to your Charisma modifier or the duration of the original effect, whichever is shorter, regardless of immunities. They are still entitled to a saving throw if the original effect allowed one, preventing this ability if they succeed.

Alpha Protects the Weary Pack

When faced with peril, the pack turns to the *Alpha* for guidance. The *Alpha* fights to protect, standing strong through deadly onslaughts so the pack may yet live.

Type: Guardian of Beasts

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Alpha's Challenge (Su): When you hit a foe with a weapon attack, you can spend 1 spirit energy as a free action to challenge that foe. The challenged foe takes a -2 penalty to attack rolls against anyone except for you. This penalty increases by -2 at 5th, 11th, and 17th levels. The challenge lasts for a number of rounds equal to your Charisma modifier (minimum 1). You can only

use this once per round and can have no more than one creature challenged at a time; issuing a new challenge ends any previous challenges.

Spells: 1st—*compel hostility*^{UC}, *remove fear*; 2nd—*alpha instinct*^{UW}, *heroism*; 3rd—*dominate animal*, *persistent vigor*^{UC}; 4th—*aspect of the wolf*^{APG}, *mage's faithful bond*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Fight On (Ex, Lesser): You gain Diehard as a bonus feat, even if you don't meet the prerequisites. You do not die until your negative hit points exceeds double your Constitution score.

Cornered Beast (Ex, Intermediate): When you have less than half of your hit points remaining, you gain a +1 morale bonus to attack rolls and AC. This bonus increases by +1 when you gain this spirit's greater invocation and grand invocation. If your current hit points are 0 or less, double the bonus you gain from this invocation.

Unshakable Challenge (Ex, Greater): You can now use alpha's challenge any number of times each round and can have more than one creature challenged; the penalty does not stack. When an enemy attacks an ally you can see, you can spend 1 spirit energy as an immediate action to move up to your speed towards that ally. If you end your movement adjacent to the ally, you become the target of the attack, instead, and the attacker is immediately affected by your alpha's challenge power.

Tenacity (Ex, Grand): When you have less than half of your hit points remaining, you gain fast healing 5. If your current hit points are 0 or less, you take half damage from all sources, cannot be staggered, and are immune to all harmful mind-affecting effects.

Savage Beasts Bare their Fangs

The *Savage* is a spirit of untamed primal fury. Aggressive and wild, it tears at anything that threatens it, leaving a bloody trail as evidence of its frenzy.

Type: Harbinger of Beasts

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Rampage (Su): When you take a full-attack action, you can spend points from your spirit energy pool as a swift action to make an additional attack at your highest base attack bonus. If you are only attacking with natural weapons and/or unarmed strikes, this costs 1 point; otherwise, it costs 2 points.

Spells: 1st—*bristle*^{APG}, *keen senses*^{APG}; 2nd—*pouncing fury*^{UW}, *primordial fang*^{*}; 3rd—*bloody claws*^{APG}, *stench of prey*^{ACG}; 4th—*atarism*^{UM}, *moonstruck*^{APG}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Sharpened Claws (Ex, Lesser): You gain two claw attacks, which are both primary natural attacks. They deal 1d6 points of damage (1d4 if you are small).

Rip and Tear (Ex, Intermediate): You gain a bite attack, which is a primary natural attack that deals 1d8 points of damage (1d6 if you are small). Additionally, when you successfully hit with a weapon attack, the target begins bleeding for 1d8 damage per round. The damage increases to 2d6 damage when you gain this spirit's greater invocation and to 2d8 when you gain its grand invocation. The bleed effect does not stack.

Bloody Rage (Ex, Greater): If you would deal bleed damage to a creature that is already bleeding, you instead immediately inflict damage to the target equal to half the bleed damage you would have inflicted. This damage ignores damage reduction. Whenever you use your rampage spirit power, you can move up to half your speed as a free action before making the attack.

Aggravated Wounds (Ex, Grand): Bleeding you inflict now affects creatures that would normally be immune to bleed effects.

Blinding Sands Scour the Desert

The *Blinding Sands* are a collective of spirits that inhabit arid deserts. They blow stinging sand across the dunes, condemning the unprepared to wander lost forever.

Type: Acolyte of the Land

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Sand Squall (Sp): You conjure a vortex of sand by spending 1 point from your spirit energy pool. The squall can be created on any point on the ground within 60 feet of you, and is a 5-foot-radius cylinder that is twice as high as its radius. Creatures inside the squall when it is created must make a Fortitude save or be blinded for 1 round. For 1 round thereafter the squall lingers, imposing a -4 penalty on Perception checks to those within. The sand squall's duration is increased by 1 round and its radius by 5 feet upon reaching 5th, 11th, and 17th levels, though the blinding effect only occurs once when the squall is created. You can only have one sand squall at a time; using this power again ends any previous squalls you've created. You are immune to the effects of your sand squall (as well as any improvements to this power gained from invoking this spirit).

Spells: 1st—*ray of enfeeblement*, *silent image*; 2nd—*glitterdust*, *soften earth and stone*; 3rd—*shifting sand*^{APG}, *mirage*^{UW}; 4th—*persistent image*, *scouring winds*^{UM}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Shifting Dunes (Ex, Lesser): You and your companion are unaffected by difficult terrain. The area within your sand squall is considered difficult terrain while it lasts.

Swirling Sands (Ex, Intermediate): Creatures within the squall treat any enemies they attack as though they had concealment (20% miss chance); blinded creatures still have the normal penalties. In addition, you can now

move the sand squall as a move action up to 30 feet in any direction. If you are inside the squall when you do so you can move with it as part of this action, though if you do both the squall's movement and your own cannot exceed your speed for the round.

Sandstorm (Ex, Greater): The Perception penalties from the sand squall double to -8. Creatures that fail their Fortitude save against the squall are blinded for 1d3 rounds, instead of only 1. Creatures in the squall are always treated as flat-footed unless they can see through the sand, have tremorsense, or are unaffected by sandstorms or similar inclement weather.

Desert Wanderer (Ex, Grand): At the start of a creature's turn while they are inside the sand squall, that creature must make a Fortitude save (this also applies to creatures normally immune to Fortitude saves, such as constructs and undead). Failure means the creature is pulled 10 feet towards the squall's center and cannot move further away from the center this turn. The maximum distance for moving your squall is now 60 feet, though if you move with it you still cannot exceed your normal speed for the round.

Mountains Stand Through The Ages

Counted among the oldest of spirits, the *Mountains* are stalwart guardians. They hold steadfast against any threat, unmoved by even the fiercest of assaults.

Type: Guardian of the Land

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Earthen Shield (Sp): When you or an ally within 30 feet of you is subjected to an attack or an effect that allows a Reflex save, you can spend 1 point of spirit energy as an immediate action to grant cover against that effect (+4 to AC, +2 to Reflex saves). The target must be on the ground to be affected. After blocking a single attack or effect, the shield crumbles to dust.

Spells: 1st—*earthen shard*^{*}, *stunning barrier*^{ACG}; 2nd—*kinetic reverberation*^{UC}, *stone call*^{APG}; 3rd—*hand of stone*^{*}, *meld into stone*; 4th—*stoneskin*, *wall of stone*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Grounded Defense (Ex, Lesser): You gain a +1 bonus to your AC and your CMD. The AC bonus increases to +2 when you gain this spirit's greater invocation, whereas the CMD bonus increases by +1 when you gain this spirit's intermediate, greater, and grand invocations. If you start and end your turn in the same space, these bonuses double until the start of your next turn.

Stand Strong (Ex, Intermediate): If you start and end your turn in the same space, you cannot be forcibly moved from that space until the start of your next turn except by mind-affecting or teleportation effects. When you gain this spirit's grand invocation, this benefit also

prevents mind-affecting and teleportation effects from moving you from your space.

Unyielding Stone (*Ex, Greater*): You gain Pin Down as a bonus feat without meeting its prerequisites. You can now take a 5-foot step each round without losing bonuses granted to you for starting and ending your turn in the same space. Additionally, your earthen shield spirit power now blocks any number of attacks and effects, only crumbling away at the end of the current turn.

Eternal Protector (*Ex, Grand*): You have a 50% chance to ignore critical hits and sneak attacks. If you start and end your turn in the same space, you are instead immune to critical hits and sneak attacks until the start of your next turn.

Earth Trembles with Fire and Rage

The *Earth* is slow to anger, but when provoked its ire can be felt by all, crushing trespassers with powerful quakes and destructive eruptions of flame and stone.

Type: Harbinger of the Land

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Tremor (*Su*): As a standard action, you can spend 1 point of spirit energy to strike the ground and create a short-range quake. Creatures within 5 feet of you that are on the ground must make a Reflex save or fall prone. The radius of the tremor increases by 5 feet at 5th, 11th, and 17th levels to a maximum of 20 feet. You may optionally make the tremor a smaller radius than this, but it must be a multiple of 5 feet.

Spells: 1st—*expeditions excavation*^{APG}, *thunderstomp*^{ACG}; 2nd—*create pit*^{PG}, *tar ball*^{UM}; 3rd—*earth tremor*^{JW}, *spike stones*; 4th—*obsidian flow*^{UC}, *volcanic storm*^{UM}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Aftershock (*Ex, Lesser*): You deal an additional 1d6 damage with weapon attacks against foes that are flat-footed or prone. This damage is the same type dealt by the weapon and is not multiplied on a critical hit. The damage increases by 1d6 when you gain this spirit's intermediate, greater, and grand invocations. Additionally, whenever an enemy falls prone within your reach, they provoke an attack of opportunity from you.

Crush (*Ex, Intermediate*): As a standard action, you can make a single attack with a melee weapon against an opponent in your reach. If it hits and deals damage to a target, it must make a Reflex save or fall prone. If the target was flat-footed or prone when you hit it, double the damage bonus you gain from aftershock. The attack granted by this invocation can be used in conjunction with Vital Strike, Improved Vital Strike, and Greater Vital Strike, should you have them.

Volcanic Fury (*Ex, Greater*): You can no longer be knocked prone, and your tremor spirit power is now a

move action for you (though it can only be used once per round). When you use your tremor spirit power or your crush invocation ability, you can choose to make them volcanic. Rather than knocking enemies prone on a failed Reflex save, they instead coat the target with searing magma, causing them to take 3d6 fire damage each round, increasing to 4d6 when you gain this spirit's grand invocation. If you hit a flat-footed or prone target with a volcanic crush, do not double the damage from aftershock. A creature that you coat with magma is rendered flat-footed from the cooling stone, even if it takes no fire damage from the effect. The magma coats the target for a number of rounds equal to your Charisma modifier (minimum 1), after which it crumbles and falls off. An affected creature or an adjacent creature can use a full-round action to scrape the magma off or submerge themselves in water for 1 round to cool it enough to crumble. This effect does not stack.

Quaking Strikes (*Ex, Grand*): Your weapon attacks ignore the damage reduction and hardness of creatures that are flat-footed or prone.

Depths Beckon with Silent Murmurs

The *Depths* embody the mysteries of the vast oceans. They call sweetly to those ashore, but those that listen may find that some mysteries are best left unanswered.

Type: Acolyte of the Sea

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Call of the Deep (*Sp*): You can spend 1 spirit energy to pull at the mind of a creature within 30 feet. The target must make a Will save or be confused for a number of rounds equal to your Charisma modifier (minimum 1). Once a creature has been affected by this power (whether they make their save or not), they cannot be affected again for 24 hours. This is a mind-affecting, sonic, compulsion effect.

Spells: 1st—*auditory hallucination*^{UI}, *touch of the sea*^{APG}; 2nd—*babble*^{OA}, *suggestion*; 3rd—*confusion*, *water breathing*; 4th—*embrace the deep*^{*}, *maelstrom*^{*}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Murmuring Aura (*Su, Lesser*): You radiate a subtle aura of madness that can only be perceived by the insane. This aura has a radius of 30 feet and only functions while you are conscious, not asleep or dead. Whenever a confused or similarly insane creature within this aura rolls the "babble incoherently" result for its action that turn, you can instead force them to move up to their speed in a direction you specify. This movement provokes attacks of opportunity as normal and can move them outside of the aura. The creature will attempt to take the safest route possible while moving in that direction, avoiding any obvious hazards such as a pit or a wall of fire.

Whispers of the Deep (Su, Intermediate): Add +10 to the result of any percentile rolls made within your aura for determining the actions of a confused or similarly insane creature. Whenever a confused creature in your aura rolls the “attack nearest creature” result for its action, you can choose the target of the attack. You cannot cause the creature to attack itself.

Maddening Depths (Su, Greater): The range of your call of the deep power and the radius of your murmuring aura both increase to 60 feet. Confused and similarly insane creatures within your aura take a -4 penalty to their Will saves and are considered deafened to everything except you (should you desire to be heard). Whenever a confused creature in your aura rolls the “attack nearest creature” or “deal damage to self” result for its action, they deal an additional 1d6 points of cold damage. This bonus damage is not multiplied on a critical hit.

Siren's Song (Su, Grand): As a full-round action you can sing to stupefy those within your aura with the allure of the depths. Each creature of your choice within your murmuring aura that can hear you must make a Will save or be fascinated for as long as you continue to sing. You can continue singing as a full-round action each turn for up to 1 minute. When the fascination ends, an affected creature must make another Will save or be confused for 1d4 rounds. A creature that makes its save against this ability is immune to its effect for 24 hours. Starting to sing requires you to spend 4 points of spirit energy. This is a mind-affecting, sonic, compulsion effect.

Northern Waters Freeze Solid

In arctic seas, mighty glaciers form a barrier to would-be explorers. The *Northern Waters* keep watch, protecting the oceans with a frigid embrace that chills to the bone.

Type: Guardian of the Sea

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Glacial Ward (Su): By spending 1 spirit energy as a move action, you can cover yourself in ice, gaining DR 1/– for a number of rounds equal to your invoker level + your Charisma modifier (minimum 1). The damage reduction increases by 1 at 5th level and every four invoker levels thereafter. The ice can prevent a total amount of damage equal to five times your invoker level before breaking apart, ending the effect.

Spells: 1st—*frostbite*^{UM}, *snowball*^{UW}; 2nd—*icy trail**, *winter grasp*^{UW}; 3rd—*cold snap**, *sleet storm*; 4th—*creeping ice*^{ACG}, *wall of ice*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Arctic Chill (Su, Lesser): You and your spirit companion are unaffected by cold temperatures, as an *endure elements* spell. Double the damage reduction and total damage prevention of your glacial ward.

Frozen North (Su, Intermediate): While your glacial ward is active, you radiate freezing winds within 5 feet of you. Creatures that start their turn in or enter into this area take 1d6 non-lethal cold damage. Additionally, creatures that take cold damage from any of your spirit powers or invocations must make a Fortitude save or become fatigued. This cannot cause a creature that is already fatigued to become exhausted and can occur no more than once per round on a given creature.

Hypothermia (Su, Greater): Whenever your glacial ward reduces damage from a melee attack, the attacker takes non-lethal cold damage equal to the damage the ward prevented. Additionally, your frozen north invocation ability can now cause fatigued creatures to become exhausted should they fail their saving throw and were already fatigued.

Deep Freeze (Ex, Grand): The radius of the winds from your frozen north invocation increases to 10 feet, and the damage increases to 2d6. Cold damage dealt by your spirit powers and invocations ignores cold resistance and immunity of creatures.

Waves Crash and Break The Shore

It's said that the tides are a gentle reminder of the ocean's strength. Men would do well to heed their warning, lest the *Waves* crash upon them and reduce their ships and homes to splinters.

Type: Harbinger of the Sea

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Crashing Wave (Su): When you hit an opponent with a weapon attack, you can spend 1 spirit energy as a swift action to make a bull rush attempt against the creature you hit. You do not provoke attacks of opportunity for this bull rush attempt. You can use this even on a hit with a ranged weapon, but only if the target is within the first range increment of the weapon you use.

Spells: 1st—*hydraulic push*^{APG}, *wave shield*^{ACG}; 2nd—*slipstream*^{APG}, *water walk*; 3rd—*aqueous orb*^{APG}, *hydraulic torrent*^{APG}; 4th—*control water*, *tidal surge*^{UW}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Rushing Waters (Ex, Lesser): You take no penalties to attack rolls or damage with weapons while underwater. Additionally, you gain a +2 bonus to your CMB. This bonus increases by +2 when you gain this spirit's intermediate, greater, and grand invocations.

Surging Tides (Ex, Intermediate): Whenever you succeed on a combat maneuver check, you can choose to deal 2d6 damage to that target. The damage increases by 1d6 when you gain this spirit's greater and grand invocation power and can only be inflicted on a given creature once per round. Additionally, you can perform maneuvers that have a size limitation (such as bull rush or reposition) on

creatures up to two size categories larger than you. This increases to three size categories larger upon gaining this spirit's greater invocation, and four size categories larger upon obtaining this spirit's grand invocation.

Ebb and Flow (Ex, Greater): When you bull rush a creature, you can move them in any direction instead of only directly away from you. Bull rushing creatures into each other only imposes a -2 penalty for each subsequent creature, rather than -4. Finally, whenever you bull rush a creature, you can move along with them as a free action rather than a move action. Your total movement in a round from this ability cannot exceed your speed.

Churning Waters (Su, Grand): You can spend 4 spirit energy points as a standard action to create a swirling vortex. The vortex has a radius of 20 feet around your space. Non-magical fires are extinguished and loose objects are strewn about randomly. You make a bull rush attempt against each creature in the area. A successful bull rush using this ability deals double the damage granted by your surging tides invocation, should you choose to inflict it.

Lightning Strikes, Thunder Roars

Mysterious and powerful, *Lightning* spirits accompany other sky spirits in their travels. Their seemingly-random strikes are in truth methodical, using staggering bolts and cacophony to inspire awe in those that witness it.

Type: Acolyte of the Sky

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Sky Strike (Su): You can cause your weapons to call down lightning from above. By spending 1 spirit energy point, you can make a single weapon attack as a standard action. If the attack hits, it deals its normal damage and causes a bolt of lightning to strike the target from above, dealing 1d8 electricity damage and staggering the target for 1d4 rounds. A Reflex save halves the electricity damage and negates the staggering effect. The electricity damage increases by 1d8 upon reaching 5th, 11th, and 17th levels.

Spells: 1st—*shock shield*^{AC}, *shocking grasp*; 2nd—*aggressive thundercloud*^{ACG}, *blindness/deafness*; 3rd—*discordant blast*^{APG}, *lightning bolt*; 4th—*call lightning storm*, *litany of thunder*^{LC}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Lightning Rod (Su, Lesser): Creatures you hit with your sky strike spirit power take a -1 penalty to their AC and their Reflex saves. The penalty is applied *after* the creature attempts its save against the sky strike, not before. This penalty increases by -1 upon gaining this spirit's intermediate, greater, and grand invocation bonuses. The penalty lasts for 1 round or as long as the creature is staggered by the sky strike, whichever is longer.

Strikes Twice (Su, Intermediate): If you use sky strike on a creature that is already staggered, it is instead dazed for 1 round if it fails its Reflex save. Additionally, your lightning rod invocation ability now also lowers the target's electricity resistance by 10 for its duration. This penalty increases to 20 upon gaining this spirit's grand invocation. Electricity immunity is unaffected.

Thunderclap (Sp, Greater): Whenever you deal electricity damage to a creature within 120 feet, you can use an immediate action to turn into a flash of lightning, teleporting to an open location within 30 feet of them that you can see. If you spend 2 spirit energy points when doing so, your teleportation is accompanied by a mighty thunderclap. Creatures within 10 feet of your destination must make a Reflex save or be staggered for 1 round; creatures that are already staggered are instead dazed for 1 round on a failed saving throw.

Sudden Storm (Sp, Grand): You can spend 4 spirit energy points as a standard action to call down a fearsome storm. The storm is created above a point you specify within 120 feet of you, affecting a cylinder with a 20-foot radius, 60 feet high. You can target any number of creatures within this area, affecting each as if it was hit by your sky strike. You do not deal your weapon's damage to creatures struck this way, but instead deal double the electricity damage that sky strike normally causes.

Clouds Blanket Sky and Ground

The *Clouds* are home for the multitude of other spirits of the sky. It surrounds them with cooling shade and calming mists, obscuring them from threats that would do them harm.

Type: Guardian of the Sky

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Cloud Armor (Sp): By spending 1 spirit point as a move action, you can surround a creature you can see within 30 feet with clouds for a number of rounds equal to half your invoker level + your Charisma modifier (minimum 1). The creature gains concealment, causing all attacks against it to suffer a 20% miss chance. Its own attacks are unaffected. At any time, the creature can make the cloud armor spread as a move action. This creates a 10-foot radius spread of mist around the creature's space, acting as *obscuring mist* for 1 round, but ending the effect of cloud armor upon the creature.

Spells: 1st—*gentle breeze*^{ACG}, *obscuring mist*; 2nd—*cloudburst*^{*}, *fog cloud*; 3rd—*gaseous form*, *life bubble*^{APG}; 4th—*downpour*^{*}, *solid fog*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Fog Sight (Ex, Lesser): You and your spirit companion can see through fog, mists, smoke and similar effects without penalty, be they natural or magical.

Storm Clouds (Su, Intermediate): Whenever a foe within 60 feet of you misses an ally due to concealment granted by your spirit powers, invocations, or your spirit companion's spells, they are struck by a jolt of lightning, taking 1d8 electricity damage. This cannot harm a particular creature more than once per round. The damage increases by 1d8 upon gaining this spirit's greater and grand invocations.

Misty Step (Su, Greater): The miss chance granted by your cloud armor (and the mist created by spreading it) increase to 30%; this still counts as normal concealment for effects related to concealment. Whenever you move or teleport more than 10 feet in a round, you gain the effects of your cloud armor spirit power until the end of your next turn. Finally, as a move action you can teleport both yourself and a willing creature within 60 feet of you to swap locations, but only if both of you are currently affected by cloud armor (or within the area of mist created by spreading cloud armor).

Hurricane (Sp, Grand): As a standard action, you can spend 4 spirit energy points to create a dense storm cloud. This acts as a *fog cloud* spell centered on your space, affecting a 30-foot-radius spread, and lasting for a number of rounds equal to half your invoker level + your Charisma modifier. It does not move with you. Allies within the hurricane's effect are treated as under the effect of your cloud armor spirit power and benefit from your fog sight invocation for the purpose of seeing through the hurricane (but not any other effects). Effects that would disperse a *fog cloud* spell can also disperse the hurricane.

Tempests Herald a Coming Storm

A mighty wind is a forewarning for the coming of the *Tempest*. A powerful force of nature, its arrival and departure are equally swift, its howling winds scarring the land and destroying homesteads in its wake.

Type: Harbinger of the Sky

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Thrashing Gale (Su): You can channel the power of storms through your weapons to create a burst of destructive wind. You can spend 1 spirit energy point to make a single weapon attack as a standard action. If the attack hits, compare the attack roll to the AC of all creatures within 5 feet of the hit target (except you): on a hit, you deal damage to each as if you hit it with a single attack from the same weapon you used. If the attack was a critical hit, only the original target is critically struck, not any of the surrounding creatures (a roll of natural 20 likewise is only an automatic hit on the original target).

Spells: 1st—*expeditious retreat*, *feather fall*; 2nd—*gust of wind*, *wind walk*; 3rd—*cloak of winds*^{APG}, *fickle winds*^{JUM}; 4th—*air walk*, *control winds*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Swift as the Wind (Ex, Lesser): For each invocation bonus you have from this spirit, you treat wind effects as one step less severe and gain a +10 bonus to all movement speeds you have (though this does not grant you a speed you don't already have).

Windstorm (Ex, Intermediate): Once per round if you move or teleport at least 10 feet before attacking, your attack carries extra force, dealing an additional 2d6 damage. This damage is the same types as your weapon and is not multiplied on a critical hit. The damage increases by 1d6 upon gaining this spirit's greater and grand invocations. If this effect is used in conjunction with your thrashing gale spirit power, the bonus damage applies to all targets hit.

Soaring Tempest (Su, Greater): The radius of your thrashing gale spirit power increases to 10 feet, and you can use the attack from thrashing gale in place of the attack made as part of a charge or as part of the Spring Attack or Shot on the Run feats. You can do so no more than once per round. Whenever you move more than 10 feet in a round you can leave a wake of wind behind you, functioning as a *wind wall* spell along the path you traveled and lasting until the start of your next turn. Your own attacks and movement are not hindered by this *wind wall* effect in any way.

Fleeting Winds (Ex, Grand): You no longer provoke attacks of opportunity due to movement, and your movement speed cannot be reduced.

Vile Spores Poison the Unwary

The *Spores* inhabit every toxic fungus and sickeningly-sweet blossom within the wilds. Their colorful allure intoxicates careless intruders, slowly draining them of life so that others may thrive.

Type: Acolyte of the Wilds

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Caustic Spores (Sp): You can spend 1 spirit energy point as a standard action to conjure a mass of acidic plant and fungal spores, launching it a foe to consume them. You must make a ranged touch attack to hit the foe within 120 feet. On a hit, it takes 1d6 acid damage. At 2nd level and every six levels thereafter, the spores cling to the target for an additional round, dealing the same damage again each round. At 5th level and every six levels thereafter, the damage dealt each round increases by 1d6. If you use caustic spores on a creature already under its effects, the second caustic spore deals double its per-round damage but only lasts for 1 round, regardless of its normal duration. If you score a critical hit with caustic spores, only the damage on the first round is doubled. This attack is unaffected by spell resistance.

Spells: 1st—*corrosive touch*^{UM}, *ray of sickening*^{UM}; 2nd—*acid arrow*, *sickening entanglement*^{ACG}; 3rd—*poison*, *spore burst**; 4th—*leeching spores**, *toxic bloom**.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Blighted Spores (Ex, Lesser): When you hit a foe with your caustic spores spirit power, it must make a Fortitude save or be sickened for the duration of the caustic spores (minimum 1 round).

Toxicity (Ex, Intermediate): You and your companion become immune to the sickened condition. When a creature fails its saving throw against your blighted spores invocation, it is also nauseated for 1 round.

Cycle of Decay (Su, Greater): You and your companion are now immune to the nauseated condition. Whenever a creature affected by your caustic spores is hit with a weapon attack, the spores leech some of its life force. The attack deals additional acid damage equal to your Charisma modifier (minimum 0), and the attacker gains temporary hit points equal to your twice your Charisma modifier (minimum 0); these temporary hit points do not stack. This effect also applies to the damage dealt by your caustic spores each round. This damage does not stack if the target is affected by more than one caustic spore effect.

Deadly Spores (Su, Grand): Penalties caused by the sickened condition inflicted by you or your spirit companion are increased to -3. If an enemy affected by your caustic spores dies, you can spend 1 spirit energy as a free action to make it explode in a cloud of spores. Each creature within 5 feet of the target must make a Reflex save or be affected as if hit by your caustic spores spirit power. If the dying creature was affected by multiple caustic spores effects, the creatures caught in the burst are still only affected by a single caustic spore.

Trees Grow and Flourish Unbowed

Every dense wilds is a conclave of *Trees* spirits, whose multitude shields its inhabitants from the outside world. They grow and stretch across the land to give life and shelter to those under their care.

Type: Guardian of the Wilds

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Oakflesh (Sp): You can spend 1 spirit energy point as a standard action to surround a single creature within 60 feet with vital energy. The creature gains temporary hit points equal to your level + your Charisma modifier (minimum 1). These temporary hit points last for a number of minutes equal to your Charisma modifier (minimum 1) and do not stack.

Spells: 1st—*goodberry*, *remove sickness*^{UM}; 2nd—*barkskin*, *resinous skin*^{UC}; 3rd—*arboreal hammer*^{UM}, *verdant surge**; 4th—*liveoak*, *sturdy tree fort*^{UW}.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Living Shield (Ex, Lesser): When you grant yourself or a creature temporary hit points, the target gains a +1 insight bonus to their AC and saving throws for 1 round. The bonus to AC increases by +1 when you gain this spirit's intermediate, greater, and grand invocations, while the bonus to saving throws increases to +2 when you gain this spirit's greater invocation.

Verdant Protector (Ex, Intermediate): Whenever a creature deals enough damage with a melee attack to an ally to reduce the temporary hit points you granted them (from any effect) to zero, the attacker must make a Reflex save or be entangled for 1 round. Additionally, when you roll initiative you and all allies within 30 feet of you gain temporary hit points equal to your invoker level. These temporary hit points last for 1 minute and do not stack.

Wide Canopy (Su, Greater): Temporary hit points you grant yourself from your spirit invocations and powers now stack to a maximum of double your invoker level. When you use your oakflesh power on another creature, you gain temporary hit points equal to half the amount you granted to them, lasting for the same duration.

Flourish (Su, Grand): Each round at the start of your turn you gain temporary hit points equal to half your invoker level. This effect does not trigger your living shield invocation unless you had no temporary hit points beforehand. You can spend 1 spirit energy as an immediate action to transfer any amount of temporary hit points from yourself to another willing creature within 60 feet of you that you can see.

Brambles Twist and Choke the Land

Sharp thorns and tangled briars are signs that a *Brambles* spirit has made its home. They creep between mortar and crack foundations to reclaim the wilds and entrap any who dare otherwise.

Type: Harbinger of the Wilds

Spirit Power: An invoker that's bonded with this spirit can use the following spirit power.

Mantle of Growth (Su): As a standard action, you can spend 1 spirit energy to create an aura of twisting plant growth. The aura affects an area within 5 feet of you and moves with you. Creatures that enter or start their turn in the aura must make a Reflex save or become entangled for 1 round. Entangled creatures are not rooted in place and can still move. Moving next to a creature on your turn still causes them to make a saving throw as if they entered the area themselves, though a creature never has to make a save against your mantle more than once per round, regardless of circumstances. The mantle lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1). You can only have one mantle of growth in effect at a time.

Spells: 1st—*entangle*, *stinging thorn**; 2nd—*spike growth*, *warp wood*; 3rd—*plant growth*, *thorny entanglement*^{ACG}; 4th—*thorn body*^{APG}, *wall of thorns*.

Invocations: An invoker that invokes this spirit gains the following bonuses.

Twisted Thorns (Ex, Lesser): You gain a +1 bonus to weapon damage rolls against creatures that are entangled for each invocation you have from this spirit. Creatures entangled within your mantle of growth power (whether the entanglement was from the mantle or not) are anchored in place and cannot move.

Crushing Vines (Su, Intermediate): You can now use your mantle of growth power as a move action, and its radius increases to 10 feet. Creatures entangled inside your mantle (whether the entanglement was from the mantle or not) are crushed by the plant life, taking 1d6 damage each round at the start of your turn. This damage increases by 1d6 when you gain this spirit's greater and grand invocations.

Rampant Growth (Su, Greater): You can now use your mantle of growth as a swift action. When you score a critical hit with a weapon against a creature, it is entangled for a number of rounds equal to your weapon's critical multiplier - 1. If it was already entangled, it is instead sickened for a number of rounds equal to your weapon's critical multiplier - 1. The duration of these effects do not stack with themselves.

Forbidden Wilds (Ex, Grand): Double the threat range of all weapon attacks you make against creatures inside your mantle of growth. If the creature is entangled inside your mantle of growth, this benefit extends to all weapon attacks directed at them, not just your own. Spell attacks are unaffected, and this benefit does not stack with other effects that improve critical threat range, such as the Improved Critical feat.

INVOKER SPELLS

An invoker's spirit companion gains access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

Invokers themselves do not gain spellcasting and are not able to activate magic items, scrolls, and so on from the invoker spell list without the use of the Use Magic Device skill.

0-Level Invoker Spells: *create water*, *cultivate**, *detect magic*, *detect poison*, *guidance*, *know direction*, *light*, *read magic*, *spark*^{APG}, *stabilize*, *virtue*

1st-Level Invoker Spells: *ant haul*^{UC}, *aspect of the falcon*^{APG}, *bristle*^{APG}, *call animal*, *calm animals*, *charm animal*,

cloak of shade^{APG}, *cure light wounds*, *earthen shard**, *entangle*, *detect animals or plants*, *detect snares and pits*, *diagnose disease*, *dominion's shield**, *endure elements*, *expeditious excavation*^{APG}, *faerie fire*, *feather fall*, *gentle breeze*^{ACG}, *goodberry*, *keen senses*^{APG}, *magic fang*, *obscuring mist*, *pass without trace*, *ray of sickening*^{UM}, *remove fear*, *remove sickness*^{UM}, *snowball*^{UW}, *speak with animals*, *stinging thorn**, *summon nature's ally I*, *thunderstomp*^{ACG}, *touch of the sea*^{APG}, *wave shield*^{ACG}

2nd-Level Invoker Spells: *aggressive thundercloud*^{ACG}, *alpha instinct*^{UW}, *ant haul* (communal)^{UC}, *aspect of the bear*^{APG}, *barkskin*, *blindness/deafness*, *bull's strength*, *cat's grace*, *clear terrain**, *climbing beanstalk*^{ACG}, *clipped wings**, *cure moderate wounds*, *delay poison*, *dominion's curse**, *eagle's splendor*, *endure elements* (communal)^{UC}, *fog cloud*, *glide*^{APG}, *gust of wind*, *hold animal*, *hold person*, *icy trait**, *remove paralysis*, *primordial fang**, *resist energy*, *restoration* (lesser), *shield other*, *sickening entanglement*^{ACG}, *silence*, *slipstream*^{APG}, *soften earth and stone*, *stone call*^{APG}, *speak with plants*, *status*, *summon nature's ally II*, *water walk*, *weather shield**, *whispering wind*, *winter grasp*^{UW}, *wilderness soldiers*^{UC}, *wood shape*

3rd-Level Invoker Spells: *age resistance* (lesser)^{UM}, *air breathing*^{MC}, *aspect of the stag*^{APG}, *call lightning*, *cloak of winds*^{APG}, *coordinated effort*^{APG}, *cure serious wounds*, *daylight*, *delay poison* (communal)^{UC}, *dispel magic*, *dominion's wrath**, *hand of stone**, *magic fang* (greater), *mirage*^{UW}, *nature's exile*^{APG}, *neutralize poison*, *nondetection*, *persistent vigor*^{ACG}, *plant growth*, *protection from energy*, *poison*, *remove blindness/deafness*, *remove curse*, *remove disease*, *resist energy* (communal)^{UC}, *ride the waves*^{UM}, *shifting sand*^{APG}, *signs of the land*^{UW}, *sleet storm*, *soothing mud*^{UW}, *spike stones*, *summon nature's ally III*, *thorny entanglement*^{ACG}, *thunderstomp* (greater)^{APG}, *verdant surge**, *water breathing*

4th-Level Invoker Spells: *aggressive thundercloud* (greater)^{ACG}, *age resistance*^{UM}, *air walk*, *animal ambassador*^{UI}, *aspect of the wolf*^{APG}, *break enchantment*, *call lightning storm*, *commune with nature*, *cure critical wounds*, *death ward*, *dominion's blessing**, *downpour**, *embrace the deep**, *find quarry*^{UC}, *forest's sense*^{UW}, *grove of respite*^{APG}, *hold monster*, *life bubble*, *maelstrom**, *moonstruck*^{APG}, *nondetection* (communal)^{UC}, *pillar of earth**, *protection from energy* (communal)^{UC}, *restoration*, *sending*, *summon nature's ally IV*, *symbiosis**, *tidal surge*^{UW}, *toxic bloom**, *tree stride*, *weather shield* (mass)*

WARDEN

Be it a virulent plague, encroaching civilization, or a natural disaster, the harmony of the wilds is constantly under threat. The natural world will often reach out for aid: wizened hermits, agile hunters, and enigmatic shamans alike have all answered the call throughout the ages. Yet among them, few are as steadfast in their role as the warden. Both stalwart champion and contemplative sage, a warden is a devoted guardian of the land and its inhabitants. They immerse themselves in nature, acting as protectors of the wild and receiving protection in turn. Wardens hear the whispering lore among the trees to unlock veiled secrets of life and regrowth, and when threatened channel the facets of the wilds itself, blessing their allies and shielding them outsiders.

Role: Wardens are protectors, standing in the way of those that would harm nature. Their powerful wards serve as the cornerstone of defense for their allies, while the magics they harness give them the means to heal, navigate, and master their environment.

Alignment: Any

Hit Die: d10

Starting Age: Trained

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The warden's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the warden.

Weapon and Armor Proficiency: Wardens are proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Insightful Defense (Ex): A warden's awareness of his surroundings allows him to defend himself with focused perception rather than reflex. The warden may add his Wisdom modifier, instead of his Dexterity modifier, to his Armor Class and CMD. Any condition that would cause him to lose his Dexterity modifier to his AC instead causes him to lose his Wisdom modifier to his AC, and he cannot gain this bonus while wearing

heavy armor. Additionally, his armor's Maximum Dexterity Bonus still applies (limiting how much of his Wisdom modifier can be added to his AC), and the bonus he receives to his AC from his Wisdom score cannot exceed his warden level (+1 at 1st level, +2 at 2nd level, and so on).

Nature Lore (Ex): At 1st level, a warden gains a bonus on all Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), and Survival checks equal to 1/2 his warden level (minimum 1) and can make such checks untrained.

Verdant Bonus (Su): A warden's connection to the natural world is represented by his verdant bonus. A warden's verdant bonus begins at +1 and increases by 1 at 4th level and every four warden levels obtained thereafter, as shown on **Table: The Warden** under "Verdant Bonus".

As long as he is not wearing heavy armor, the warden receives a bonus to his AC equal to his verdant bonus. The warden's verdant bonus is also used to determine the strength of his ward, as well as the effects of many of his facets (see below).

Ward (Su): A warden's most powerful tool is his ward, a mystical barrier of natural energy that protects those within and grants them the strength of the wilds. Creating a ward is a swift action that does not provoke attacks of opportunity. The ward is a spherical emanation with a maximum radius of 10 feet; the warden can choose to manifest a ward with a radius of any multiple of 5 feet up to this maximum. The ward itself is faintly visible as a translucent barrier: the ward does not hinder sight in any way (or block line of sight or effect), nor does it produce light. The ward must be placed at a location within close range (25 ft. + 5 ft./2 levels) that the warden can see and has line of effect to. The ward is stationary, and can only be "moved" by manifesting it again in a different location.

All allies inside the ward (including the warden) are protected from extreme temperatures, as if under the effects of an *endure elements* spell. Allies within the ward are also shielded from harm, gaining an insight bonus to their AC equal to the warden's verdant bonus. The warden does not receive this bonus to his own AC, even from another warden, as he already has it inherently from the verdant bonus feature.

A manifested ward lasts indefinitely so long as the warden remains within close range of the ward (25 ft. + 5 ft./2 levels); if he moves outside of this range or if he is slain, the ward dissipates immediately. He can also dismiss an active ward as a swift action. There is no limit to the number of times each day a warden can manifest a ward, but he may only have one ward placed at a time. If he manifests a new ward, the previous one immediately dissipates.

Table: Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Verdant Bonus	Facets Prepared
1st	+1	+2	+0	+2	Insightful Defense, Nature Lore, Verdant Bonus, Ward	+1	—
2nd	+2	+3	+0	+3	Bonus Feat, Remedy, Secret	+1	—
3rd	+3	+3	+1	+3	Facets, Immunity	+1	2
4th	+4	+4	+1	+4	Protector's Sense	+2	2
5th	+5	+4	+1	+4	Secret	+2	3
6th	+6/+1	+5	+2	+5	Bonus Feat	+2	3
7th	+7/+2	+5	+2	+5	Natural Purity	+2	4
8th	+8/+3	+6	+2	+6	Secret	+3	4
9th	+9/+4	+6	+3	+6	Improved Ward	+3	5
10th	+10/+5	+7	+3	+7	Bonus Feat	+3	5
11th	+11/+6/+1	+7	+3	+7	Secret	+3	6
12th	+12/+7/+2	+8	+4	+8	Stalwart	+4	6
13th	+13/+8/+3	+8	+4	+8	Wild Step	+4	7
14th	+14/+9/+4	+9	+4	+9	Bonus Feat, Secret	+4	7
15th	+15/+10/+5	+9	+5	+9	Greater Ward	+4	8
16th	+16/+11/+6/+1	+10	+5	+10	Reverence	+5	8
17th	+17/+12/+7/+2	+10	+5	+10	Secret	+5	9
18th	+18/+13/+8/+3	+11	+6	+11	Bonus Feat	+5	9
19th	+19/+14/+9/+4	+11	+6	+11	Sentinel	+5	9
20th	+20/+15/+10/+5	+12	+6	+12	Eternal Guardian, Secret	+6	9

Bonus Feat: At 2nd level, and every four levels thereafter, the warden receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. He must meet the prerequisites of these feats as normal.

Remedy (Su): Also at 2nd level, a warden gains the ability to infuse living creatures (either himself or others) with vital energy, rapidly healing them of injuries. As a standard action, the warden can use this power upon a single creature to grant it fast healing equal to half his warden level for 1 minute. If the warden targets himself, he can use remedy as a swift action, instead. Remedy can normally be used on any creature that is adjacent to the warden; however, if the creature is within a ward, remedy can instead target the creature from close range (25 ft. + 5 ft./2 levels). A creature cannot benefit from more than one use of remedy at a time, even from a different warden.

A warden can use this ability a number of times each day equal to 1/2 his warden level + his Wisdom modifier (minimum 1). Remedy has no effect on undead or constructs.

Secret: A warden's devotion to nature is rewarded with knowledge of its hidden mysteries. When he reaches 2nd level and every three warden levels thereafter, he

gains a single secret from the list below. A secret cannot be selected more than once. If a secret calls for a saving throw, the DC is equal to 10 + 1/2 the warden's level + his Wisdom modifier unless otherwise noted.

Alleviate (Su): When the warden uses remedy on a creature, it is no longer sickened. At 8th level, it is no longer nauseated, as well.

Convalescence (Sp): The warden can spend 2 uses of remedy to cast *restoration* as a standard action and without material components, using the same range as his remedy class feature. He cannot use this to dispel a permanent negative level. The warden must be at least 11th level before learning this secret.

Eyes of the Wild (Sp): The warden can cast *commune with nature* at will as a spell-like ability, but must use its normal casting time. The warden must be at least 14th level before learning this secret.

Forest Traveler (Sp): The warden can use *tree stride* as a spell-like ability number of times per day equal to his Wisdom modifier (minimum 1). At 14th level, he can use two uses of this ability to instead cast *transport via plants*. The warden must be at least 8th level before learning this secret.

Green Thumb (Ex): The warden gains Cultivate Magic Plants^{UW} as a bonus feat without meeting its requirements

and can ignore the spell requirements in their crafting. The warden must be at least 5th level before learning this secret.

Hidden Trails (Ex): The warden gains woodland stride, as the druid class feature of the same name, and does not leave a trail while traveling through natural terrains (as *pass without trace*) unless he so desires. At 8th level, he may move at full speed through thorns, briars, and overgrown areas that are enchanted or magically manipulated, including areas that would impart the entangled condition.



Leyline Walker (Su): The warden's wild step improves. If he uses his wild step class feature to teleport into one of his own wards (but not a ward from another warden), he can do so from any distance. Additionally, the warden can use his wild step as a standard action to bring a single willing, adjacent creature along with him when he teleports. The brought creature must end its teleportation adjacent to the warden and inside the destination ward. The warden must be at least 14th level before learning this secret.

Like the Reed (Sp): The warden can bend and twist wood. He can cast *warp wood* and *wood shape* as spell-like abilities at-will using his warden level as his caster level and secret DC for the spell DC. The warden must be at least 5th level before learning this secret.

Natural Order (Sp): The warden can spend 2 uses of remedy to cast *break enchantment* as a standard action, using his warden level as his caster level for the effect. This has the same range as his remedy class feature but only targets a single creature. The warden must be at least 14th level before learning this secret.

Nature Arcana (Sp): The warden learns a small selection of natural magics. Choose any four from the following list: *create water*, *cultivate**, *detect magic*, *detect poison*, *diagnose disease^{UM}*, *guidance*, *know direction*, *light*, *purify food and drink*, *spark*, and *stabilize*. The warden can cast these spells at-will using his warden level as his caster level. The DC of these spells is equal to 10 + his Wisdom modifier.

Nature Provides (Ex): Natural energy sustains the warden. His need to eat and sleep is reduced as if wearing a *ring of sustenance*. At 8th level, the warden no longer needs to sleep at all. He must still get at least two consecutive hours of uninterrupted "rest" to actually gain the benefit of a night's sleep, but this resting period can constitute light activity such as keeping watch, reading, and so on, rather than actual sleep.

Renewal (Sp): The warden can spend a use of remedy to cast *remove blindness/deafness* as a spell-like ability. This has the same range of his remedy class feature. The warden must be at least 8th level before learning this secret.

Sacred Grove (Sp): A warden with this secret can conjure an aspect of the hidden wellsprings where spirits rest. The warden can cast *grove of respite^{APG}* as a spell-like ability at-will. When he does, he can optionally create a lodge for his allies, as a *secure shelter* spell, inside the grove's area. Creating a sacred grove takes 10 minutes and uses the warden's level as his caster level for all effects. This can only be used outdoors, and he may only have one sacred grove conjured at a time; using it again causes any existing grove to vanish. The warden must be at least 8th level before learning this secret.

Shaman's Cure (Sp): The warden may spend one use of his remedy ability to cast his choice of either *remove disease* or *neutralize poison*; both effects have the same range as his remedy class feature. Both use the warden's level as his caster level for their effects. The warden must be at least 5th level before learning this secret.

Sharpened Senses (Ex): The warden's senses hone like that of a wild animal. He gains both low-light vision and the scent ability.

Thread of Life (Su): The glow of life becomes visible to the warden. He gains lifesense, as the universal monster rule, allowing him to notice and locate living creatures within 30 feet as if he had blindsight. The warden must be at least 11th level before learning this secret.

Unbound Growth (Sp): The warden can bless plant life to spread wildly or improve their long-term health. He can use *plant growth* at-will as a spell-like ability using his warden level as his caster level. The warden must be at least 11th level before learning this secret.

Verdant Sight (Su): The warden can see through undergrowth, gaining the greensight universal monster ability to a range of 60 feet. At 15th level, the warden can even see through wood and other solid plant matter up to a number of feet equal to his warden level. The warden must be at least 8th level to learn this secret.

Whispers Among the Trees (Su): The warden can communicate with natural life. He is constantly under the effect of a *speak with animals* spell. At 8th level, he also benefits from the constant effect of a *speak with plants* spell. Both effects can be suppressed and reactivated as free actions.

Wilderness Scholar (Ex): The warden can take 10 on Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), and Survival checks, even if distractions would otherwise prevent him from taking 10. The warden must be at least 5th level before learning this secret.

Facets (Su): Beginning at 3rd level, the warden learns to call upon and embody the varied aspects of natural environments. Referred to as facets, each of these enigmatic forces act as the warden's sword and shield, granting him the means to protect allies and strike at those that would oppose them. Once per day, the warden may select a number of facets to prepare as shown on **Table: Warden** under "Facets Prepared". The full list of facets is located at the end of the class description. These facets remain prepared indefinitely until the warden chooses to prepare again.

Each facet comes in three levels: lesser, greater, and grand. At first, the warden may only prepare lesser facets. Upon reaching 9th level, he may prepare greater facets, and upon reaching 15th level he may prepare grand facets. However, facets must be prepared in ascending order of strength.

In order to prepare a facet, the warden must have prepared all versions of that facet of a lower level. For example, if the warden wants to prepare the *River of Life* grand facet, he must also prepare both the lesser and greater versions of *River of Life*. Each of these prepared facets counts separately (in the previous example, preparing the lesser, greater, and grand versions of *River of Life* counts as three of the warden's prepared facets for the day).

The warden uses these facets to enhance his ward, infusing it with new powers. Whenever he creates a ward, the warden may select a single facet he has. The ward he creates gains additional benefits as described in that facet's entry. The effects of a facet are cumulative with its lower-level versions: applying a grand facet to a ward, for example, also applies the effects of the lesser and greater versions of that facet unless otherwise specified. The warden may only apply one facet to his ward, but may make a different selection each time he creates a ward. He can always choose to apply a lower-level version of a facet he has prepared. If the effects of a facet call for a saving throw, the Difficulty Class for the save is equal to $10 + 1/2$ the warden's level + his Wisdom modifier.

Immunity (Ex): At 3rd level, the warden becomes immune to diseases, including both magical and supernatural diseases.

Protector's Sense (Ex): Starting at 4th level, a warden taps into his instinctual awareness of threats. The warden adds his Wisdom modifier to initiative checks in addition to his Dexterity modifier. He can always act in the surprise round even if he fails to make a Perception roll to notice a foe, but he is still considered flat-footed until he takes an action.

Natural Purity (Ex): At 7th level, a warden becomes immune to poisons of any kind.

Improved Ward (Su): At 9th level, the warden's ability to manifest wards improves. He can now manifest two separate wards, each with a maximum radius of 15 feet, which can be maintained so long as he remains within medium range (100 ft. + 10 ft./level). Each one must be manifested with a separate swift action. If he tries to manifest more than two wards, he chooses which of the current wards dissipates. He can apply a different facet to each ward he places. The areas of his wards are unable to overlap: if he attempts to place a ward to overlap a ward he already has placed, the older ward dissipates immediately.

The warden can also determine how healthy creatures within his wards are, as a *status* spell. This effect only applies to willing creatures, and the effect is removed if a creature leaves the area of the ward.

Stalwart (Ex): At 12th level, a warden can use mental and physical resiliency to avoid certain attacks. If he

makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the warden is wearing light armor, medium armor, or no armor. A helpless warden does not gain the benefit of the stalwart ability.

Wild Step (Su): Starting at 13th level, the warden gains the ability to step across leylines to swiftly help those within his ward. As a move action, the warden can teleport a distance up to twice his normal movement speed. This movement does not provoke attacks of opportunity. The ending location of this teleportation must be an open location within the area of a ward he or another allied warden has manifested.

Greater Ward (Su): At 15th level, the warden gains further strength for his wards. He can now manifest three separate wards, each with a maximum radius of 20 feet, which can be maintained so long as he remains within long range (400 ft. + 40 ft./level). As with improved ward, he can apply a separate facet to each ward he places and the wards cannot overlap.

Reverence (Su): Upon reaching 16th level, the creatures of the wild come to respect the warden's presence. Creatures of the animal or plant type never attack the warden or any of his allies within 20 feet of him unless magically compelled to do so. If the warden or his allies attack a plant or animal, that creature becomes immune to this effect for 24 hours.

Sentinel (Ex): Starting at 19th level, a warden gains a near-prescient sense of possible threats. The warden treats his initiative roll as always being a natural 20 and he is never surprised.

Eternal Guardian (Su): At 20th level, the warden ascends, joining the guardian voices of nature to become one of its everlasting protectors. His type changes to outsider, and he can count as either an outsider or his original type for the purpose of spells and effects (whichever is more beneficial to him).

Additionally, the warden stops aging. Age bonuses still accrue, but he does not take any penalties for his age, any age penalties he previously had are removed, and he does not die from old age. Even if he dies from some other cause, he will spontaneously come back to life (as a *resurrection* spell) 24 hours later at a point of his choosing within 20 miles of the place he died. He must have visited the place he returns to life at least once.

FACETS

The following represent the available facets that a warden can prepare each day. Each facet has three separate levels: lesser, greater, and grand. In order to prepare a facet, the warden must also prepare all lower-level versions of that facet.

BONES OF THE EARTH

You channel the facets of stone, becoming as steadfast as a mountain.

Lesser: Allies inside the ward gain acid resistance equal to five times your verdant bonus.

Greater: Allies inside the ward gain an insight bonus to CMB equal to half your verdant bonus and to CMD equal to your verdant bonus. Allies in the ward cannot be pushed from their space by anything short of mind-affecting effects or teleportation.

Grand: Allies inside the ward gain DR/adamantine equal to your verdant bonus.

DAWN'S LIGHT

Your ward embodies the brilliance of the sun, its rays shining with gross incandescence.

Lesser: The area within the ward becomes bright light, while the lighting out to 20 feet beyond the ward's edge increases by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Treat this as a 2nd-level light spell for the purpose of interaction with spells and effects that create darkness. Additionally, small motes of sunlight surround creatures in the ward, affecting all within as a *faerie fire* spell. The *faerie fire* lasts as long as the creature remains in the ward and for 1d4 rounds thereafter.

Greater: The ward now acts as a 4th-level light spell for the purpose of interacting with darkness effects. The area within 20 feet of the ward now sheds bright light, with the light 20 feet beyond that raised by one step. The interior of the ward reveals invisible foes, as an *invisibility purge* spell. Creatures outside the ward and within 20 feet are dazzled (no save). Any creature with light sensitivity or weakness to sunlight (such as a vampire or fungus) within bright light created by the ward must make a Reflex save or be blinded for 1 round. They must repeat this saving throw each round they remain in the area.

Grand: The ward now acts as a 6th-level spell for the purpose of interacting with darkness effects. Any creature that tries to enter the ward must make a Reflex save or be blinded for 1 round. The area within the ward and within 20 feet outside of it counts as natural sunlight for the purpose of creatures that are harmed by direct sunlight.

EYE OF THE STORM

You infuse your ward with the might of a hurricane, shielding your allies in the calm of its center.

Lesser: Allies inside the ward gain electricity resistance equal to five times your verdant bonus.

Greater: The edge of your ward swirls with wind, acting as a *wind wall* effect except it is a sphere with the same radius as your ward. It lasts indefinitely as long as the ward is manifested.

Grand: Powerful winds surround the ward. This acts as a *control winds* effect, using your warden level as your caster level. The radius of the *control winds* only extends out to a maximum of 20 feet outside of the ward's edge, rather than its normal size. The area inside the ward is unaffected (treat as the "eye" of calm air as described in *control winds*). The *control winds* effect lasts for its normal duration based on your caster level or until the ward dissipates, whichever happens first.

HEART OF THE WILDS

You channel the facet of the deep wilderness, snaring and choking unwary trespassers.

Lesser: Whenever an ally inside the ward is hit by a melee attack, the attacker must make a Reflex save or be entangled for 1 round as vines and roots restrain it, anchoring it in place. An attacker needs to only make this save once per round, regardless of the number of attacks it makes.

Greater: Spectral thorns and brambles protect creatures in the ward. Each time an ally inside the ward is hit by a melee attack, the attacker is stung by the thorns, taking piercing damage equal to 1d6 + your verdant bonus. The damage is considered magic for the purpose of overcoming damage reduction. Attackers hitting with reach weapons are unaffected.

Grand: The ward is surrounded by plant growth. The area within 20 feet outside of the ward becomes difficult terrain. Creatures trying to enter the ward must make a Reflex save or be entangled for 1d4 rounds (though they are not anchored and can still move).

MOON'S GLOW

Your ward radiates the moon's pale light, bringing comfort to allies while purging the unnatural.

Lesser: Allies in the ward gain an insight bonus to their saving throws against curse effects equal to your verdant bonus. Aberrations and creatures with the shapechanger subtype that enter into or start their turn in the ward must make a Fortitude save or be sickened for 1 round.

Greater: Allies in the ward gain an insight bonus to their saving throws equal to your verdant bonus against polymorph effects and against effects that would cause confusion, *insanity*, *feeblemind*, and other forms of madness.

Grand: Creatures inside the ward are reverted from their unnatural states. Each creature that enters or starts their turn in the ward must make a Will save or be affected by *true form*^{APG}, as the spell, using the save DC of your ward for the effect. A creature that makes its save is immune to this effect for 24 hours, even if you make another ward. Aberrations and shapechangers that fail the Fortitude save against this facet's lesser effect are

nauseated for 1 round on a failed save and sickened for 1 round on a successful one.

RIVER OF LIFE

Your ward is infused with a current of living energy, protecting the health and well-being of those within.

Lesser: Allies in the ward gain an insight bonus to their saving throws against poison and disease equal to your verdant bonus. They automatically stabilize when they fall below 0 hit points.

Greater: Healing energies are increased inside the ward. Spells from the conjuration (healing) school have their caster level increased by half your verdant bonus + 1. This same bonus applies to the effective class level of abilities and effects that restore hit points or cure conditions, such as your remedy class feature or a cleric's channel energy. This bonus only applies to targets of these effects that are inside the ward and does not apply if these effects are used to harm a creature. Additionally, creatures inside the ward are protected from harsh conditions, as if affected by *life bubble*^{APG}. The effect is removed if they leave the ward.

Grand: Halve any ability damage, ability drain, or ability penalties (such as those caused by *ray of enfeeblement*) inflicted on creatures inside the ward. Allied creatures inside the ward gain temporary hit points equal to your verdant bonus each round. These temporary hit points do not stack.

SPARK OF CREATION

You channel a facet of creation, your ward becoming anathema to the unliving.

Lesser: Allies in the ward gain an insight bonus to their saving throws against effects that deal negative energy damage equal to your verdant bonus. Undead creatures that enter into or start their turn inside the ward take positive energy damage each round equal to 1d8 + twice your verdant bonus. A Will save halves the damage taken that round. Channel resistance applies to this saving throw.

Greater: Increase the damage dealt by this facet's lesser version by 1d8. Allies in the ward gain an insight bonus to their saving throws against death effects and energy drain equal to your verdant bonus.

Grand: Increase the damage dealt by this facet's lesser version by an additional 2d8 (for a total of 4d8). Undead that fail their Will save against the lesser facet effect flee as if panicked for 1d4 rounds (as the Turn Undead feat). An intelligent undead can make a new saving throw each round to stop fleeing.

SUMMER'S HEAT

Your ward shimmers with intense heat: a comforting warmth for allies, a scalding fire to your foes.

Lesser: Allies inside the ward gain cold resistance equal to five times your verdant bonus.

Greater: Allies inside the ward deal an additional 1d6 fire damage with their weapon attacks. This stacks with other energy damage the weapon might deal and is not multiplied on a critical hit.

Grand: The ward is wreathed in flames. The ward acts as a *wall of fire* using your warden level as your caster level, except as noted here. The “wall” takes on the spherical shape of the ward, sending forth waves of heat outward in all directions. Creatures inside the ward are not affected; they can exit the ward safely without being burned by the wall, but are thereafter affected by the waves of heat outside the ward and are damaged if they cross the wall to re-enter the ward. The wall lasts as long as the ward is manifested. The flames do not harm objects or structures, nor natural vegetation and terrain.

TRANQUIL AURORA

Your ward shifts with the colors of a beautiful night sky, bringing peace to those that witness it.

Lesser: Allies inside the ward gain an insight bonus against fear, pattern, and emotion effects equal to your verdant bonus.

Greater: The ward calms aggression. Enemies that enter into the ward or start their turn inside the ward must make a Will save or be unable to benefit from morale bonuses, including positive emotional effects like a bard’s inspire courage or a barbarian’s rage. The effect lasts as long as they stay within the ward; if they leave and re-enter, they must save again. A creature that makes its saving throw is immune to this effect for 24 hours, even if you make another ward. This is a mind-affecting emotion effect.

Grand: The ward shimmers with entrancing lights. Creatures within 20 feet outside of the ward must make a Will save or be fascinated by the lights; the fascination lasts for a number of rounds equal to your warden level, after which the creature must save again or be fascinated again. A fascinated creature is also affected as by a *calm emotions* spell as long as it remains fascinated. A creature that makes its saving throw or whose fascination is broken by hostility is immune to this effect for 24 hours, even if you make another ward. This is a mind-affecting, emotion, pattern effect. Additionally, all fear effects inside the ward and within 20 feet of it are suppressed: their duration continues, but has no effect. The fear effect will take hold of the creature if it moves more than 20 feet away from the ward, provided the fear effect’s duration has not expired in the meantime.

WINTER’S CHILL

You channel a facet of the coldest winter nights, its icy embrace freezing intruders to the bone.

Lesser: Allies inside the ward gain fire resistance equal to five times your verdant bonus.

Greater: Your allies’ weapons are coated in rime. Each time an ally within the ward hits an opponent with a weapon attack, its speed is reduced by 5 feet for 1 round. Additional attacks stack the penalty but not the duration. If a creature’s speed is reduced by half, it must make a Fortitude save have the movement penalty replaced by a *slow* effect (as the spell) for 1 round. A creature can only be subjected to this saving throw once per round. Creatures that are immune to cold damage are immune to this facet’s effect.

Grand: The ward crystallizes with piercing cold. Creatures attempting to enter the ward take 1d8 cold damage per point of your verdant bonus and are then *slowed* (as the spell) for 1d4 rounds. A successful Fortitude save halves the cold damage and negates the *slowing* effect. Creatures that take no damage from the cold are also unaffected by the *slow* effect. The cold does not harm objects or structures, nor natural vegetation and terrain.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever a character gains a level, a character with elementer, invoker, or warden as their favored class can choose a different benefit based on his or her race. Racial favored class options were first introduced in the *Pathfinder Roleplaying Game Advanced Players Guide*.

ELEMENTER

Aasimar: The elementer gains 1/6 of an additional daily use of her attunement ability.

Dwarf: Increase the elementer's maximum energy pool by +1/2.

Elf: Add one spell from the elementer spell list to the elementer's spellbook. This spell must be at least one level below the highest spell level the elementer can cast (accounting for her fusion class feature).

Gnome: Add a +1 bonus on concentration checks to cast elementer spells.

Half-Elf: The elementer gains 1/6 of a spell twist.

Half-Orc: Increase the elementer's maximum energy pool by +1/2.

Halfling: The elementer gains 1/6 of a spell twist.

Human: Add one spell from the elementer spell list to the elementer's spellbook. This spell must be at least one level below the highest spell level the elementer can cast (accounting for her fusion class feature).

Ifrit: Add +1/2 damage to fire elemental spells and fire spell twists.

Oread: Add +1/2 damage to earth elemental spells and earth spell twists.

Sylph: Add +1/2 damage to air elemental spells and air spell twists.

Tiefling: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Undine: Add +1/2 damage to water elemental spells and water spell twists.

INVOKER

Aasimar: Add +5 feet to the range of the spirit companion's link ability.

Dwarf: Add +1/4 natural armor bonus to the AC of the invoker's spirit companion.

Elf: The invoker gains 1/8 of a new spirit.

Gnome: Add 1 skill point or 1 hit point to the invoker's spirit companion.

Half-Elf: Add 1/4 to the invoker's spirit energy pool.

Half-Orc: Add 1 foot to the spirit companion's base speed and any movement type gained from its dominion. In combat, this has an effect only for every five increases to a particular speed.

Halfling: Add 1/4 to the invoker's spirit energy pool.

Human: Add 1 skill point or 1 hit point to the invoker's spirit companion.

Ifrit: Increase the invoker's or the spirit companion's fire resistance by 1 (maximum 10).

Oread: Increase the invoker's or the spirit companion's acid resistance by 1 (maximum 10).

Sylph: Increase the invoker's or the spirit companion's electricity resistance by 1 (maximum 10).

Tiefling: Add +1/2 to the damage dealt by the spirit companion's spirit blast ability.

Undine: Increase the invoker's or the spirit companion's cold resistance by 1 (maximum 10).

WARDEN

Aasimar: Add +1/4 to the warden's level for the purpose of determining the effects of one secret.

Dwarf: Increase the number of facets the warden can prepare each day by 1/6.

Elf: Increase the Maximum Dexterity Bonus of armor the warden wears by +1/4 (max +3).

Gnome: Increase the warden's effective level by +1/2 for the purpose of determining the maximum distance he can maintain his wards and use remedy.

Half-Elf: The warden gains 1/6 of a new secret.

Half-Orc: The warden gains 1/2 point of DR/— against nonlethal damage (maximum DR 10/—).

Halfling: Add +1/3 to the number of times the warden can use remedy each day.

Human: The warden gains 1/6 of a new secret.

Ifrit: Add +1/2 bonus to Intimidate and Knowledge (planes) checks.

Oread: Add +1/2 bonus to Climb and Knowledge (planes) checks.

Sylph: Add +1/2 bonus to Acrobatics and Knowledge (planes) checks.

Tiefling: Add +2 to the warden's Constitution score for the purpose of determining when he dies from negative hit points.

Undine: Add +1/2 bonus to Escape Artist and Knowledge (planes) checks.

CHAPTER II

ARCHEYPES AND OPTIONS

Nature magic encompasses a whole world of potential, from controlling the weather to shapeshifting into powerful beasts. Instead of creating entirely new disciplines, many that seek to learn the secrets of the wild do so in addition to their existing abilities. Others may find the find a wild power within themselves, venturing forth to understand and control the newfound gifts they are blessed with.

Learning to harness the forces of nature is a common theme throughout the Pathfinder Roleplaying Game and within fantasy roleplaying in general. Some ritualistically contact the spirits of the wild or tap into verdant energies, while others unleash their primal fury or rain destruction upon foes. Regardless of origin, this chapter of *Path of the Wilds* explores new paths for several classes, bestowing them with the magics of the natural world.

Presented in this chapter are new class options and archetypes for both the new elementer, invoker, and warden classes and for existing classes in the Pathfinder Roleplaying Game. These archetypes replace certain features of these classes with new options to give their class wilderness-themed powers, whether augmenting their existing natural abilities or changing the class's theme entirely. Other classes instead gain more options to choose from for their existing class features, such as new kineticist talents and new medium spirits. For full details on how archetypes function, see Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

BARBARIAN

ANIMIST (ARCHETYPE)

Most believe that the soul only exists in the living. The animist knows that this is a lie. An ancient tradition, these ritualistic warriors summon mystical totems that invite the innumerable wild souls of the world to turn the tide in battle.

Totem (Su): An animist has learned a mystical technique to create spiritual totems out of natural power. The animist can summon a single totem as a standard action in an open space within close range (25 ft. + 5 ft./2 levels). At 7th level, she can summon a totem as a move action instead of a standard action, and at 13th level she can do so as a swift action. The animist can maintain a totem for a number of rounds each day equal to 4 + her Wisdom modifier. Each animist level gained after 1st lets her summon totems an additional 2 rounds per day, and she can dismiss the totem as a free action. The animist can only have one totem at a time.

The totem is a small object (about 2 feet in diameter and 4 feet high) and must be placed on a horizontal surface. It is semi-solid and made of a mixture of magical power and wild energy: it has 10 hit points per level the animist has and hardness 5. Being semi-intangible, it can be destroyed through damage but cannot be moved, and creatures can move through its space unimpeded. Once a totem is dismissed, it cannot be summoned again for a number of rounds equal to the number of rounds the totem was summoned. If the totem is destroyed (and not simply dismissed), she cannot summon another totem for the previously described duration or for 1 minute, whichever is longer.

While the totem is summoned, it grants enhanced power to the animist and her allies so long as they remain within 30 feet of the totem. The totem grants a +1 morale bonus to one of the following:

- Weapon attack rolls and damage rolls
- Armor class and saving throws

The bonus is chosen when the totem is summoned and cannot be changed until the animist summons a new totem. The bonus increases by +1 at 5th, 11th, and 17th levels, to a maximum of +4.

Allies affected by an animist's totem are treated as under the effects of rage for the purpose of other effects that mimic and/or do not stack with rage, such as a barbarian's rage, a skald's raging song, or the *rage* spell.

This ability replaces rage. Abilities and effects that grant additional rounds of rage, such as the Extra Rage feat, instead grant additional rounds the animist can summon her totem.

Totemic Powers: When selecting rage powers, the animist can only select "totem" rage powers, such as lesser spirit totem^{APG} or beast totem^{APG}. Unlike most barbarians, an animist is not limited to only a single totem rage power set and can learn any number of totem powers. She must otherwise meet the requirements of these rage powers, as normal.

When she summons a totem, she can select a single type of totem rage power she has. The animist and her allies gain the benefits of that type of totem rage power so long as they are within range of the totem's effects. She can choose a different set of totem powers to share with allies each time she summons her totem. If the rage power's effects depend on the animist's ability modifier (such as lesser spirit totem^{APG}), affected allies use the animist's ability modifier instead of their own for the purposes of the effect. An animist never qualifies for the Extra Rage Power^{APG} feat. This alters rage powers.

Spirit Sense (Sp): Starting at 3rd level, the animist can contact the spirits that exist in all of creation to guide her. She may cast her choice of either *whispering lore*^{ARG} or *detect snares and pits* as a spell-like ability. She may do so once per day.

For every three levels she gains past 3rd, she gains an additional use of this ability, as well as new spells she can use, as follows: *signs of the land*^{UW} (6th), *speak with plants* (9th), *commune with nature* (12th), *find the path* (15th) and *stone tell* (18th).

She can use her daily uses of spirit sense to cast any combination of the above spells that she has access to. All effects use her animist level for her caster level, and the DC of any saving throw is equal to 10 + the spell's level + her Wisdom modifier. She must use the spells' normal casting times. This replaces trap sense and the rage power gained at 4th level.

Spirit Guardian (Su): At 11th level, the animist's totem can manifest its own life force, acting of its own will. When summoned, the animist can choose to invoke this power, causing the totem to act as a *spiritual weapon* spell in its space. The guardian must be given a target (as described in *spiritual weapon*), but it may only move and attack foes within 30 feet of the totem's space and will

not pursue a target outside of this range. The animist uses her level for the caster level of this effect and it lasts as long as the totem remains summoned. Each round she has the spirit guardian summoned requires her to spend an additional round of her totem ability for the day. This ability replaces greater rage.

Hasten Spirits (Su): At 17th level, the animist can summon totems immediately without delay, regardless of whether the totem was dismissed or destroyed. This replaces tireless rage.

Ancient Guardian (Su): At 20th level, the life force of the totem becomes indomitable. The spirit guardian now acts as *spiritual ally*, using the animist's level for its caster level. The totem becomes impervious to damage, and only effects that can specifically destroy a *spiritual ally* can destroy the totem (whether the guardian is summoned or not). This ability replaces mighty rage.



DRUID

GEOMANCER (ARCHETYPE)

While all druids draw their powers from nature, the geomancer's bond with the land is deeper than that of their brethren. They draw magic from the earth, letting the world guide their hand and shape their potential.

Favored Terrain (Ex): At 1st level, the geomancer gains a single favored terrain, as the ranger class feature of the same name. She continues to gain new favored terrains at 6th level and every five levels thereafter, as described in the ranger class. If she selects a plane, she can only select the Plane of Air, Earth, Fire, or Water. This ability replaces nature bond.

Earth Magic: A geomancer gains Earth Magic^{UW} as a bonus feat at 1st level. This replaces nature sense.

Geomancy: At 1st level, the geomancer learns to channel the power of the land. Each favored terrain has a corresponding cleric domain (and possibly subdomain, listed in brackets []), as follows: cold (Water [Ice]), desert (Sun), forest (Animal), jungle (Plant), mountain (Air [Wind]), plains (Weather), Plane of Air (Air), Plane of Earth (Earth), Plane of Fire (Fire), Plane of Water (Water), Swamp (Plant), underground (Earth [Caves]), urban (Travel), and water (Water [Ocean]).

While she is in her favored terrain, she can channel her stored spell energy into the corresponding geomancy spell. She can "lose" a prepared spell to cast any domain spell for her favored terrain of the same level or lower. She does not gain any domain powers from these domains. This replaces spontaneous casting.

Sure-Footed (Ex): Starting at 3rd level, a geomancer ignores natural difficult terrain while in one of her favored terrains. This replaces trackless step.

Acclimated (Ex): At 4th level, a geomancer gains a +4 bonus on saving throws against natural hazards and weather while in her favored terrains. She also gains the constant benefit of *endure elements* whether she is in her favored terrain or not. This replaces resist nature's lure.

Channel Terrain (Sp): Starting at 9th level, a geomancer can cast *terrain bond*^{UC} as a spell-like ability once per day. She can also expend a use of wild shape to cast *terrain bond*^{UC} as a spell-like ability. Either method uses her druid level as her caster level for the effect.

When she uses channel terrain, rather than treating the current terrain as her highest favored terrain (as the normal effect of *terrain bond*^{UC}) she can instead gain the current terrain as a temporary favored terrain. The bonuses granted by this temporary terrain is only +2, but it otherwise acts as one of her favored terrains for the duration. This ability replaces venom immunity.

ELEMENTER

Not all elementers are content with mastery of the four elements. Some choose to instead focus their study, devoting their efforts to a few elemental powers while forgoing the rest. Others trade away a portion of their magical power for more traditional martial training.

AEGIS KNIGHT (ARCHETYPE)

Elementers are well-known for their ability to balance combat capability and magical talent. The aegis knight chooses to tip this balance, reducing their magical strength while focusing on traditional skill at arms.

Weapon and Armor Proficiencies: The aegis knight is proficient with medium armor, in addition to her other proficiencies.

Swift Aegis (Su): An aegis knight does not have to wait at least one round after leaving aegis form to enter it again. So long as she has at least one point in her energy pool, she can immediately enter aegis, even if she left it this turn. This modifies aegis.

Bonus Feats: At 2nd level, and every four levels thereafter, the aegis knight receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. She must meet the prerequisites of these feats as normal. This replaces both evasion and fusion.

Transmutation (Ex): An aegis knight can more readily convert energy from her spells into fuel for her aegis. She can convert her prepared elemental spells into energy pool points (as described in the energy pool class feature) as a move action, rather than a standard action. At 12th level, she can do this once per round as a free action. This replaces potency.

Greater Attunement (Ex): At 8th level, the aegis knight gains an additional daily use of her attunement ability. Rather than changing her selected affinity powers, she can use attunement as a free action to alter the energy resistances she has selected with her barrier class feature, using the normal rules for that ability. This replaces the spell twist gained at 8th level.

Deflection (Su): While in aegis form, the planar energies swirl around the aegis knight to protect her from serious injury. She gains a stacking 25% chance to ignore critical hits and sneak attacks for each affinity power she is benefiting from (for example, if she is currently benefiting from a lesser, moderate, and greater affinity power, she has a 75% chance to negate critical hits and sneak attacks). In order to use this ability, the aegis knight must spend an additional energy point per round she is in aegis. This replaces improved evasion.

Dominance (Ex): At 20th level, the aegis knight can now gain energy pool points while she is in aegis form, both from using spell twists or from converting spells directly. She still is unable to cast spells or use spell-completion and spell-trigger items while in aegis form. This ability replaces supremacy.

STORMCALLER (ARCHETYPE)

The might of the storm is a power that draws many spellcasters, and the stormcaller is no exception. Specializing in air and water magics, they manipulate the weather to devastating effect, calling down thunderous lightning and unrelenting hail to lay waste to foes.

Elemental Specialization: A stormcaller specializes in only air and water magic. As such, they give up the ability to use other forms of elemental skill. A stormcaller removes all spells from the earth and fire categories from her spell list, unless those spells also fall under air or water (such as *sirocco*^{APG}). She also cannot select spell twists and affinity powers that are in the earth or fire categories. She cannot select earth or fire when selecting elements for her fusion class feature.

This ability does not modify or replace any of these features for the purpose of combining elementer archetypes. However, this archetype cannot be combined with any other archetype that has the Elemental Specialization feature, even if they would otherwise be compatible with each other.

Weather Eye (Ex): At 1st level, a stormcaller is able to see through fog, mist, and other forms of weather-based concealment, even if they are magical in origin. Any penalties to her Perception or attack rolls due to the weather are halved. Additionally, the stormcaller adds her elementer level to Survival checks made to predict the weather or resist severe weather effects.

Sudden Storm (Ex): At 2nd level, the stormcaller gains the ability to generate storm magics as needed. She can take any prepared air or water elemental spell and convert it into one of the following spells. She can only convert it to a spell of equal level or lower from the following list:

1st—*alter winds*^{APG}, *obscuring mist*; 2nd—*gust of wind*, *fog cloud*; 3rd—*lightning bolt*, *sleet storm*; 4th—*ice storm*, *river of wind*^{ACG}; 5th—*call lightning storm*, *control winds*, 6th—*chain lightning*, *freezing sphere*; 7th—*control weather*, *tempest hammer**; 8th—*polar ray*, *whirlwind*; 9th—*polar midnight*^{JM}, *storm of vengeance*

This functions as if spontaneously the chosen spell, including applying metamagic feats at casting time. This replaces both of the spell twists gained at 2nd level.

Tempest Barrier (Su): A stormcaller's barrier cannot be used to grant fire or acid resistance. Instead, it can grant cold, electricity, or sonic resistance. Furthermore, the barrier protects the stormcaller from powerful

winds. She treats all wind effects as being one step less severe. At 10th level, she treats wind effects as two steps less severe. This alters barrier.

Lightning Rod (Su): Starting at 8th level, a stormcaller can redirect dangerous weather, including lightning and hail. This ability can be used whenever the stormcaller is subjected to an effect that would deal cold, electricity, or sonic damage to her, but she completely negates the damage in some way (taking 0 damage from the effect). Any method of damage negation, including energy resistance, *protection from energy*, or the evasion class feature all can trigger this effect.

If she reduces the damage to zero, she can use an immediate action to redirect that damage to another creature within 30 feet of her. The target must make a Reflex save (DC 10 + 1/2 the stormcaller's class level + her Intelligence modifier) or take damage equal to the amount resisted. This replaces absorption.

Stormcall (Sp): At 14th level, a stormcaller can cast *control weather* once per day as a spell-like ability. Any spells she cast that improve in stormy or inclement weather conditions (such as *call lightning*) are always treated as if in the necessary weather condition, even indoors. This replaces the spell twist gained at 14th level.

Greater Tempest Barrier (Ex): At 15th level, in addition to greater barrier's effects, the stormcaller is no longer affected by wind conditions of any strength. When she hits a creature with her lightning rod class feature, the target takes half damage on a successful saving throw. The target also takes a -2 penalty to its Reflex saves for 1 round after being hit, whether it made its save or not. This alters greater barrier.

VOLCANIST (ARCHETYPE)

Very little can withstand the sudden and explosive power of a volcanic eruption. Drawn as moths to a molten flame, volcanists seek to direct this destructive force to their own ends, combining earth and fire magics into magnificent displays of arcane mastery.

Elemental Specialization: A volcanist specializes in only earth and fire magic. As such, they give up the ability to use other forms of elemental skill. A volcanist removes all spells from the air and water categories from her spell list, unless those spells also fall under earth or fire (such as *sirocco*^{APG}). She also cannot select spell twists and affinity powers that are in the air or water categories. She cannot select air or water when selecting elements for her fusion class feature.

This ability does not modify or replace any of these features for the purpose of combining elementer archetypes. However, this archetype cannot be combined with any other archetype that has the Elemental Specialization feature, even if they would otherwise be compatible with each other.

Steady as Stone (Ex): At 1st level, a volcanist is unaffected by difficult terrain caused by sand, rubble, obsidian, tar, or other earthen effects. She adds half her level (minimum +1) to all Knowledge (dungeoneering) checks and Climb checks.

Magma Twist (Sp): At 2nd level, a volcanist can use any prepared earth spell to use fire spell twists, and can use any prepared fire spell to use earth spell twists.

Tectonic Barrier (Ex): A volcanist's barrier cannot be used to grant cold or electricity resistance. Instead, it can grant only acid or fire resistance. Furthermore, the barrier anchors the volcanist to the ground. As long as she remains on the ground, she can add her Intelligence modifier (minimum +1) as an additional bonus to her CMD and cannot be knocked prone. This alters barrier.

Molten Magic (Ex): At 5th level, the volcanist gains Volcanic Spell* as a bonus feat. If she already has the feat, she can select any other feat she qualifies for. The volcanist can spontaneously apply the Volcanic Spell* feat to a spell she casts without increasing its level or casting time. She may do this once per day, plus an additional time per day at 9th, 13th, and 17th levels. Furthermore, creatures that are burning (due to Volcanic Spell*, being set on fire, exposure to lava, and so on) take a -1 penalty to saving throws against the volcanist's spells and spell twists. At 17th level, the penalty increases to -2. This replaces the spell twists gained at 5th level and 17th level.

Volcanic Aegis (Su): Starting at 7th level, the volcanist's aegis combines the strength of stone with the fury of flame. When determining the synergy bonuses of her affinity powers, she is always treated as having at least two fire and earth powers active. At 13th level, she is always treated as having at least three fire and earth powers active, and at 19th level she is treated as having four fire and earth powers active. This replaces attunement.

Firewalker (Su): At 11th level, the volcanist is no longer affected by any sort of difficult terrain. She can walk along any surface (including walls and ceilings) at her normal speed. Additionally, she can walk across the surface of tar, lava, magma, and similar heated terrain. She does not take any fire damage from these surfaces. This replaces the spell twist gained at 11th level.

Greater Tectonic Barrier (Ex): Beginning at 15th level, the anchoring effect of the volcanist's tectonic barrier improves. She becomes immune to any effect that would move her from her space (except for mind-affecting effect and teleportation effects) so long as she is in contact with the ground. This is in addition to greater barrier's normal effects. This alters greater barrier.

HUNTER

PLANAR HUNTER (ARCHETYPE)

When one thinks of “the wilds”, they do not typically envision the caverns of the Plane of Earth or the serene fields of the afterlife. The planar hunter taps into the powers of the multiverse, challenging extraplanar threats to protect nature in all of its forms.

Class Skills: The hunter gains Knowledge (planes) as a class skill and loses Knowledge (dungeoneering).

Planar Focus (Su): A planar hunter can take on the aspect of a plane as a swift action. She must select one type of plane to emulate, gaining a bonus or special ability based on the type of plane emulated and her hunter level. The planar hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive but must be spent in 1-minute increments. She can emulate only one plane at a time.

The planar hunter can also apply one of these aspects to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until she changes it. The companion's aspect can be the same aspect the hunter has taken on or a different one. A planar hunter can select or change the planar foci on both herself and her animal companion as part of the same swift action.

Aligned Plane, Chaotic: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and to +6 at 15th level.

Aligned Plane, Evil: The creature gains a +4 competence bonus on Intimidate checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Aligned Plane, Good: The creature gains a +1 morale bonus on saves against spells and spell-like abilities. This bonus increases to +2 at 8th level and +3 at 15th level.

Aligned Plane, Lawful: The creature gains a 25% chance to treat any critical hit or sneak attack as a normal hit (as the *fortification* armor special ability). This increases to and 50% at 8th level, and 75% at 15th level.

Astral Plane: The creature's attacks are always treated as being magic for the purpose of overcoming damage reduction and damaging incorporeal creatures. At 8th level, its attacks always have the *ghost touch* property. At 15th level, the creature's attacks are treated as having the *phase locking* property.

Ethereal Plane: The creature gains evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the rogue advanced talent.

Negative Energy Plane: The creature gains a +4 bonus on saving throws against death effects, energy drain, and negative energy effects. This bonus increases to +6 at 8th level and to +8 at 15th level.

Plane of Air: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Plane of Earth: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and to +6 at 15th level.

Plane of Fire: The creature's attacks deal 1 point of fire damage in addition to their normal damage. At 8th level, the fire damage increases to 1d3, and at 15th level, it increases to 1d6.

Plane of Water: The creature gains a +2 competence bonus on Swim checks and can breathe underwater. This bonus increases to +4 at 8th level and to +6 at 15th level.

Positive Energy Plane: The creature recovers 1 additional hit point whenever it receives magical healing, and any conjuration (healing) spells cast on it gain a +1 to their caster level for the purpose of the spell's result on the creature only. The additional healing does not apply to fast healing. This increases to 2 additional hit points and +2 caster level at 8th level, and to 3 additional hit points and +3 caster level at 15th level.

Shadow Plane: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet.

This replaces animal focus.

Planar Arcana (Ex): At 2nd level, the planar hunter gains spells to defeat extraplanar foes. She adds the following spells to her list of spells known at the indicated level: *see alignment* (1st), *align weapon* (2nd), *dimensional anchor* (3rd), *dismissal* (4th), *plane shift* (5th), and *banishment* (6th). These do not count against her spells known. This replaces precise companion.

Multiverse Hunter (Ex): Starting at 5th level, the planar hunter adds half her hunter level to Knowledge (planes) checks. She and her companion gain a +4 bonus on saving throws against teleportation effects and effects that would send her from the current plane, such as *dismissal*. This replaces woodland stride.

Adaptation (Su): At 10th level, the planar hunter and her companion are constantly under the effect of *planar adaptation*^{APG} when not on their native plane. This replaces raise animal companion.

Outsider's Bane (Ex): At 17th level, outsiders have come to fear the planar hunter's skill. The planar hunter and her companion can demoralize an outsider as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result. This ability replaces one with the wild.

INVOKER

Much like the spirits they commune with, no two invokers are identical. Some form a fleeting bond with spirits, only calling upon their strength in short bursts. Others forgo their signature companions to form a covenant directly with nature itself.

SPEAKER OF THE WILDS (ARCHETYPE)

Rarely, a select few invokers are chosen by nature to act as emissaries. While still competent in combat, they forgo some of their spiritual power to gain a mystical voice to empower the weak.

Emissary's Oath: The speaker of the wild's spirit companion must have the acolyte or guardian oath.

Divine Voice (Su): Starting at 2nd level, a speaker of the wild's voice carries the authority and divine power of nature itself. This acts as bardic performance (including interaction with feats, spells, and so on), using his speaker of the wilds level as his bard level, though the voice uses Diplomacy in place of Performance checks, as needed. He may only use the following types of performance, each gained at the indicated level: countersong (2nd), inspire courage (2nd), inspire competence (5th), inspire greatness (11th), and inspire heroics (17th).

The speaker of the wilds can speak in this manner for a number of rounds per day equal to his invoker level + his Charisma modifier. He may start a speech as a standard action. At 7th level, he may do so as a move action, and at 13th level he may do so as a swift action. This replaces invoke.

Envoy Arcana (Ex): At 4th level, and every three levels gained thereafter, the speaker of the wilds can learn additional supportive magic. The speaker can select a single bard spell of a level castable by his spirit companion and add it to the invoker spell list. His spirit companion automatically gains the chosen spell as a spell known without counting against its normal amount. This replaces mystic bond.

Invoke (Su): The speaker of the wilds gains the ability to invoke at 5th level, rather than 2nd. He gains invocation abilities from his chosen spirit at the following levels: lesser (5th), intermediate (8th), greater (14th), and grand (20th). This replaces dual invocation.

Divine Speaker (Su): At 16th level, both the speaker of the wilds and his spirit companion (including any spells the companion casts) are unaffected by areas of magical *silence*. Both of them can understand all spoken language, and all living creatures can understand both the speaker of the wilds and his companion. This replaces mental bond.

SPIRITBOUND (ARCHETYPE)

Some invokers find a multitude of spirits drawn to them, but never a singular companion to travel with. Instead, they bond with the multitudes of lesser spirits and are blessed with magical power by nature itself.

Wild Covenant: A spiritbound invoker does not gain a spirit companion at all: instead, they form a covenant with nature. The spiritbound invoker still chooses a dominion and oath (as they normally would when gaining a spirit companion). Any class features the invoker has that rely on his spirit companion's oath or dominion (such as the bonuses for his avatar class feature or what spirits he can invoke) use the wild covenant's dominion and oath, instead. This replaces spirit companion.



Wild Dominion (Ex): At 1st level, the spirits of nature grant the invoker additional skills. He adds half his level (minimum +1) to Knowledge (nature) checks and to two more skills, depending on his chosen dominion: beasts (Handle Animal, Stealth), land (Climb, Sense Motive), sea (Escape Artist, Swim), sky (Acrobatics, Fly), and wilds (Heal, Survival).

Bountiful Spirits (Su): A spiritbound invoker's spirit energy pool has a number of points equal to his level + his Charisma modifier instead of the normal amount. This alters spirit energy.

Spells: A spiritbound invoker can cast divine spells from the invoker spell list. He has the same spells per day and spells known (including 0th-level spells) as a medium of his invoker level, and he receives bonus spells per day for having a high Charisma score. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, the invoker must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against the invoker's spell is 10 + the spell's level + the spiritbound invoker's Charisma modifier. He may cast *dominion** spells as if he were a spirit companion, using his invoked spirits to determine their effect.

Mystic Soul (Su): At 4th level, the spiritbound invoker can channel magic from his spirits. Once per day per spell level of 1st through 4th, the invoker can cast one spell from the lists of spells given by his currently invoked spirits. He does not need to know the spells chosen to do so. Casting a spell this way does not take up a spell slot. The invoker cannot apply metamagic feats to a spell cast with this ability, and it does not grant him the ability to cast spells of a higher level than he can already cast. This replaces mystic bond.

Quick Avatar (Su): As the spiritbound invoker hosts his spirits within himself, he does not need to merge forms with a companion to use his spirit avatar. He can activate his spirit avatar as a swift action, rather than a full-round action. Any avatar bonuses that would affect his spirit companion (such as the bonus to spellcasting from the Acolyte oath) benefit the spiritbound invoker, instead. The spiritbound invoker can convert his own spell slots to fuel his spirit energy, rather than needing a spirit companion to do it. This alters spirit avatar.

Spiritbound Magic (Su): At 10th level, the invoker's magic carries the weight of his oath. When the invoker casts an invoker spell of 1st level or higher, he may opt to cast that spell as a swift action. He must pay spirit energy equal to the spell's level to do so and can only affect a spell that normally has a casting time of 1 standard action or faster. This replaces Answer the Call.

Improved Mystic Soul (Su): At 16th level, the spiritbound invoker's magic reaches new heights. He may use his mystic soul ability twice per spell level, rather than once. This ability replaces mental bond.

WANDERER (ARCHETYPE)

Invocation of spirits requires commitment to a certain ideal or realm of nature. Rather than swearing such a covenant, the wanderer entreats spirits as necessary, calling upon any number of spirits for a brief time.

Spirits: A wanderer is not required for one of his first two spirits to match the covenant and oath of his spirit companion; he may select any spirit. This alters spirits.

Fleeting Invocation (Su): At 2nd level, a wanderer learns to invoke spirits, but can only do so intermittently. The wanderer does not invoke spirits at the start of the day. Instead, he can choose to invoke a spirit on his turn as a free action, immediately gaining the invocations appropriate for his invoker level. A wanderer can invoke any spirit he has, regardless of its oath or dominion. He may invoke a different spirit each time he uses this ability.

A spirit invoked in this way does not stay that way for long. The wanderer can maintain a fleeting invocation for a number of rounds each day equal to twice his invoker level + his Charisma modifier. He may end this invocation at any time as a free action, but once he does he takes a -2 penalty to attack rolls, armor class, saving throws, and skill checks for 1 minute. He cannot invoke again during that time. This alters invoke.

Fleeting Duality (Su): At 5th level, a wanderer gains the ability to invoke two spirits at once. Both of his spirits are only invoked as long as the wanderer maintains his fleeting invocation. Whichever spirit he selects as the secondary spirit grants him its invocation powers later than his main spirit, as described in the invoker class. This modifies dual invocation.

Flowing Spirits (Su): At 6th level, the wanderer can bond with spirits more freely. He can spend 1 spirit energy as a free action once per round to exchange a spirit he has currently invoked with a different one without needing to end his fleeting invocation. He can also use this ability to switch the invocation order of his two spirits, making his primary spirit into the secondary and vice versa. This replaces spiritual emissary.

Eternal Drifter (Su): At 12th level, the wanderer's fleeting invocation imposes less strain. The penalties imposed after ending his fleeting invocation now last for only 1 round, instead of 1 minute. He can also spend spirit energy to recover rounds of his fleeting invocation, gaining 2 rounds of the ability for each point of spirit energy spent. This replaces quick invocation.

Wandering Soul (Su): At 20th level, a wanderer can use his fleeting invocation to invoke any spirit, even one he does not have. Each spirit he invokes this way costs an additional round of his fleeting invocation per round they are invoked (for a total of 3 rounds used per actual round of invocation if he invokes two spirits in this manner). He may use the spirit powers of these spirits while they are invoked. This replaces One of Many.

KINETICIST

WILD TALENTS

Whether controlling the fundamental aspects of creation or channeling the life around them, kineticists are always seeking new ways to master their powers.

The following presents new wild talents that can be learned by kineticists.

ARBOREAL STRIKE

Element wood; **Type** form infusion; **Level** 5; **Burn** 3
Associated Blasts autumn, spring, summer, verdant, winter, wood

Saving Throw none

You charge a nearby tree with the power of your kinetic blast. This acts as *arboreal hammer*^{LM}, except each hit dealt by the tree adds half the damage of your kinetic blast. The infusion lasts a number of rounds equal to your Constitution modifier or until you use it again.

CLEAR GROUND

Element earth; **Type** utility (Su); **Level** 2; **Burn** 0
You can clear the ground of natural earthen hazards, as a *clear terrain** spell, except the effect is instantaneous and only affects one 10-foot square per four kineticist levels.

GRASPING STONE

Element earth; **Type** utility (Sp); **Level** 4; **Burn** 0
You can mold the earth into a massive fist to crush your foes. This functions as *band of stone** but lasts as long as you concentrate. You can accept 1 point of burn to increase the duration to 1 round per kineticist level and eliminate the need to concentrate on the effect.

ICE MASTERY

Element water; **Type** utility (Su); **Level** 5; **Burn** 0
You become a master of the north, letting you cast *control ice** at-will, as the spell.

ICEWALKER, GREATER

Element water; **Type** utility (Su); **Level** 4; **Burn** 0
Prerequisite icewalker
You leave a trail of ice behind you, as the spell *icy trail**, except the ice only lasts for a number of rounds equal to your Constitution modifier (minimum 1) before melting. You can suspend or reactivate this ability as a free action.

LIFEBURST

Element wood; **Type** form infusion; **Level** 4; **Burn** 3
Associated Blasts positive, positive admixture
Saving Throw Will half

You create a circular burst of life force. All creatures within a 30-foot-radius burst centered on you take your blast's damage. This infusion is treated as the channel energy class feature for the purpose of effects related to channel energy, including channel resistance and qualifying for feats. For feats that require spending uses of channel energy, each "use" requires you to pay this infusion's burn cost (for example, using Quick Channel^{UM} requires accepting 6 burn, instead of two uses of channel energy), and any effects based on the damage dealt by channel energy (such as Channel Smite) use half your blast's damage. It cannot be used to heal creatures, only to harm.

PLUMMETING INFUSION

Element universal; **Type** substance infusion; **Level** 2; **Burn** 1

Associated Blasts any physical blast

Saving Throw none

You weigh down the target with thick mud, entangling vines, or some other elemental hindrance. If used on a flying target, it must make a Fly check (with the same DC as for saves against your kinetic blast) to avoid losing 10 feet of altitude. For every five points it fails the check by, it falls an additional 5 feet.

POISON BLOSSOM

Element wood; **Type** utility (Sp); **Level** 6; **Burn** 0

You can shape elemental matter into a poisonous flower, as a *toxic bloom** spell, but it only lasts as long as you concentrate. You can accept 1 point of burn to increase the duration to 1 round per kineticist level and eliminate the need to concentrate on the effect.

RAINFALL

Element Water; **Type** utility (Su); **Level** 4; **Burn** 0

You can create rainclouds at-will, with a maximum range of 120 feet. The rain affects a 30-foot-radius cylinder, 60 feet high, and has the same penalties as typical rain (-4 penalty on Perception checks and ranged attack rolls). The rain begins at the start of your next turn and lasts as long as you concentrate, and you can move the cloud up to 30 feet as part of concentrating on the effect. You can accept 1 point of burn to increase the duration to 1 round per kineticist level and eliminate the need to concentrate on the effect.

STONE FORM

Element earth; **Type** utility (Sp); **Level** 7; **Burn** 0

You can infuse your flesh with elemental earth to turn to stone. You can transform into a *statue* (as the spell) at-will and are immune to petrification. You can accept 1 point of burn to remove petrification from a creature, acting as *stone to flesh*.

SUDDEN GROWTH

Element wood; **Type** utility (Sp); **Level** 5; **Burn** 0

You can create a lush field of plant life, acting as a *verdant surge** spell. If you use it again, any previously-created growth you made withers away in 1 round.

SYMBIOTIC INFUSION

Element wood; **Type** substance infusion; **Level** 3; **Burn** 2

Prerequisites wood healer

Associated Blasts autumn, positive, positive admixture, spring, summer, verdant, winter

Saving Throw none

Creatures that take damage from your blast are surrounded by faintly-glowing spores for a number of rounds equal to your Constitution modifier (minimum 1); these spores are not bright enough to affect light level or stealth in any way. Any creature that attacks a target under the effect of your symbiotic infusion leeches some of its vitality with each strike, gaining temporary hit points equal to half your Constitution modifier (minimum 1). If you used a positive blast, positive admixture blast, or verdant blast, they instead gain temporary hit points equal to your full Constitution modifier (minimum 1). These temporary hit points last for 1 minute and do not stack. A creature cannot gain more temporary hit points than they dealt damage.

SYMBIOTIC INFUSION, GREATER

Element wood; **Type** substance infusion; **Level** 7; **Burn** 4

Prerequisites symbiotic infusion, wood healer

Associated Blasts autumn, positive, positive admixture, spring, summer, verdant, winter

Saving Throw none

The effect of your spores grows stronger. This acts as the symbiotic infusion wild talent, except the temporary hit points now stack up to your kineticist level + your Constitution modifier.

THERMAL INFUSION

Element fire or water; **Type** substance infusion; **Level** 4; **Burn** 2

Associated Blasts blizzard, blue flame, cold, fire, ice, magma, plasma, steam, summer, winter

Saving Throw Fortitude negates

You blast either overwhelms the target with heat or saps their strength with bitter cold. A creature that fails its saving throw is fatigued. This cannot cause a creature that is already fatigued to become exhausted. Treat this effect as hypothermia (if your blast dealt cold damage) or heatstroke (if your blast dealt fire damage). Creatures that do not take fire or cold damage from your blast are unaffected by this infusion.

MEDIUM

Mediums are well-versed in contacting spirits, though they typically reach out to spirits of the fallen. A certain few mediums instead contact the spirits of nature, though the types of spirits they contact are far different from those of an invoker.

WILD SPIRITS

Rather than a medium's normal spirits, a medium can instead choose to channel a wild spirit. Such spirits have similar archetypes to the typical six spirits a medium can normally call, but are themed around natural magic.

Each of the following six spirits replaces a corresponding default spirit of the medium class, as noted in that spirit's entry. Typically, a medium must choose to only channel the normal six spirits or these six wild spirits. However, he may instead mix and match the two together with GM approval. Even with approval, he cannot select two spirits of the same archetype (for example, he cannot take both the Hierophant and Keeper spirits, as Keeper replaces the Hierophant).

Beguiler (Trickster)

A beguiler spirit is a capricious prankster of the fey.

Spirit Bonus: When you channel a beguiler, your spirit bonus applies on Charisma checks, Charisma-based skill checks, Reflex saves, and on spirit surge rolls. This allows the bonus to apply twice to the total result if you use spirit surge on a Charisma check, Charisma-based skill check, or a Reflex save.

Seance Boon: Choose a seance boon from any of the other wild spirits to benefit from. When using the shared seance class feature, each participant can choose a different boon.

Favored Locations: Areas of fey influence, carnivals, fairy rings, meadows, theaters.

Influence Penalty: The beguiler always seeks to confound and confuse, and you believe others plan the same. You never count as an ally for the purpose of gaining benefits from another creature's abilities, nor do you count as a willing target for spells. Anyone attempting to target you with a touch range spell, even a beneficial spell, must succeed at a melee touch attack, though you need not attempt saving throws against harmless spells. You gain no benefit from another creature's aid another attempts, as you assume it's a trick or a ruse.

Taboos: Choose one: you can never tell the truth; you can only speak in riddles; you must embrace every opportunity to pull a prank or make a jest, but never at your own expense.

Whimsy (Lesser, Su): You can use your spirit surge on attack rolls, saving throws, ability checks, concentration checks, and skill checks on yourself or any creature within 30 feet of you, so long as you have line of sight and line of effect to that target. If used on any creature other than you, the spirit surge is applied as a penalty to the check, rather than a bonus. This can turn a success into a failure. You can still use spirit surge only once per round.

Bewilderment (Intermediate, Su): Creatures you confuse never attack you if they roll the "attack nearest creature" result for the confusion effect (instead targeting the next nearest creature), nor do they attack you due to you injuring them while they are confused. Additionally, when you strike a foe with a weapon attack, you can use a swift action to disorient them with a surge of conflicting emotions and thoughts, causing it to take 1d6 damage per two medium levels (max 10d6) and be confused for 1 round. A successful Will save (DC 10 + 1/2 your medium level + your Charisma modifier) reduces the damage by half and negates the confusion. Once a creature has been targeted with this ability (whether they save or not), they cannot be targeted again for 24 hours. This is a mind-affecting emotion effect.

Hall of Mirrors (Greater, Su): Add *confusion* to your spell list as a 3rd-level spell. As a standard action, you can let the beguiler gain 1 influence over you to spawn a number of illusory duplicates of yourself equal to 1 + your Charisma modifier (minimum 1). Each of these duplicates appears at a location you specify within 60 feet of you and last for a number of minutes equal to your Charisma modifier (minimum 1). Upon creating the duplicates and as a move action at any point while they last, you can exchange locations with a duplicate; this is a teleportation effect and is not noticeable to outside observers. The duplicates can move up to your speed when you move, but otherwise act as you direct them to (no action required). They cannot deal damage, but can provide flanking. The duplicates cannot take damage from area effects, spells that target multiple creatures, or environmental effects. If a creature attacks them directly (including with a single-target spell), the duplicate is immediately destroyed, but the attacker takes 1d6 damage per two medium levels you have (max 10d6) and is confused for 1 round. A successful Will save (DC 10 + 1/2 your medium level + your Charisma modifier) halves the damage and negates the confusion. The duplicates are otherwise treated as *major images*, using the save DC of this spirit power.

Legendary Beguiler (Supreme, Su): You can use a lesser spirit surge without incurring influence. This lesser surge adds (or subtracts, as when using the fickle fortune lesser spirit power) a maximum of 1d6 to the roll and does not apply your spirit bonus, regardless of

other effects or abilities you have that alter your spirit surge. A lesser surge still counts as a spirit surge for the purpose of the limit of one spirit surge per round, but it does not consume any free uses of spirit surge you may have from effects such as taboo.

Hunter (Marshall)

A hunter spirit is a guide and master of the wilds.

Spirit Bonus: When you channel a hunter, your spirit bonus applies on Dexterity checks, all skill checks, and Reflex saves.

Seance Boon: You gain a +2 bonus to Perception checks, Survival checks, and initiative rolls.

Favored Locations: Forts, hunting grounds, ranger lodges, practice yards.

Influence Penalty: Your focus on guiding and directing your allies prevents you from attending to other important matters. You take a penalty equal to your spirit bonus on Wisdom checks and Wisdom-based skill checks (rather than the bonus you normally receive). Additionally, if you are not at least nominally in charge of your present allies, you lose the remainder of the hunter's spirit bonus and seance boon.

Taboos: Choose one: you may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature; you may only eat food that you hunted or foraged yourself that day; you must always travel by mundane means, never using magic items, spells, spell-like abilities, or supernatural abilities that let you teleport or grant you new forms of movement (increases to movement types you already have do not violate this taboo).

Spirit Animal (Lesser, Su): You gain an animal companion, using your medium level as your druid level. This companion can be summoned or dismissed as a full-round action, appearing in the nearest adjacent space to you. When summoned, it appears with the same hit points it had when last called, and regains all of its hit points at the start of each day. It appears as a translucent phantasm and counts as both an animal and an outsider (native), whichever is more beneficial to it. The companion is always considered to have participated in your shared seance. If the companion is slain, the hunter gains 1 point of influence over you and you cannot summon it again until you channel this spirit the following day.

Hunter's Tactics (Intermediate, Su): When you contact this spirit, you gain a teamwork feat of your choice for which you meet the prerequisites. All allies who joined in your shared seance also gain this feat as a bonus feat, even if they do not meet the prerequisites. You can let the hunter gain 1 point of influence over you as a move action to change the teamwork feat you have for a different one you qualify for.

Mark Target (Greater, Su): When you hit a foe with an attack, you can mark it as a swift action. All allies (including yourself) that can see you and the struck target gain a competence bonus equal to your spirit bonus on attack and damage rolls against that creature until the end of your next turn.

Legendary Hunter (Supreme, Su): When your allies attack a creature affected by your mark target greater spirit power, they also double the critical range of their attacks (as if they had the Improved Critical feat) and automatically confirm critical hits. This does not stack with other increases to critical threat range. You and your spirit animal are constantly under the effect of *find the path* for whatever destination you are traveling towards, as long as that location is prominent (as described in *find the path*).

Keeper (Hierophant)

A keeper spirit is a divine conduit of the elements.

Spirit Bonus: When you channel a keeper, your spirit bonus applies on Wisdom checks, Wisdom-based skill checks, and Will saves.

Seance Boon: Your damaging spells deal an additional 2 points of damage of the same type that they would normally deal to each target.

Favored Locations: Druid circles, extremely hot or cold environments, mountain peaks, wilderness shrines.

Influence Penalty: Your body begins to respond as if you were a wizened hermit. You take a penalty equal to your spirit bonus on Strength checks, Strength-based skill checks, Constitution checks, attack rolls, and non-spell damage rolls.

Taboos: Choose one: you must strongly revere nature and not wear metal armor or shields; you must always attempt to keep a morally-neutral stance, and cannot cast spells with the chaos, evil, good, or lawful descriptors; you are superstitious about arcane spellcasting, so you must not be the willing target of arcane spells or abilities and you must attempt a Will saving throw against even harmless arcane spells and abilities.

Nature Arcana (Lesser, Su): Instead of your normal spells per day for your medium level, you use the spells per day of a mesmerist. For each level of spell you can now cast (including level 0), each time you channel a keeper spirit, select a single spell of that level from the druid spell list to add to your medium spell list and spells known until you lose contact with the keeper. When you cast these spells, they count as divine (though not for the purpose of fulfilling prerequisites), and you need a divine focus if the spell requires one.

Primordial Energy (Intermediate, Su): Every time you contact the keeper spirit, you can choose either the Air, Earth, Fire, or Water cleric domain. Add the domain's spells to your list of spells known for each

level of spell you can cast (these spells are cast as divine spells). You also gain the domain's powers, using your medium level as your effective cleric level and your Charisma modifier in place of your Wisdom modifier. However, for each of these domains, the 1st-level domain power has its range increased to 60 feet, and the damage is increased by 2d6 plus an additional 1d6 for every two medium levels gained above 6th. You cannot select a subdomain with this ability.

Empower Elements (Greater, Su): You can allow the keeper to gain 1 point of influence over you to let a spell you cast ignore energy resistance, energy immunity, and damage reduction (except your own). Increase the save DC of the spell by +1.

Legendary Keeper (Supreme, Su): You can switch the domain provided by your primordial energy intermediate spirit power as a move action. Daily uses of your domain powers are cumulative (i.e. you can use any combination of your 1st-level domain powers a total number of times equal to 3 + your Charisma modifier). Once per day, you can use an immediate action to grant all allies that participated in your shared seance immunity to the same damage type you gained from your domain powers for 1 minute. If you change domains during that time, the immunity changes to match your new domain.

Predator (Champion)

A predator spirit is an embodiment of primal strength.

Spirit Bonus: When you channel a predator, your spirit bonus applies on non-spell attack rolls, non-spell damage rolls, Strength checks, Strength-based skill checks, and Fortitude saves.

Seance Boon: Your bonus on attack rolls when flanking an opponent increases by 2 (normally, to +4).

Favored Locations: Animal dens, hunting grounds, the wilderness during a full moon.

Influence Penalty: The predator reverts you to a more primal state. You take a penalty equal to your spirit bonus on Intelligence checks, Intelligence-based skill checks, Charisma checks, and Charisma-based skill checks, except for Intimidate. You apply your spirit bonus as a penalty to attack rolls with manufactured weapons and spells.

Taboos: Choose one: you can only attack with natural weapons, not unarmed strikes or manufactured weapons; you must always attack the leader of a hostile group of enemies (whether that leadership is perceived or real) until it is defeated, even if doing so would be disadvantageous; you must consume a bit of any living creature you slay, unless doing so would be directly harmful to you (such as eating a poisonous creature).



Tooth and Nail (Lesser, Su): You gain two claw attacks and a bite attack. The claws deal 1d4 damage (1d3 if you are small), while the bite attack deals 1d6 damage (1d4 if you are small). These are considered primary natural attacks.

Altered Beasts (Intermediate, Su): When you contact this spirit, choose a single animal that would be a valid form for *beast shape I*. You can transform into that animal (as *beast shape I*) as a standard action that does not provoke attacks of opportunity. Transforming back to your normal form takes the same action. You can transform for a number of hours equal to your Charisma modifier (minimum 1). This duration does not need to be consecutive, but must be spent in one hour increments. If you have the kill rush greater spirit power, this ability acts as *beast shape II* (including what animal you can choose). If you have the legendary predator supreme spirit power, you can either transform into an animal (as *beast shape II*) or transform into a hybrid form, as a *primal fury** spell. You can allow the predator to gain 1 point of influence over you as a swift action to change the animal type you selected; if you are currently transformed, you immediately change into the newly selected form.

Kill Rush (Greater, Su): You gain the pounce universal monster ability, and your natural attacks deal damage as if you were one size category larger. These benefits also apply to any form you take using your altered beasts intermediate spirit power.

Legendary Predator (Supreme, Su): Once per day, you can use a full-round action to charge up to three times in a row. The three charges are made back-to-back and must be made against different targets. You don't provoke attacks of opportunity due to your movement during these charges.

Sentinel (Guardian)

A sentinel spirit is an ancient protector of the woods.

Spirit Bonus: When you channel a sentinel, your spirit bonus applies to AC and on Constitution checks, Fortitude saves, and Reflex saves.

Seance Boon: You gain a +4 competence bonus on saving throws against poison, paralysis, and sleep effects.

Favored Locations: Ancient trees, dense forests, sacred groves, woodlands.

Influence Penalty: You are incredibly cautious and guarded in all things, and your caution sometimes gets in the way. When attacking, you always fight defensively, and when casting a spell, you always cast defensively. Because of your focus on defense, you take a penalty on damage rolls equal to your spirit bonus.

Taboos: Choose one: you must always protect others from danger when you can (including defeated enemies, but not enemies that are an active threat); you must protect nature, vowing to never harm an animal or plant

creature nor deliberately damage the environment; you must speak no words, and you break this taboo if you become enraged, frightened, or panicked.

Seed of Life (Lesser, Su): Increase your current and maximum hit points by twice your medium level. You gain the ability to heal others with a touch. A single healing touch restores 1d6 hit points to the target, increasing by 1d6 for every two medium levels above 1st. This healing touch is a standard action for you to use on someone else, or a swift action on yourself. You can heal a number of times per day equal to 1/2 your medium level + your Charisma modifier.

Entwined Roots (Intermediate, Su): The area within 10 feet of you is filled astral roots, creating difficult terrain. If you have the shielding bough greater spirit power, its radius increases to 20 feet, and if you have the legendary sentinel supreme spirit power, its radius increases to 30 feet. Creatures that participated in your seance are unaffected by this difficult terrain. Each time an allied creature within the roots takes damage, you reduce that damage by an amount equal to half your medium level. You take all damage prevented in this manner and cannot reduce the damage you take through the roots in any way. The roots only last while you are conscious, not unconscious or dead. You can dismiss or reactivate the astral roots as a free action on your turn.

Shielding Bough (Greater, Su): When you contact this spirit, choose any three paladin mercies, using your medium level as your paladin level. Creatures you target with the healing touch from your seed of life lesser spirit power are affected by those mercies, using your medium level in place of your paladin level to determine their effects. Whenever you or an ally within your entwined roots intermediate spirit power would lose hit points from an attack or spell, you can let the sentinel gain 1 influence over you as an immediate action to shield that creature with a wall of bark and thorns. The damage is reduced by up to twice your medium level: the attacker takes damage equal to the amount prevented. The attacker can make a Reflex save (DC 10 + 1/2 your medium level + your Charisma modifier) to halve the damage they take from this effect.

Legendary Sentinel (Supreme, Su): You can now use your healing touch from the seed of life lesser spirit power from a distance, and can target anyone within the radius of your entwined roots intermediate spirit power. Once per day, you can summon a spiritual manifestation of the sentinel. This acts as a *verdant surge** spell (DC 10 + 1/2 your medium level + your Charisma modifier), using your medium level as your caster level. Creatures within the effect of the *verdant surge** are treated as within the area of your entwined roots, and allies within the area gain fast healing 5 and are immune to bleed, poison, paralysis, sleep, and stunning effects while it lasts.

Thaumaturge (Archmage)

A thaumaturge spirit is an acolyte of unknown powers.

Spirit Bonus: When you channel a thaumaturge, your spirit bonus applies on concentration checks, Intelligence checks, and Intelligence-based skill checks.

Seance Boon: You gain a +1 bonus on all caster level checks (such as overcoming spell resistance, ending a spell with *dispel magic*, and so on).

Favored Locations: Areas of unusual magic, occult altars, ritual sites, witch covens.

Influence Penalty: Whether the spirit believes in an enigmatic fate, or demands sacrifice for an eldritch ritual, you must always strike for nonlethal damage when possible. You take a penalty equal to your spirit bonus on all Charisma checks and Charisma-based skill checks as the thaumaturge's influence shapes your appearance in strange and unpredictable ways.

Taboos: Choose one: you must not pass up the opportunity to learn something new and significant (a nontrivial piece of information with a Knowledge check of DC 20 or higher) when that opportunity is directly present; you may never allow yourself or your allies to interrupt a creature's spellcasting, including the casting of rituals (though you may still act to *dispel* or otherwise end its result afterwards); you must use your own magical solution to a challenge if you can, even if a mundane solution that would require fewer resources is available.

Occult Arcana (Lesser, Su): This power functions as the nature arcana spirit power, except that you add spells from the witch list instead of the druid list (these spells count as arcane), and you must provide somatic and verbal components to cast them.

Hidden Threads (Intermediate, Su): Every time you contact the thaumaturge spirit, choose a single witch patron. Add that patron's spells to your list of spells known for each level of spell you can cast (these spells are cast as arcane spells). You can make a different choice each time you contact this spirit. Additionally, whenever you cast a spell you can choose to have the spell originate from the space of a creature within 30 feet of you. You must have line of sight and line of effect to the creature, can't use a spell that has a range of "personal" or "touch", and can't use a spell that would emanate from you specifically (such as *seek thoughts*^{APG}). An unwilling creature can make a Will save (DC 10 + 1/2 your level + your Charisma modifier) to prevent you from doing so: a success prevents the spell from originating from their space, but doesn't prevent you from casting the spell normally.

Dominate Spell (Greater, Su): When a creature you can see within 60 feet of you casts a spell, you can let the thaumaturge gain 1 point of influence over you as an immediate action to dominate the spell. Make a caster level check (DC 15 + twice the spell's level). If you

succeed, you take control of the spell, letting you pick its targets, its effects (if the spell has multiple options), and so on, just as if you were the one to cast the spell, though it originates from the space of the creature that cast it. The DC of the controlled spell is based on its original level but otherwise uses your own statistics. This does not violate the thaumaturge's taboo concerning the interruption of spellcasting. If the spell you are trying to dominate is one of your spells known, add your Charisma modifier to your caster level check.

Legendary Thaumaturge (Supreme, Su): You can now use your hidden threads intermediate spirit power to a range of 60 feet. When you successfully use hidden threads to make a spell originate from another creature, you can use a swift action to bless or curse them with a mysterious fate, affecting them as your choice of the fortune or misfortune witch hex (no saving throw). The hexes last a number of rounds equal to your spirit bonus, instead of their normal duration, and cannot otherwise be extended. Once a creature has been affected by this spirit power, it cannot be affected again for 24 hours.

PRIMAL VESSEL (ARCHETYPE)

While it is possible for any medium to entreat a wild spirit, the primal vessel contacts them exclusively. They seek to understand the cycle of life and death, applying their occult skills to reveal the secrets of the world.

Wild Channeler: A primal vessel may only channel wild spirits (see above).

Nature Magic (Su): At 3rd level, a primal vessel gains access to the magic of nature spirits. When learning new spells, he may choose from either the medium or shaman spell lists. He casts any spells learned from the shaman spell list as a psychic spell, rather than a divine spell. This replaces haunt channeler, location channel, and astral journey.

Voice of Nature (Su): At 7th level, a primal vessel gains an instinctive understanding of natural creatures. As long as he is in contact with a wild spirit, he gains the constant effect of *speak with plants* and *speak with animals*. He can suspend or reactivate these abilities as a free action. This replaces connection channel.

Spiritual Guidance (Sp): At 13th level, the primal vessel learns to entreat the minor spirits of nature, letting him cast *commune with nature* at-will as a spell-like ability. This replaces ask the spirits.

Reverence (Su): Upon reaching 18th level, the creatures of the wild come to respect the primal vessel's presence. Creatures of the animal or plant type never attack the vessel or any of his allies within 20 feet of him unless magically compelled to do so. If the vessel or his allies attack a plant or animal, that creature becomes immune to this effect for 24 hours. This replaces spacious soul.

PALADIN

PURIFIER (ARCHETYPE)

Fire may burn, but it also can bring warmth to the heart. Like a wildfire clearing the land to make way for new growth, the purifier channels the destructive power of flame to cleanse impurities so that good may flourish.

Alignment: A purifier is required to be of good alignment, but does not have to be lawful good.

Code of Conduct: A purifier loses all class features except proficiencies if she ever willingly commits an evil act. She should strive to uphold the tenets of her faith, help those in need, and purge unnatural creatures.

Blazing Smite (Su): This acts as smite evil, but the purifier can smite a creature of any alignment. The additional damage to her weapon attacks is fire damage, rather than the weapon's normal type: this fire damage is multiplied on a critical hit and stacks with other fire damage dealt by the weapon. The purifier does not gain a deflection bonus to her AC against attacks made by the target of her blazing smite. The damage of the smite is doubled when striking aberrations, evil outsiders, and undead, but not when attacking dragons.

Aura of Flame (Su): At 3rd level, a purifier gains fire and cold resistance 10. This resistance increases to 20 at 11th level, and to immunity to fire and cold at 17th level. Allies within 10 feet of the purifier gain resistance to fire and cold equal to half the amount the purifier has (at 17th level, they gain resistance 15 to fire and cold, instead of immunity). This functions only while the purifier is conscious, not if she is unconscious or dead. This replaces aura of courage and divine health.

Burning Spells: At 4th level, the purifier adds the following spells to her spell list at the indicated levels: *burning hands* (1st), *produce flame* (1st), *flame blade* (2nd), *scorching ray* (2nd), *elemental aura*^{APG} (3rd, dealing fire damage only), *fireball* (3rd), *flame strike* (4th), and *wall of fire* (4th). This replaces channel energy.

Aura of Purity (Su): At 8th level, the purifier becomes immune to both poison and disease, including supernatural and magical diseases. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against disease and poison effects. This ability functions only while the purifier is conscious, not if she is unconscious or dead. This replaces aura of resolve.

Divine Fire (Su): At 14th level, the purifier's flames are imbued with divine power. Half of all fire damage she deals is not subjected to fire resistance or immunity. However, it does not bypass the resistance granted by the aura of flame ability from herself or another purifier. This replaces aura of faith.

RANGER

DIVINE GUIDE (ARCHETYPE)

Most rangers claim to understand nature, but few truly know its secrets. The divine guide eschews many traditional ranger abilities to learn the esoteric magics of the wild, channeling its verdant power to aid allies.

Favored Adversary (Ex): At 1st level, a divine guide learns how to best engage a particular foe without being harmed. This functions as and replaces favored enemy, but instead of the normal bonuses, he gains a +1 bonus on Knowledge, Perception, Sense Motive, and Survival checks, as well as a +1 bonus to AC, CMD, and saving throws against the extraordinary, spell-like, and supernatural abilities of those creatures.

Whenever the divine guide would gain a new favored enemy, he instead gains a new favored adversary. Also, rather than increasing a single adversary's bonus by +2, *all* of his favored adversary bonuses become +2 at 5th level, increasing by +1 for every five ranger levels gained thereafter. This otherwise acts as and replaces favored enemy, and any abilities that function with favored enemy instead benefit favored adversary.

Remedy (Su): At 2nd level, the divine guide gains remedy, as the warden class feature of the same name and using his ranger level as his warden level. As he does not have wards, he must use remedy on either himself or an ally adjacent to him.

Hunter's Bond (Ex): A divine guide must choose to bond with his companions, letting him share the benefit of his favored adversary with all allies within 30 feet, though they gain the full benefit rather than half. In addition, he may use his remedy on any ally currently benefiting from his hunter's bond, as long as they are within close range (25 ft. + 5 ft./2 levels). This alters hunter's bond.

Secrets: At 4th level, the divine guide learns a single secret, as the warden feature of the same name. He must use his ranger level as his warden level to qualify for the secret. He gains an additional secret for every three levels gained after 4th. This ability replaces the divine guide's spells. Divine guides do not gain any spells or spellcasting ability and cannot use spell trigger and spell completion magic items (without Use Magic Device).

Designate Threat (Ex): At 11th level, the divine guide can use a move action to designate one foe as a great threat to his allies. If that foe is not one of his favored adversaries, the creature is immediately treated as one of his adversaries. If it was already one of his favored adversaries, he adds his favored adversary bonus to attack and damage rolls against that foe. This bonus

extends to his allies should he use his hunter's bond to share his favored adversary bonus with them against the designated threat.

He may only have one designated threat at a time. He can dismiss the effect at any time as a free action, but cannot select a new threat for 24 hours. If the divine guide has proof the adversary is no longer a threat, he can select a new threat after 1 hour. This replaces quarry.

Imminent Threat (Ex): At 19th level, the divine guide's ability to call out threats improves. He may use designate threat as a free action. If a threat is dismissed or otherwise ended, he can select a new one after 10 minutes have passed. This replaces improved quarry.

Master Guide (Ex): At 20th level, the divine guide gains masterful insight against his foes' attacks. He becomes immune to critical hits and sneak attacks from his favored adversaries. When he shares his favored adversary bonus with allies, they gain a 50% chance to negate critical hits and sneak attacks made by that favored adversary: this does not stack with other sources that prevent critical hits, such as *fortification*. This replaces master hunter.

SHIFTER

MYSTIC SHIFTER (ARCHETYPE)

The shifter draws its shapeshifting might from nature, learning a unique form of transformation reminiscent of druidic power. Some shifters delve further into this supernatural ability to master primal magic.

Spells: A mystic shifter can cast divine spells from the druid spell list. She has the same spells per day and spells known (including 0th-level spells) as a medium of her shifter level, and she receives bonus spells per day for having a high Wisdom score. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a mystic shifter must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a mystic shifter's spell is 10 + the spell's level + the mystic shifter's Wisdom modifier.

This replaces wild empathy, chimeric aspect, greater chimeric aspect, and the aspects at 5th and 15th level.

Unbound Wildshape (Su): At 6th level, a mystic shifter gains the ability to turn into other creatures. This functions as a druid's wild shape ability. The shifter's effective druid level is equal to her class level. She can use this ability for a number of hours per day equal to half her effective druid level. This duration does not need to be consecutive, but must be spent in 1-hour increments. For abilities that function based on "uses of wild shape," each hour of unbound wild shape counts as a use. This replaces wild shape.



SORCERER

ELEMENTAL SAVANT (ARCHETYPE)

Sorcerers commonly find the power of the elemental planes flowing through their veins. The elemental savant is blessed by all four elements, able to unleash the combined might of air, earth, fire, and water.

Bloodline: An elemental savant must have the elemental bloodline.

Spells Known: An elemental savant knows one less spell of each level (including cantrips) than what is presented on **Table: Sorcerer Spells Known** in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*. This cannot reduce the savant's spells known of a particular level below 1 (assuming she would normally gain spells of that level).

Elemental Phase (Su): At 1st level, the elemental savant can use any of the four elements. Rather than having to permanently choose a single element for her bloodline, she selects her element at the start of the day when she regains her spells. She can switch her chosen element as a standard action, altering all of her bloodline features to use her new element. Uses of her 1st-level bloodline feature are cumulative, regardless of what element she is using. This replaces eschew materials.

Phase Spells: At 3rd level, the elemental savant does not gain her normal bonus spell from the elemental bloodline. Instead, she chooses one 1st level spell of each element (air, earth, fire, and water) from the sorcerer/wizard list. For this purpose, she can choose spells that have one of the following descriptors, depending on the element: air (air or electricity), earth (acid or earth), fire (fire or light), and water (cold or water).

She only has access to each element's chosen spell while she is in the matching elemental phase. When she changes elemental phase, she can no longer cast spells from her previous phase and can now cast the new phases's spells.

Every time she would gain a bloodline spell of a particular spell level, she instead repeats this process for the new spell level (getting four 2nd level spells at sorcerer level 5th, four 3rd level spells at 7th level, etc.). This replaces bloodlines spells and the 3rd-level bloodline power.

Swift Phase (Su): At 7th level, an elemental savant can change her phase as a move action. At 13th level, she can do so as a swift action. This replaces the bloodline feats gained at 7th level.

Elemental Resistance (Ex): An elemental savant gains her 3rd-level bloodline power at 9th level. This replaces the 9th-level bloodline power.

WARDEN

Threats to nature always arise, and change as often as the seasons. Like the creatures they protect, wardens must adapt to face new challenges, learning to better engage foes head-on, shed their armor to fight with agility, or command plants through mysterious power.

FOREST ASCETIC (ARCHETYPE)

Despite their oath to protect the wilds, most wardens still learn the civilized arts of combat. A forest ascetic gives up traditional arms and armor, choosing to use a meditative and agile martial arts style.

Weapon and Armor Proficiencies: A forest ascetic is proficient with all weapons in the monk and close fighter weapon groups, except for shields. A forest ascetic is not proficient in any armor or shields.

Unarmed Strike (Ex): At 1st level, a forest ascetic gains Improved Unarmed Strike as a bonus feat. He deals unarmed damage as a monk of his warden level.

Unarmored Defense (Ex): When unarmored and unencumbered, the forest ascetic adds his Wisdom bonus (if any) to his AC and CMD. These bonuses to AC apply even against touch attacks or when the ascetic is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This replaces insightful defense.

Flurry of Blows (Ex): At 2nd level, the forest ascetic gains flurry of blows, as an unchained monk of his level. This replaces the bonus feat gained at 2nd level.

Ascetic (Ex): At 4th level, a forest ascetic can use his warden level in place of his monk level for the purpose of qualifying for feats and using feats like Stunning Fist. His unarmed attacks are treated as magic for the purpose of overcoming damage reduction. At 9th level, his unarmed strikes are treated as silver and cold iron, and at 15th level they are treated as adamantite. This replaces protector's sense.

PRIMAL GUARDIAN (ARCHETYPE)

When push comes to shove, wardens will take up the call to protect nature with their lives. The primal guardian eschews their healing ability to focus threats onto themselves, acting as a stalwart shield for the weak.

Bastion Ward (Su): A primal guardian cannot place wards at a distance. Instead, the guardian must place his ward directly under himself, but the maximum radius of the ward is 15 feet, instead of 10. The ward is still maintained as long as he remains within close range (25 ft. + 5 ft./2 levels) of the ward. This modifies ward.

Guardian's Challenge (Ex): At 2nd level, a primal guardian adopts new tactics to keep foes engaged. When the guardian hits a foe with a weapon attack, he can challenge that foe as a free action. The challenged foe takes a -2 penalty to attack rolls against anyone except him. This penalty increases by -2 at 6th, 12th, and 18th levels. The challenge lasts for a number of rounds equal to the guardian's Wisdom modifier (minimum 1). He can issue a guardian's challenge a number of times per day equal to 1/2 his warden level + his Wisdom modifier.

This replaces remedy. A primal guardian cannot learn any secrets that require spending uses of remedy.

Instinctive Reflex (Ex): Also at 2nd level, a primal guardian gains Combat Reflexes as a bonus feat. If he already has the feat, he can take any other combat feat he qualifies for. He uses his Wisdom modifier instead of his Dexterity modifier to determine the number of attacks of opportunity he can make each round. This replaces the bonus feat gained at 2nd level.

Improved Bastion Ward (Su): At 9th level, a primal guardian does not gain the ability to create multiple wards. The radius of his singular ward increases to 20 feet. He no longer gains the benefit of *status* on allies within his ward. Instead, when the guardian rolls for initiative, he may place down his bastion ward immediately with no action required. He cannot apply a facet to his ward when placed in this way, but can activate a facet once he takes his first turn. This modifies improved ward.

Authoritative Challenge (Ex): At 11th level, allies gain a +2 bonus to their saving throws against the spell-like, supernatural, and extraordinary abilities of creatures affected by guardian's challenge. If a foe that is both affected by guardian's challenge and within the primal guardian's reach makes an attack against an ally, the guardian can make an attack of opportunity against that foe. This replaces the secret gained at 8th level.

Furious Step (Su): At 14th level, whenever the primal guardian uses his wild step feature and ends his teleportation next to an enemy, he can make an attack of opportunity against them. This replaces the secret gained at 14th level.

Greater Bastion Ward (Su): At 15th level, the primal guardian's single ward has its maximum radius increased to 30 feet. He gains the ability to sense creatures within his ward: this acts as blindsense, but rather than being a distance around himself it always affects the area of his ward. This modifies greater ward.

VERDANT SOUL (ARCHETYPE)

Some wardens find themselves blessed with the miraculous power to control plant-life. Called a verdant soul, these wardens conjure stinging nettles and bursts of positive energy to force out outsiders and heal their allies with natural remedies.

Weapon and Armor Proficiencies: A verdant soul is proficient with all simple weapons and with light armor only. They are not proficient with shields.

Verdant Control (Su and Sp): At 1st level, a verdant soul gains the power to conjure and control plants. He gains the elemental focus ability of the kineticist class, but must choose wood as his element. He gains basic phytokinesis, kinetic blast, burn, and gather power, all acting as a kineticist of his verdant soul level. This replaces ward.

Wild Talents: At 1st level, the verdant soul gains a single infusion wild talent of his choice. He gains an additional infusion at 4th level and every four levels gained thereafter. Additionally, at 2nd level and every four levels thereafter, he gains a utility wild talent of his choice. He uses his verdant soul level in place of his kineticist level for qualifying for talents and determining their effects. This replaces verdant bonus and facets.

Flesh of Wood (Su): At 2nd level, the verdant soul gains the flesh of wood defensive wild talent. He treats it as always having the maximum amount of burn invested in it as possible for his level. This replaces the bonus feat gained at 2nd level.

Infusion Specialization (Ex): At 6th level, whenever a verdant soul uses one or more infusions with a blast, he reduces the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0. He reduces the burn cost by 1 additional point at 10th, 14th, and 18th levels. This replaces the bonus feats gained at 6th, 10th, 14th, and 18th levels.

Expanded Element (Su): At 9th level, the verdant soul gains the expanded element kineticist ability, but must choose wood for his expanded element. He does not gain a third element.

In addition, the verdant soul chooses either autumn blast, spring blast, summer blast, or winter blast. The verdant soul can use this composite blast even though he does not meet its requirements. He selects an additional composite blast from this list at 12th, 15th, and 18th levels. This replaces improved ward and greater ward.

CHAPTER III

FEATS

Feats are abilities, skills, and talents that characters can obtain through understanding, training, or by means of their race or heritage.

TYPES OF FEATS

Though some of the feats in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that have special shared rules. The types a feat belongs to appear in parentheses after the feat name. This chapter of *Path of the Wilds* features the following types of feats.

Combat Feats

Several classes, such as fighters, swashbucklers, and the new invoker and warden classes, can select combat feats as bonus feats. Members of other classes can take these feats provided they meet the prerequisites.

Metamagic Feats

Metamagic feats allow a spellcaster to alter the effects of spells they cast, granting them new uses and function. Spells modified by a metamagic feat typically take up a higher-level spell slot than the spell normally does.

FEAT DESCRIPTIONS

Feats are summarized on **Table: Feats**. Note that the prerequisites and benefits on the table are abridged for reference. See each feat's description for full details.

The following format is used for feat descriptions.

Feat Name: The feat's name includes what subcategory of feat, if any, that feat belongs to, such as Combat or Metamagic. The name is followed by a brief description of what the feat does.

Prerequisite: Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. This entry will be absent if the feat has no prerequisites.

Feats that have prerequisites found in this book, such as new feats or features of the new elementer, invoker, or warden classes, are marked with a dagger (†).

Benefit: What a feat enables a character to do ("you" in the description). If a character has the same feat more than once, its benefit does not stack unless otherwise noted in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat has no drawback, this entry is absent.

Special: Additional information about the feat, such as being able to take the feat multiple times.

Aegis Strike (Combat)

You draw upon elemental energy to fuel your attacks.

Prerequisites: Aegis[†] class feature, Arcane Strike

Benefit: While you are in aegis form, you don't need to spend a swift action to use the Arcane Strike feat—it is always in effect. Add your Arcane Strike damage to the damage of any spell twists you use while in aegis form.

Special: If you have the Elemental Strike[†] feat, you can change the damage type you deal with that feat at the start of each of your turns (no action required).

Animal Focus

Your animal spells are more potent than most.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast that have the animal descriptor.

Beastlord Spell (Metamagic)

Your magic allows you to affect all sorts of wild beasts.

Prerequisites: Animal Focus[†]

Benefit: Only spells with the animal descriptor can be turned in a beastlord spell. Spells that permanently alter a creature's statistics, such as *awaken*, cannot be modified by this feat.

If the spell could normally only affect creatures of the animal type (such as *hold animal*), the spell now also can target creatures of the magical beast or vermin type. Mind-affecting animal spells can target vermin as if they weren't mindless. Spells that would let you interact with an animal indirectly (such as *speak with animals*) allow that same interaction with vermin or magical beasts, subject to GM discretion. A beastlord spell uses up a spell slot one level higher than the spell's actual level.

Table: Feats

FEAT	PREREQUISITES	BENEFIT
Aegis Strike	Aegis class feature [†] , Arcane Strike	Arcane Strike is always active during aegis.
Animal Focus	None	+1 bonus on save DCs for animal spells
Greater Animal Focus	Animal Focus [†]	+1 bonus on save DCs for animal spells.
Tamer's Arcana	Animal Focus [†]	Animal spells cast at +2 CL when targeting animals you control.
Bull Charge	Vital Strike, base attack bonus +6	Use Vital Strike on a charge, take no AC penalty.
Elemental Strike	Arcane Strike, caster level 5th	Arcane Strike deals acid, cold, electricity, or fire damage.
Energy Focus	Elementer level 1st	+1 bonus on save DCs for one elemental category.
Greater Energy Focus	Elementer level 1st, Energy Focus [†]	+1 bonus on save DCs for one elemental category.
Extra Energy Pool	Energy pool class feature [†]	Max energy pool increases by 4, starting energy by 2.
Extra Remedy	Remedy [†] class feature	Use remedy two additional times each day.
Extra Secret	Secret [†] class feature	Gain a new secret.
Extra Spell Twist	Spell twist [†] class feature	Learn a new spell twist.
Extra Spirit Energy	Spirit energy [†] class feature	Increase spirit energy pool by 2.
Ferocious Assault	Natural attacks, base attack bonus +4	Reduced penalties when attacking with both manufactured weapons and natural weapons.
Hunter's Aim	Favored enemy class feature, Vital Strike, base attack bonus +6	Increase favored enemy damage bonus when using Vital Strike.
Improved Eldritch Claws	Str 17, Eldritch Claws, natural weapons, base attack bonus +9	Natural attacks count as cold iron, reduce the effects of magical concealment.
Latent Remedy	Remedy [†] class feature, warden level 4th	Impart a remedy to be triggered when target is injured.
Lunar Strike	Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.	Target of your Vital Strike must successfully save or become blinded.
Mystic Empathy	Wild empathy class feature, Knowledge (nature) 5 ranks	No penalty to use wild empathy with magical beasts, impart a <i>suggestion</i> to creatures you influence.
Plant Focus	None	+1 bonus on save DCs for plant spells.
Bramble Caster	Plant Focus [†] , caster level 5th	Plant spells are more effective at bypassing DR.
Greater Plant Focus	Plant Focus [†]	+1 bonus on save DCs for plant spells.
Savage Wounds	Base attack bonus +4	Bleed damage you inflict is harder to stop.
Skilled Tracker	Track class feature, Survival 7 ranks	Track impossible targets, but at a -5 penalty.
Spirit Convocation	Spirit companion [†] class feature, invoker level 4th	Exchange spirit energy for spell slots.
Spotter's Call	Wis 13; animal companion or hunter's bond (hunting companions) class feature; base attack bonus +9	Call out a target with an attack, increasing the damage of your animal companion or allies.
Tempest Strike	Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.	Target of your Vital Strike must successfully save or become staggered.
Venomous Strike	Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.	Target of your Vital Strike must successfully save or become sickened.
Verdant Summons	Spell Focus (conjunction), able to cast <i>summon nature's ally</i>	Summoned creatures are immune to paralysis and poison, can move through woodlands unhindered.
Woodland Sage	Wis 13	Add Wisdom modifier to several skill checks.
METAMAGIC FEATS	PREREQUISITES	BENEFIT
Beastlord Spell	Animal Focus [†]	Animal spells affect vermin and magical beasts.
Harmonic Spell	Plant Focus [†]	Spell does not harm vegetation or plant creatures.
Volcanic Spell	None	Fire or earth spell conjures lava, burns targets.

Bramble Caster

Plants you command grow thick with bark and thorns.

Prerequisites: Plant Focus, caster level 5th

Benefit: When you cast a spell with the plant descriptor that deals slashing, bludgeoning, or piercing damage, it counts as magic for the purpose of overcoming damage reduction. At caster level 10th, the spell also counts as silver and cold iron. At caster level 15th, it counts as adamantine. This is in addition to any other damage types the spell counts as to overcome damage reduction.

Bull Charge (Combat)

You rush into battle with a devastating attack.

Prerequisites: Vital Strike, BAB +6

Benefit: You take no penalty to your AC when you make a charge attack. You can use Vital Strike (or Improved Vital Strike or Greater Vital Strike, if you have them) in place of the attack at the end of a charge. The damage dice added by Vital Strike, Improved Vital Strike, or Greater Vital Strike are not doubled when charging with a lance while mounted.

Normal: Charging causes you to take a -2 penalty to your AC until the start of your next turn.

Elemental Strike (Combat)

Your arcane strike roils with elemental energy.

Prerequisites: Arcane Strike, caster level 5th

Benefit: When you use the Arcane Strike feat, rather than increasing your weapon damage, you can instead add energy damage to your strikes. You can choose either acid, cold, electricity, or fire damage, and can make a different choice each time. The damage added is equal to the amount you would have added to your attacks by Arcane Strike and is multiplied on a critical hit.

Energy Focus

Choose a single elemental category (air, earth, fire, or water). Your abilities of that type become stronger.

Prerequisites: Elementer level 1st

Benefit: Add +1 to the Difficulty Class for all saving throws against spells and spell twists from the elemental category you select. The effect of this feat does not stack with the effects of Elemental Focus^{APG} or Greater Elemental Focus^{APG}.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different elemental category of spells and spell twists.

Extra Energy Pool

You have a larger well of planar energy to draw from.

Prerequisites: Energy pool[†] class feature

Benefit: The maximum amount of points your energy pool can hold increases by 4.

Special: You can gain this feat multiple times. Its effect stacks.

Extra Remedy

You can heal more creatures each day.

Prerequisites: Remedy[†] class feature

Benefit: You can use your remedy class feature two additional times each day.

Special: You can gain this feat multiple times. Its effect stacks.

Extra Secret

Nature has taught you another hidden power.

Prerequisites: Secret[†] class feature

Benefit: You gain an additional secret. You must meet its requirements (if any).

Special: You can gain this feat multiple times.

Extra Spell Twist

You learn another basic elemental form.

Prerequisites: Spell twist[†] class feature

Benefit: You gain an additional spell twist.

Special: You can gain this feat multiple times.

Extra Spirit Energy

Spirits lend you their power more readily.

Prerequisites: Spirit energy[†] class feature

Benefit: Your spirit energy pool increases by 2.

Special: You can gain this feat multiple times. Its effect stacks.

Ferocious Assault (Combat)

You strike with a combination of steel and claw.

Prerequisites: At least one natural attack, base attack bonus +4

Benefit: When attacking with both manufactured weapons and natural attacks within the same full attack, your natural attacks take only a -2 penalty.

Normal: Secondary natural attacks take a -5 penalty to attack rolls.

Greater Animal Focus

Your animal spells gain additional potency.

Prerequisites: Animal Focus[†]

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast that have the animal descriptor. This stacks with the bonus from Animal Focus[†].

Greater Energy Focus

Choose an elemental category (air, earth, fire, or water) to which you have already applied the Energy Focus[†] feat. Your abilities of that type become even stronger.

Prerequisites: Elementer level 1st, Energy Focus[†]

Benefit: Add +1 to the Difficulty Class for all saving throws against spells and spell twists from the elemental category you select. This bonus stacks with the bonus from Energy Focus[†], but not with the benefit of Elemental Focus^{APG} or Greater Elemental Focus^{APG}.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different elemental category of spells and spell twists to which you already have applied the Energy Focus[†] feat.

Greater Plant Focus

Your plant spells gain additional potency.

Prerequisites: Plant Focus[†]

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast that have the plant descriptor. This stacks with the bonus from Plant Focus[†].

Harmonic Spell (Metamagic)

Your magic does not harm the wilds.

Prerequisites: Plant Focus[†], Spellcraft 5 ranks

Benefit: A harmonic spell has no effect on vegetation, including plant creatures and magically-created plants. Other targets are affected normally. Spells that only affect plants (such as *diminish plants*) cannot be modified by this feat. A harmonic spell does not use up a higher-level spell slot than the spell's actual level.

Hunter's Aim (Combat)

A single well-placed strike is all you need.

Prerequisites: Vital Strike, favored enemy class feature, base attack bonus +6

Benefit: When you use Vital Strike (or its Improved or Greater versions) to attack a favored enemy, multiply your favored enemy damage bonus by the number of times you multiplied the damage dice: twice for Vital Strike, three times for Improved Vital Strike, or four times for Greater Vital Strike.

Normal: Only damage dice from an attack are multiplied by Vital Strike, not any bonuses to those dice.

Improved Eldritch Claws (Combat)

Magical tricks are no match for your wild ferocity.

Prerequisites: Eldritch Claws, Str 17, natural weapons, base attack bonus +9

Benefit: Your natural attacks count as cold iron for the purpose of overcoming damage reduction. Your natural attacks ignore concealment granted by magic (such as *blur* or the mist created by *obscuring mist*), and you treat magical forms of total concealment (such as *displacement* or *invisibility*) as only being normal concealment (20% miss chance). This does not allow you to pinpoint the location of a creature hidden from you: it only lets you strike more accurately once you've located it.

Latent Remedy

You can impart a dormant healing energy that emerges only when needed.

Prerequisites: Remedy[†] class feature, warden level 4th

Benefit: You can spend 2 uses of remedy to impart a creature with a latent remedy. Doing so requires you to touch the recipient and takes 10 minutes of concentration. A latent remedy does not immediately take effect. Instead, if a creature imparted with a latent remedy is ever reduced to below half (50%) of its hit points, the creature is immediately affected by your remedy for its normal duration and effect.

You can only impart a latent remedy on one creature at a time. The latent remedy lasts until triggered, until you grant it to a different creature, or for 24 hours, whichever comes first.

Lunar Strike (Combat)

A surge of pale moonlight disorients foes you strike.

Prerequisites: Nature Magic^{ACG} or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), you create a burst of shimmering moonlight, blinding the creature for 1 round (minimum 1) if it fails a Will save (DC = 10 + 1/2 your character level + your Wisdom modifier).

You can use this benefit a number of times per day equal to your Wisdom modifier (minimum 1). You can choose to use this ability as a free action after you hit the enemy with the attack. This is a supernatural ability.

Mystic Empathy

Your bond with wildlife surpasses understanding and becomes supernatural authority.

Prerequisite: Wild empathy class feature, Knowledge (nature) 5 ranks

Benefit: You no longer take a penalty to your Wild Empathy checks to influence magical beasts with Intelligence scores of 1 or 2. If you spend an additional minute to interact with an animal or magical beast while using wild empathy, you can attempt to direct the creature with mystical compulsion. This acts as a *suggestion* spell, except it does not have the language-dependent descriptor. You must give relatively simple suggestions or commands to the creature, such as "help us track something" or "lead us to water", unless you can communicate with it directly (such as being under the effect of *speak with animals*). You use your ranks in Knowledge (nature) as your caster level for this effect, and the save DC is equal to 10 + 1/2 your character's level + your Charisma modifier. A magical beast gains a +4 bonus to its save against this feat's effect. Once you

attempt to compel a creature in this manner (whether it makes the save or not), it cannot be compelled again for 24 hours. This is a supernatural ability.

Normal: You can use wild empathy to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Plant Focus

Your plant spells are more potent than most.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells you cast that have the plant descriptor.

Savage Wounds (Combat)

Wounds you inflict bleed profusely.

Prerequisites: Base attack bonus +4

Benefit: Bleed damage you inflict is difficult to stop. Increase the DC of Heal checks to stop bleeding you inflict by your base attack bonus. Magical healing no longer stops the bleeding; a creature that attempts magical healing must succeed on a caster level check equal to the Heal DC or fail to stop the bleeding (though the effect still heals as normal).

Normal: Bleeding can be stopped by a DC 15 Heal check or the application of any magical healing.

Skilled Tracker

You can track down impossible prey.

Prerequisites: Track class feature, Survival 7 ranks

Benefit: You can track creatures that leave no tracks at all, such as flying creatures and those under the effects of *pass without trace*, though you take a -5 penalty to your Survival checks to do so.

Normal: You cannot track a creature that leaves no trail.

Spirit Convocation

The bond between you and your spirit allows you to share spiritual energy.

Prerequisites: Spirit companion[†] class feature, invoker level 4th

Benefit: You can spend spirit energy points to recover spell slots for your companion. Doing so is a swift action and requires you to spend spirit energy points equal to the slot's level. Only one slot can be recovered per round in this manner.



Spotter's Call (Combat)

You strike a marking hit on your quarry that shows your allies how to take it down.

Prerequisites: Wis 13; animal companion or hunter's bond (hunting companions) class feature; base attack bonus +9

Benefit: As a standard action, you can make a single attack with a weapon you are wielding against a foe you can see. If the attack hits, you grant your companions additional damage against that target. If you have an animal companion, your companion deals an additional +1d6 damage with its natural attacks against that target and ignores any concealment effects on the target less than total concealment. If you have a hunter's bond with your hunting companions, you grant this bonus to all allies within 30 feet that saw your attack for 1 round, instead, and it applies to both their natural attacks and weapon attacks. The damage granted by spotter's call is the same type as the weapon or natural attack used by your ally or companion and is not multiplied on a critical hit. The effects of this feat do not stack.

Special: You can use the effects of this feat with the attack granted from the Vital Strike, Improved Vital Strike, and Greater Vital Strike feats.

Tamer's Arcana

Your magic binds more readily to beasts under your command.

Prerequisites: Animal Focus[†]

Benefit: Increase your caster level by +2 when casting spells with the animal descriptor that target your animal companion or an animal creature you have summoned.

Tempest Strike (Combat)

A furious blast of air batters foes in your way.

Prerequisites: Nature Magic^{ACG} or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), you can unleash a blast of gale-force winds, staggering the creature for a number of rounds equal to your Wisdom modifier (minimum 1) if it fails a Reflex save (DC = 10 + 1/2 your character level + your Wisdom modifier).

You can use this benefit a number of times per day equal to your Wisdom modifier (minimum 1). You can choose to use this ability as a free action after you hit the enemy with the attack. This is a supernatural ability.

Venomous Strike (Combat)

A poisonous sting accompanies your attacks.

Prerequisites: Nature Magic^{ACG} or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), you can impart it with a toxic bite, sickening the target for a number of rounds equal to your Wisdom modifier (minimum 1) if it fails a Fortitude save (DC = 10 + 1/2 your character level + your Wisdom modifier).

You can use this benefit a number of times per day equal to your Wisdom modifier (minimum 1). You can choose to use this ability as a free action after you hit the enemy with the attack. This is a supernatural ability.

Verdant Summons

Creatures you summon are infused with plant life.

Prerequisites: Spell Focus (conjunction), able to cast *summon nature's ally*

Benefit: Creatures you summon become immune to paralysis and poison. They also gain woodland stride (as the class feature) and the Mystic Stride^{UM} feat, even if they don't meet its prerequisites.

Volcanic Spell (Metamagic)

Your spells are comprised of molten stone.

Benefit: You can only apply this metamagic to a spell with the earth or fire descriptor that deals damage.

A volcanic spell conjures lava to harm its targets, causing its damage to become half fire and half bludgeoning. If a target fails its saving throw against the spell it is covered is lava, taking fire damage equal to double the spell's level for 1d3 rounds. This effect is only applied on the first failed saving throw against the spell, not any subsequent failed saves. If the spell didn't offer a saving throw, the target can make a Reflex save to avoid this effect. A volcanic spell uses up a spell slot one level higher than the spell's actual level.

Woodland Sage

Understanding nature requires patience far more than education or guile.

Prerequisites: Wis 13

Benefit: Add your Wisdom modifier as an additional bonus to your Handle Animal, Knowledge (nature), and Knowledge (geography) checks. If you have the wild empathy class feature, add your Wisdom modifier as an additional bonus on checks with that ability.

CHAPTER IV

SPELLS



Magic casters are no strangers to channeling the forces of nature, be it controlling the weather or shapeshifting into bestial forms. The mysteries of the world are revealed within this chapter of *Path of the Wilds*, showcasing never-before-seen spells of primal might.

Spells in this section revolve around nature itself, whether that be commanding its natural denizens or evoking the primordial elements, making them of import to druids, shamans, and rangers. The new invoker and elementer will likewise find useful spells in this section that channel their spirit's dominions and use the four elements in tandem, respectively.

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript of "F" or "M" appearing at the end of a spell's name denotes a focus or material component that is not normally included in a spell component pouch.

Order of Presentation: These lists present spells in alphabetical order by name, except for spells whose name begins with "communal", "lesser", "greater", or "mass", in which case it is alphabetized by the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice worth of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refer to caster level.

Communal Spells: Communal spells function like other spells, except they allow you to divide the duration among multiple targets, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, unless a communal spell's description indicates otherwise, no target can receive a duration increment smaller than the smallest increment of duration given in the spell description. For example, if you are 4th level, your spell's duration is 1 hour per level, and you have three targets, then each target must receive 1 hour of duration. The extra 1 hour must be assigned to one of the three targets (your choice) or it is wasted.

New Descriptors

Many spells within this book (and many spells presented in other Pathfinder Roleplaying Game material) focus around the control, transmuting, or conjuration of plants and animals. *Path of the Wilds* introduces two new descriptors—animal and plant—that provide a unifying mechanic to these two overarching themes.

The following section describes these new spell descriptors and also lists several spells from existing Pathfinder Roleplaying Game books that would have these descriptors, if they existed at the time. However, many other supplements not referenced here contain spells that, if included, would likely be given the animal or plant descriptor. Consider giving these new descriptors to spells featured in your favorite books that utilize plants and animals in some manner to further expand upon the abilities found in *Path of the Wilds*.

The Animal Descriptor

Spells with the animal descriptor are those that are themed around beasts. Some of them directly control or aid an animal (such as *charm animal*), while others evoke an animalistic trait (such as *beast shape I*). Many of the spells in this book have the animal descriptor added. Some abilities and feats found in *Path of the Wilds*, such as the Animal Focus* feat, rely on the animal descriptor for their function.

In addition to the spells in this book, several spells from existing Pathfinder Roleplaying Game material gain the animal descriptor, as listed below:

- *alpha instinct*^{AW}
- *animal ambassador*^{AI}
- *animal aspect*^{AC}
- *animal aspect (greater)*^{UC}
- *animal growth*
- *animal messenger*
- *animal purpose training*^{ACG}
- *animal trance*
- *animal shapes*
- *anthropomorphic animal*^{UM}
- *apport animal*^{DA}
- *aspect of the bear*^{APG}

- *aspect of the falcon*^{APG}
- *aspect of the stag*^{APG}
- *aspect of the wolf*^{APG}
- *atavism*^{UM}
- *atavism (mass)*^{UM}
- *awaken*
- *baleful polymorph*
- *beast shape I-IV*
- *beast speak*^{ACG}
- *call animal*^{APG}
- *calm animals*
- *charm animal*
- *companion life link*^{ACG}
- *companion mind link*^{UC}
- *commune with birds*^{ARG}
- *detect animals or plants*
- *dominate animal*
- *eagle aerie*^{UM}
- *hide from animals*
- *hold animal*
- *pocketful of vipers*^{UI}
- *pup shape*^{UC}
- *rain of frogs*^{UM}
- *raise animal companion*^{UM}
- *reduce animal*
- *scamper*^{UW}
- *sea stallion*^{UW}
- *sea steed*^{UW}
- *speak with animals*
- *stench of prey*^{ACG}
- *summon minor ally*^{UM}
- *summon monster I-IX* (when summoning animals)
- *summon nature's ally I-IX* (when summoning animals)
- *wartrain mount*^{UM}

The Plant Descriptor

Spells with the plant descriptor are those that conjure, control, or manipulate plant matter. Most involve directly summoning plants (such as *shambler*) or alter their properties (like *plant growth*). Many of the spells in this book have the plant descriptor added. Some abilities and feats found in *Path of the Wilds*, such as the Plant Focus* feat, rely on the plant descriptor for their function.

In addition to the spells in this book, several spells from existing Pathfinder Roleplaying Game material gain the plant descriptor, as listed below:

- *anchored step*^{ACG}
- *animate plants*
- *antiplant shell*
- *arboreal hammer*^{UM}
- *blight*
- *burst of nettles*^{UM}
- *changestaff*
- *climbing beanstalk*^{ACG}

- *command plants*
- *control plants*
- *detect animals or plants*
- *diminish plants*
- *entangle*
- *fire seeds*
- *forest friend*^{UC}
- *forest's sense*^{UW}
- *fungal infestation*^{UM}
- *goodberry*
- *grasping vine*^{UW}
- *green caress*^{HA}
- *greensight*^{UW}
- *grove of respite*^{APG}
- *ironwood*
- *life blast*^{HA}
- *lily pad stride*^{APG}
- *liveoak*
- *plant growth*
- *plant shape I-IV*
- *repel wood*
- *seed spies*^{UW}
- *shambler*
- *sickening entanglement*^{ACG}
- *siege of trees*^{UC}
- *siege of trees (greater)*^{UC}
- *snake staff*^{APG}
- *speak with plants*
- *spike growth*
- *sturdy tree fort*^{UW}
- *thorn body*^{APG}
- *thorn javelin*^{ACG}
- *thorny entanglement*^{ACG}
- *transmute metal to wood*
- *transport via plants*
- *tree shape*
- *tree stride*
- *warp wood*
- *underbrush decoy*^{UI}
- *vine strike*^{UW}
- *wall of thorns*
- *wilderness soldiers*^{UC}
- *wood shape*

SPELL LISTS

ALCHEMIST FORMULAE

2nd-Level Alchemist Formulae

Icy Trail: Target freezes the ground beneath their feet.

4th-Level Alchemist Formulae

Tremorsense: Target can sense vibrations.

5th-Level Alchemist Formulae

Embrace The Deep: Gain numerous benefits while submerged in water.

Tremorsense, Communal: As *tremorsense*, but you may divide the duration among creatures touched.

BLOODRAGER SPELLS

1st-Level Bloodrager Spells

Energy Missiles: Five darts of energy deal varying types of damage.

2nd-Level Bloodrager Spells

Flame Dash: Temporarily increase your speed while igniting everything you pass.

Icy Trail: Target freezes the ground beneath their feet.

3rd-Level Bloodrager Spells

Cold Snap: Burst of ice deals 1d6/level damage, freezes objects in place.

Hand of Stone: Fist of rock grabs and crushes foes.

4th-Level Bloodrager Spells

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

CLERIC SPELLS

2nd-Level Cleric Spells

Icy Trail: Target freezes the ground beneath their feet.

4th-Level Cleric Spells

Control Ice: Melt, freeze, or move ice.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

5th-Level Cleric Spells

Moonblast: Column of moonlight harms and confuses, more effective against shapeshifters.

DRUID SPELLS

O-Level Druid Spells (Orisons)

Cultivate: Magically tend to nearby plants.

Freeze: Coat a target with a thin layer of ice.

1st-Level Druid Spells

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

Stinging Thorn: Splinter of wood deals 1d6/level, bleeds target struck.

2nd-Level Druid Spells

Clear Terrain: Remove the effects of difficult terrain.

Clipped Wings: Creature is unable to fly or jump.

Cloudburst: Bolt of clouds deals nonlethal damage, creates a spread of mist.

Icy Trail: Target freezes the ground beneath their feet.

Primordial Fang: Grant elemental damage to natural attacks for 1 round.

Wasp Sting: Potion or poison transforms into a wasp.

3rd-Level Druid Spells

Animal Sense: Gain the senses of a specific animal.

Commanding Whistle^F: Silently make Handle Animal checks from a distance.

Control Temperature: Raise or lower temperature.

Dessicate: Negative energy destroys water in an area.

Hand of Stone: Fist of rock grabs and crushes foes.

Heat Wave: Line of hot air deals fire damage, fatigues.

Spore Burst: Puff of fungal spores deals acid damage, sickens creatures.

Tremorsense: Target can sense vibrations.

Weather Shield: Barrier protects target from natural weather phenomena.

4th-Level Druid Spells

Animal Sense, Communal: As *animal sense*, but you may divide the duration among creatures touched.

Control Ice: Melt, freeze, or move ice.

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Maelstrom: Whirlpool of water gathers creatures towards it center.

Tremorsense, Communal: As *tremorsense*, but you may divide the duration among creatures touched.

Verdant Surge: Summon plant growth that is conducive to magic.

5th-Level Druid Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Moonblast: Column of moonlight harms and confuses, more effective against shapeshifters.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

Solar Flare: Searing light deals 1d6/level, blinds foes.

Symbiosis: Become vitally linked to another creature.

Toxic Bloom: Flower causes a variety of effects.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

Wildfire^M: Spreading flames deal 3d6 + 1 per level.

6th-Level Druid Spells

Leeching Spores: Cloud of fungal spores deal acid damage and grant you temporary hit points.

Luminous Body: Transform into brilliant light.

7th-Level Druid Spells

Crushing Roots: Thick tree roots deal 1d6/level, daze and entangle creatures.

Lava Burst: Ball of molten rock deals 1d6/level, burns creatures and objects.

Primal Fury: Transform into a powerful lycanthrope.

Tempest Hammer: Strong downdraft forces targets to the ground, harms creatures and structures.

8th-Level Druid Spells

Lightning Strike: Powerful blast of lightning deals electricity damage, stuns, blinds, and deafens.

9th-Level Druid Spells

Apex Predator: Animal gains tremendous power, but at a cost.

Eruption: Conjure a fiery volcanic eruption.

Natural Order: Ravage unnatural foes, end ongoing spells and transformations.

ELEMENTER SPELLS

O-Level Elementer Spells (Cantrips)

Freeze: Coat a target with a thin layer of ice.

1st-Level Elementer Spells

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

Energy Missiles: Five darts of energy deal varying types of damage.

2nd-Level Elementer Spells

Clear Terrain: Remove the effects of difficult terrain.

Cloudburst: Bolt of clouds deals nonlethal damage, creates a spread of mist.

Flame Dash: Temporarily increase your speed while igniting everything you pass.

Icy Trail: Target freezes the ground beneath their feet.

Prism Bolt: Bolt deals a mixture of energy damage.

3rd-Level Elementer Spells

Cold Snap: Burst of ice deals 1d6/level damage, freezes objects in place.

Expose: Reduce creature's or object's defenses.

Control Temperature: Raise or lower temperature.

Dessicate: Negative energy destroys water in an area.

Hand of Stone: Fist of rock grabs and crushes foes.

Heat Wave: Line of hot air deals fire damage, fatigues.

Prism Burst: 60-ft. line deals mixture of energy damage.

Weather Shield: Barrier protects target from natural weather phenomena.

4th-Level Elementer Spells

Control Ice: Melt, freeze, or move ice.

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

Prism Shield: Barrier negates energy damage.

Tremorsense: Target can sense vibrations.

5th-Level Elementer Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Expose, Greater: As *expose*, but with higher penalties.

Living Storm: Transform into a whirlwind of air.

Maelstrom: Whirlpool of water gathers creatures towards its center.

Prism Assault: Four blasts deal varying energy damage.

Solar Flare: Searing light deals 1d6/level, blinds foes.

Tremorsense, Communal: As *tremorsense*, but you may divide the duration among creatures touched.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

Wildfire^M: Spreading flames deal 3d6 + 1 per level.

6th-Level Elementer Spells

Prism Barrier: Wall deals varying energy damage to foes that cross it, augments attacks.

7th-Level Elementer Spells

Lava Burst: Ball of molten rock deals 1d6/level, burns creatures and objects.

Rain of Fire: Dark cloud blots out light, rains down multiple fireballs each round.

Tempest Hammer: Strong downdraft forces targets to the ground, harms creatures and structures.

8th-Level Elementer Spells

Lightning Strike: Powerful blast of lightning deals electricity damage, stuns, blinds, and deafens.

9th-Level Elementer Spells

Eruption: Conjure a fiery volcanic eruption.

INVOKER SPELLS

O-Level Invoker Spells (Orisons)

Cultivate: Magically tend to nearby plants.

Freeze: Coat a target with a thin layer of ice.

1st-Level Invoker Spells

Dominion's Shield: Grants target +1 shield bonus/3 levels, +4 to saves based on invoked spirits.

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

Stinging Thorn: Splinter of wood deals 1d6/level, bleeds target struck.

2nd-Level Invoker Spells

Clear Terrain: Remove the effects of difficult terrain.

Clipped Wings: Creature is unable to fly or jump.

Dominion's Curse: Inflict various penalties based on invoked spirits.

Icy Trail: Target freezes the ground beneath their feet.

Primordial Fang: Grant elemental damage to natural attacks for 1 round.

Weather Shield: Barrier protects target from natural weather phenomena.

3rd-Level Invoker Spells

Dominion's Wrath: Burst of energy deals 1d8/2 levels, damage varies based on invoked spirits.

Hand of Stone: Fist of rock grabs and crushes foes.

Verdant Surge: Summon plant growth that is conducive to magic.

4th-Level Invoker Spells

Dominion's Blessing: Allies gain +2 to attacks, damage, and saves, additional bonus based on invoked spirits.

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Embrace The Deep: Gain numerous benefits while submerged in water.

Maelstrom: Whirlpool of water gathers creatures towards it center.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

Symbiosis: Become vitally linked to another creature.

Toxic Bloom: Flower causes a variety of effects.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

MAGUS SPELLS

1st-Level Magus Spells

Energy Missiles: Five darts of energy deal varying types of damage.

2nd-Level Magus Spells

Flame Dash: Temporarily increase your speed while igniting everything you pass.

Icy Trail: Target freezes the ground beneath their feet.

3rd-Level Magus Spells

Cold Snap: Burst of ice deals 1d6/level damage, freezes objects in place.

Expose: Reduce creature's or object's defenses.

5th-Level Magus Spells

Expose, Greater: As *expose*, but with higher penalties.

Solar Flare: Searing light deals 1d6/level, blinds foes.

OCCULTIST SPELLS

2nd-Level Occultist Spells

Wasp Sting: Potion or poison transforms into a wasp.

3rd-Level Occultist Spells

Cold Snap: Burst of ice deals 1d6/level damage, freezes objects in place.

Expose: Reduce creature's or object's defenses.

5th-Level Occultist Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Expose, Greater: As *expose*, but with higher penalties.

PSYCHIC SPELLS

4th-Level Psychic Spells

Tremorsense: Target can sense vibrations.

5th-Level Psychic Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Maelstrom: Whirlpool of water gathers creatures towards it center.

Solar Flare: Searing light deals 1d6/level, blinds foes.

Tremorsense, Communal: As *tremorsense*, but you may divide the duration among creatures touched.

6th-Level Psychic Spells

Luminous Body: Transform into brilliant light.

Symbiosis: Become vitally linked to another creature.

RANGER SPELLS

1st-Level Ranger Spells

Cultivate: Magically tend to nearby plants.

2nd-Level Ranger Spells

Clear Terrain: Remove the effects of difficult terrain.

Clipped Wings: Creature is unable to fly or jump.

Commanding Whistle^F: Silently make Handle Animal checks from a distance.

Primordial Fang: Grant elemental damage to natural attacks for 1 round.

Seek Foe: Sense the presence of your favored enemies.

Weather Shield: Barrier protects target from natural weather phenomena.

3rd-Level Ranger Spells

Animal Sense: Gain the senses of a specific animal.

Verdant Surge: Summon plant growth that is conducive to magic.

4th-Level Ranger Spells

Animal Sense, Communal: As *animal sense*, but you may divide the duration among creatures touched.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

SHAMAN SPELLS

O-Level Shaman Spells (Orisons)

Cultivate: Magically tend to nearby plants.

Freeze: Coat a target with a thin layer of ice.

1st-Level Shaman Spells

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

Stinging Thorn: Splinter of wood deals 1d6/level, bleeds target struck.

2nd-Level Shaman Spells

Clear Terrain: Remove the effects of difficult terrain.

Icy Trail: Target freezes the ground beneath their feet.

Primordial Fang: Grant elemental damage to natural attacks for 1 round.

Wasp Sting: Potion or poison transforms into a wasp.

3rd-Level Shaman Spells

Animal Sense: Gain the senses of a specific animal.

Clipped Wings: Creature is unable to fly or jump.

Commanding Whistle^F: Silently make Handle Animal checks from a distance.

Control Temperature: Raise or lower temperature.

Hand of Stone: Fist of rock grabs and crushes foes.

Heat Wave: Line of hot air deals fire damage, fatigues.

Spore Burst: Puff of fungal spores deals acid damage, sickens creatures.

Weather Shield: Barrier protects target from natural weather phenomena.

4th-Level Shaman Spells

Animal Sense, Communal: As *animal sense*, but you may divide the duration among creatures touched.

Control Ice: Melt, freeze, or move ice.

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Verdant Surge: Summon plant growth that is conducive to magic.

5th-Level Shaman Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Maelstrom: Whirlpool of water gathers creatures towards its center.

Moonblast: Column of moonlight harms and confuses, more effective against shapeshifters.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

Solar Flare: Searing light deals 1d6/level, blinds foes.

Toxic Bloom: Flower causes a variety of effects.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

Wildfire^M: Spreading flames deal 3d6 + 1 per level.

6th-Level Shaman Spells

Leeching Spores: Cloud of fungal spores deals acid damage and grants you temporary hit points.

Luminous Body: Transform into brilliant light.

7th-Level Shaman Spells

Crushing Roots: Thick tree roots deal 1d6/level, daze and entangle creatures.

Primal Fury: Transform into a powerful lycanthrope.

Tempest Hammer: Strong downdraft forces targets to the ground, harms creatures and structures.

8th-Level Shaman Spells

Lightning Strike: Powerful blast of lightning deals electricity damage, stuns, blinds, and deafens.

9th-Level Shaman Spells

Apex Predator: Animal gains tremendous power, but at a cost.

Natural Order: Ravage unnatural foes, end ongoing spells and transformations.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

Energy Missiles: Five darts of energy deal varying types of damage.

2nd-Level Sorcerer/Wizard Spells

Clear Terrain: Remove the effects of difficult terrain.

Cloudburst: Bolt of clouds deals nonlethal damage, creates a spread of mist.

Flame Dash: Temporarily increase your speed while igniting everything you pass.

Icy Trail: Target freezes the ground beneath their feet.

3rd-Level Sorcerer/Wizard Spells

Cold Snap: Burst of ice deals 1d6/level damage, freezes objects in place.

Dessicate: Negative energy destroys water in an area.

Weather Shield: Barrier protects target from natural weather phenomena.

4th-Level Sorcerer/Wizard Spells

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Expose: Reduce creature's or object's defenses.

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

Tremorsense: Target can sense vibrations.

5th-Level Sorcerer/Wizard Spells

Living Storm: Transform into a whirlwind of air.

Maelstrom: Whirlpool of water gathers creatures towards it center.

Solar Flare: Searing light deals 1d6/level, blinds foes.

Tremorsense, Communal: As *tremorsense*, but you may divide the duration among creatures touched.

Weather Shield, Mass: As *weather shield*, but affecting multiple creatures or objects.

Wildfire^M: Spreading flames deal 3d6 + 1 per level.

6th-Level Sorcerer/Wizard Spells

Expose, Greater: As *expose*, but with higher penalties.

7th-Level Sorcerer/Wizard Spells

Rain of Fire: Dark cloud blots out light, rains down multiple fireballs each round.

9th-Level Sorcerer/Wizard Spells

Eruption: Conjure a fiery volcanic eruption.

SUMMONER SPELLS

1st-Level Summoner Spells

Earthen Shard: Slab of earth deals 1d6/level, renders target flat-footed.

2nd-Level Summoner Spells

Cloudburst: Bolt of clouds deals nonlethal damage, creates a spread of mist.

3rd-Level Summoner Spells

Hand of Stone: Fist of rock grabs and crushes foes.

4th-Level Summoner Spells

Pillar of Earth: Solid pillar rises from the ground, granting high ground or impacting foes.

5th-Level Summoner Spells

Maelstrom: Whirlpool of water gathers creatures towards it center.

WITCH SPELLS

0-Level Witch Spells (Cantrips)

Cultivate: Magically tend to nearby plants.

Freeze: Coat a target with a thin layer of ice.

2nd-Level Witch Spells

Clipped Wings: Creature is unable to fly or jump.

Wasp Sting: Potion or poison transforms into a wasp.

4th-Level Witch Spells

Downpour: Torrential rainfall hinders sight and movement, impedes fire magic.

Expose: Reduce creature's or object's defenses.

5th-Level Witch Spells

Embrace The Deep: Gain numerous benefits while submerged in water.

Moonblast: Column of moonlight harms and confuses, more effective against shapechangers.

Toxic Bloom: Flower causes a variety of effects.

6th-Level Witch Spells

Expose, Greater: As *expose*, but with higher penalties.

SPELL DESCRIPTIONS

ANIMAL SENSE

School transmutation [animal]; **Level** druid 3, ranger 3, shaman 3

Casting Time 1 standard action

Components V, S, M (a bit of fur)

Range touch

Target creature touched

Duration 10 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

With a simple touch, you grant the targeted creature the inherent senses of an animal you specify.

Upon casting *animal sense*, you must select a single creature of the animal type. For the duration of the spell, the targeted creature gains any of the following senses that are possessed by the chosen animal: darkvision 60 feet, keen scent, low-light vision, and scent. This does not change the target's shape.

ANIMAL SENSE, COMMUNAL

School transmutation [animal]; **Level** druid 4, ranger 4, shaman 4

Targets willing creatures touched

This spell functions as *animal sense*, except you may divide the duration in 10-minute intervals among the creatures touched.

APEX PREDATOR

School transmutation (polymorph) [animal]; **Level** druid 9, shaman 9

Casting Time 1 round

Components V, S, DF

Range touch

Target animal touched

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

After an intense channeling, you infuse a single animal with primal strength and vigor, turning it into a ferocious avatar of nature. Such power is tremendous, but comes at a cost.

The animal grows to huge size, or increases in size by one category if it is already huge or larger. It gains a +8 size bonus to Strength and Constitution, a +3 natural armor bonus (that stacks with existing natural armor bonuses), cold resistance 20, fire resistance 20, and Damage Reduction 10/-. Hit points gained by the temporary increase in Constitution score are not temporary hit points, and go away when the target's Constitution drops back to normal.

The creature also becomes immune to mind-affecting effects, death effects, energy drain, ability score damage and drain, poison, disease, and stunning effects. Its natural weapons always deal lethal damage and their critical threat range is doubled: this increase does not stack with other effects that increase critical threat range, such as Improved Critical. Finally, the creature is treated as under the effects of *haste* for the duration of this spell.

At the end of the spell's duration (including if it is dispelled), the animal becomes exhausted, gains two temporary negative levels, and is finally reduced to 0 hit points if its hit points are above 0. These temporary negative levels are removed automatically after 24 hours have passed but cannot otherwise be removed by any means. This spell cannot target the same creature more than once in a 24 hour period: attempting to do so immediately exhausts the target creature (no save), and the spell fails.

CLEAR TERRAIN

School transmutation [earth]; **Level** druid 2, elementer 2, invoker 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a square of checkered cloth)

Range close (25 ft. + 5 ft./2 levels)

Area one 10-ft. square/level (S)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell subtly morphs terrain to make movement easier. The area of the spell is never considered difficult terrain due to natural impediments such as rubble, sand, or thick plant growth. Magically-induced difficult terrain, such as from an *entangle* spell, is unaffected by *clear terrain*.

CLIPPED WINGS

School transmutation; **Level** druid 2, invoker 2, ranger 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target one creature

Duration 1 min./level (D)

Saving Throw Fortitude partial; **Spell Resistance** yes

Your magic brings a creature to the ground. On a failed saving throw, the target loses its flying speed and begins to fall. It falls safely to the ground, similar to when a *fly* spell ends. The creature is unable to fly for the duration of this spell's effects, and takes a penalty to Acrobatics and Fly checks equal to your caster level (max -10). It is still able to leave the ground by non-flying means, such as *levitate*.

A Fortitude save prevents the creature from losing its fly speed and reduces the Acrobatics and Fly check penalties by half (max -5).

CLOUDBURST

School conjuration (creation) [air, water]; **Level** druid 2, elementer 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous, then 1 round/level (see text)

Saving Throw none; **Spell Resistance** no

You conjure a ball of clouds to strike a foe. You must make a ranged touch attack to hit the target. On a hit, the target takes 1d4 nonlethal damage per level (max 10d4).

After the initial hit, the clouds disperse around the creature, creating a 10-foot-radius spread of mist (as the *obscuring mist* spell) for 1 round per caster level. The mist is stationary and does not move with the target.

If the *cloudburst* misses its target, the burst dissipates harmlessly, ending the spell.

COLDSNAP

School evocation [cold]; **Level** bloodrager 3, elementer 3, magus 3, occultist 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area 15 ft.-radius burst, centered on you

Duration instantaneous, then 1 round/2 levels

Saving Throw Reflex half; **Spell Resistance** yes

A sudden burst of bone-chilling cold rushes from your space. All creatures in the burst (except you) take 1d6 points of cold damage per caster level (max 10d6). A Reflex save halves the damage. The damage only occurs once, when the spell is cast.

The sudden chill coats the area of the spell with ice for 1 round per two caster levels. A creature can walk within or through the area at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round, while failure by 5 or more means it falls. Unattended objects, doors, furnishings, and the like are similarly coated in ice for the duration of the spell, freezing containers and doors shut while anchoring objects to whatever surface they lay on. Once the spell ends, the ice rapidly thaws, leaving no trace.

COMMANDING WHISTLE

School evocation [animal, sonic]; **Level** druid 3, ranger 2, shaman 3

Casting Time 1 standard action



Components V, S, F (a reed whistle worth at least 1 sp)

Range long (400 ft. + 40 ft./level)

Target see text

Duration 1 min./level, see text

Saving Throw none; **Spell Resistance** no

You blow upon the reed used as a focus for the spell, but no audible sound emerges. Nearby animals, however, perk up and await your instruction.

Upon casting *commanding whistle* and as a standard action at any point during the spell's duration, you can blow upon the reed to emit a silent command. This allows you to make Handle Animal checks to handle an animal or push one from a distance using the normal DC. You do not need line of sight to an animal to affect it, but the sound of the whistle must reach it: a deaf animal is unaffected, and the spell does not pierce through an area of *silence* or similar spells.

You can choose to command only a subset of animals, such as only canines or only equines, but your whistle (and Handle Animal check) affects all creatures of that type that can hear it within the spell's range.

While the spell's effects are typically only audible to creatures of the animal type, dragons and creatures with echolocation and other sound-based detection can also pick up on the sound, though they are not affected unless they are also animals themselves.

CONTROL ICE

School transmutation [cold, water]; **Level** cleric 4, druid 4, elementer 4, shaman 4

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area water, ice, and snow in a volume of 10 ft./level by 10 ft./level and up to 1 ft./level (S); see text

Duration instantaneous, see text

Saving Throw none (see text); **Spell Resistance** no

This spell gives you powerful but limited control over ice and snow. You can choose one of the following options, chosen when you cast the spell:

- **Thaw:** Ice and snow in the area rapidly melt within 1 round. Depending on the surface underneath, the remaining water might soak into the terrain or be left behind as standing water. Ice created by spells like *wall of ice* or *icy prison*^{UM} melt as well, possibly ending their effect, though a spell that continuously creates ice (such as *sleet storm*) will typically have its effects negated for only 1 round. An ice elemental, ice golem, or other ice-based creature in the area takes 1d6 damage per caster level (max 15d6): a Fortitude save halves this damage.
- **Freeze:** You can target liquid water and freeze it solid. The entire volume of targeted water reaches sub-zero temperatures over the course of 1 minute. Creatures

Table: Control Temperature

Caster Level	Temperature Level	Temperature
9th	Extreme Cold	Below -20° F
7th	Severe Cold	-19° F – -1° F
5th	Cold	0° F – 39° F
3rd	Temperate	40° F – 90° F
5th	Very Hot	91° F – 110° F
7th	Severe Heat	111° F – 140° F
9th	Extreme Heat	Above 140° F

inside the volume disrupt the freezing process in its space, preventing ice from forming. Existing ice within the area (including ice created by spells) regain 1 hit point per inch of thickness each round: similarly, ice golems, ice elementals, and ice-based creatures recover 1d6 hit points each round they remain in the area. A water elemental or similar water-based creature in the area takes 2d6 cold damage each round it remains: a Fortitude save negates the damage that round only.

- **Move:** You can move ice and snow around the area. This functions similarly to *move earth* in that it does not create violent movement: the ice moves in slow waves until the desired result is achieved. The movement of the ice takes place across 1 minute, and is not quick enough to trap or otherwise move creatures within the area. Magically-created ice, such as from a *wall of ice*, cannot be moved in this manner.

CONTROL TEMPERATURE

School transmutation; **Level** druid 3, elementer 3, shaman 3

Casting Time 1 standard action

Components V, S, M (a thin tube of mercury)

Range 40 ft./level

Area 40 ft./level radius cylinder, 40 ft. high

Duration 10 min./level (D)

Saving Throw Fortitude negates; **Spell Resistance** no

You alter the temperature of the surrounding area. You can choose to either raise or lower the temperature: how much you can alter the temperature depends on your caster level, as shown above on **Table: Control Temperature**, which is organized from coldest to warmest. A creature in the area might have to make Fortitude saves to ignore its effects (see the Cold Dangers and Heat Dangers sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*)

You can concentrate on the spell at any time to change the temperature level by one step in either direction, assuming you have the caster level necessary to create the chosen temperature level.

CRUSHING ROOTS

School conjuration (creation) [plant]; **Level** druid 7, shaman 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/3 levels, no two of which can be more than 30 ft. apart

Duration instantaneous, then 1d3+1 rounds

Saving Throw Reflex partial (see text); **Spell Resistance** no

You conjure massive roots to ensnare and crush your foes. Each creature takes 1d6 bludgeoning damage per two caster levels (max 15d6), is dazed for 1 round by the constricting plants, then wrapped by the roots, entangling them for 1d3+1 rounds (though they can still move). A successful saving throw halves the damage, negates the dazing effect, and halves the duration of the entanglement.

A creature entangled by the roots must make a Reflex save at the start of its turn each round it is entangled or take a further 4d6 bludgeoning damage as the plant matter continues to crush it. Succeeding on this Reflex save negates the damage for that round only. An entangled creature can attempt to break free as a standard action by making a Strength or Escape Artist check: the DC of this check is equal to the DC of this spell + 5. If they succeed they escape the roots, ending the spell for that target only.

CULTIVATE

School transmutation [plant]; **Level** druid 0, invoker 0, ranger 1, shaman 0, witch 0

Casting Time 1 standard action

Components V, S

Range 10 ft.

Targets nearby plants, see text

Duration 1 hour

Saving Throw none; **Spell Resistance** no

This spell lets you magically tend to plants. Once cast, *cultivate* lets you repeatedly tend to plants over the next hour. Its effects are limited in scope and cannot damage to a creature (including plant creatures). Only inanimate plant matter can be affected. It can neatly trim plants or cause them to grow thicker: this does not alter the plant's size. You can cut your way through thick foliage and undergrowth, cutting through about as fast as you could with a machete or axe. You can similarly prune away branches about as quickly as you could with shears or similar tools. You can clean off dust, debris, or other sediments upon plant life. You can cause a flower to bloom or close, or change its coloration or scent.

The effects of *cultivate* are permanent, aside from changing its color or scent, which end when the spell

ends. You cannot use *cultivate* to affect plants that are currently manipulated by magic of 1st-level or higher, such as *entangle*.

DESSICATE

School necromancy [water]; **Level** druid 3, elementer 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a fistful of sand)

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes
A wave of entropic energy washes over the area, draining it of water. This has several effects, as outlined below.

First, water (both liquid and mist) evaporates. The spell can evaporate up to 40 gallons of liquid water (about 5 cubic feet) per caster level. Any natural fog or mist in the area vanishes, and magical fog of 2nd level or lower (such as *fog cloud*) is likewise removed. Solid ice and snow evaporates at half the rate of liquid water.

Second, non-creature plant-life that is medium or smaller withers and dies, including grass, shrubbery, and so on. Plant-life that is large or bigger in the area lose some moisture, but it is not enough to fell most trees or larger plants without several castings.

Finally, creatures affected by *desiccate* have moisture drawn from their bodies. Creatures must make a Fortitude save or become dehydrated (see the Starvation and Thirst section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*), causing them to immediately take 1d6 points of nonlethal damage and become fatigued. This nonlethal damage and fatigue cannot be overcome until the creature sates its thirst. Plant creatures, water elementals, and other water-based creatures that fail their saving throw take 1d8 points of lethal damage per two caster levels (max 5d8).

DOMINION'S BLESSING

School transmutation [see text]; **Level** invoker 4

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/2 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You may only cast this spell if you are a spirit companion.

With an incantation of ancient power, you call to the spirits of nature to aid your allies in their time of need. For the duration, each target gains a +2 morale bonus to attack rolls, saving throws, and weapon damage rolls. Additionally, you grant your allies a single additional

benefit from the list below. You may only choose a boon that matches the dominion of an invoked spirit of the invoker you are bonded with:

- *Beasts*: Each target becomes immune to bleeding effects, disease, and fear effects.
- *Land*: Each target gains a +4 bonus to CMD, a +2 bonus to their AC, and cannot be staggered or knocked prone.
- *Sea*: Each target gains a swim speed of 60 feet and can breathe underwater. Their weapon attacks and spells take none of the penalties normally imposed for being underwater.
- *Sky*: Each target gains a fly speed of 40 feet with good maneuverability as well as a 20-foot enhancement bonus to all of their other speeds.
- *Wilds*: Each target becomes immune to poison, sickness, nausea, and paralysis effects.

When you choose a particular spirit type, the spell gains a descriptor appropriate to that type, as follows: animal (beasts), earth (land), water (sea), air (sky), or plant (wilds).

DOMINION'S CURSE

School transmutation [curse, see text]; **Level** invoker 2

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature/2 levels, no two of which can be more than 30 ft. apart

Duration 1 round/2 levels, see text

Saving Throw Will partial (see text); **Spell Resistance** yes

You may only cast this spell if you are a spirit companion.

With an incantation of ancient power, you call to the spirits of nature to bewitch your foes. Select a single curse option from the list below. You may only choose a curse that matches the dominion of an invoked spirit of the invoker you are bonded with:

- *Beasts*: Each target is shaken.
- *Land*: Each target treats all terrain as difficult terrain.
- *Sea*: Each target is fatigued.
- *Sky*: Each target is deafened.
- *Wilds*: Each target is sickened.

A successful saving throw reduces the duration of the curse to 1 round for that target only.

When you choose a particular spirit type, the spell gains a descriptor appropriate to that type, as follows: animal (beasts), earth (land), water (sea), air (sky), or plant (wilds).

DOMINION'S SHIELD

School abjuration [see text]; **Level** invoker 1

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You may only cast this spell if you are a spirit companion.

With an incantation of ancient power, you call to the spirits of nature to shield your compatriot from harm. For the duration, the target gains a +1 shield bonus to their AC per three caster levels (max +4). Additionally, choose a single additional option from the list below. You may only choose an option that matches the dominion of an invoked spirit of the invoker you are bonded with:

- *Beasts*: disease and fear
- *Land*: acid and earth
- *Sea*: cold and water
- *Sky*: air and electricity
- *Wilds*: poison, paralysis, and sleep

The target gains a +4 bonus on saving throws against spells and effects of the chosen type. For example, if you choose Sky, the target gains a +4 bonus on saving throws against effects that deal electricity damage, spells with the air or electricity descriptor, and other air-based abilities (such as an air elemental's whirlwind ability), subject to GM discretion.

When you choose a particular spirit type, the spell gains a descriptor appropriate to that type, as follows: animal (beasts), earth (land), water (sea), air (sky), or plant (wilds).

DOMINION'S WRATH

School evocation [see text]; **Level** invoker 3

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Area 15 ft.-radius burst

Duration instantaneous, see text

Saving Throw Reflex half; **Spell Resistance** yes

You may only cast this spell if you are a spirit companion.

With an incantation of ancient power, you call to the spirits of nature to wreak havoc upon those that stand in your way. Choose a single option from the list below. You may only choose an effect that matches the dominion of an invoked spirit of the invoker you are bonded with. Each creature in the area takes 1d8 damage per two caster levels (max 5d8): the damage type is determined by the dominion option chosen. Each dominion also has a secondary effect, as listed below:

- *Beasts*: The burst deals slashing damage, and any creature that fails its saving throw begins to bleed for 1 point of damage per two caster levels (max 5).
- *Land*: The burst deals bludgeoning damage, and any creature that fails its saving throw is blinded for 1 round.

- *Sea*: The burst deals cold damage, and any creature that fails its saving throw is entangled for 1d4 rounds.
- *Sky*: The burst deals electricity damage, and any creature that fails its saving throw is staggered for 1d3 rounds.
- *Wilds*: The burst deals piercing damage, and any creature that fails its saving throw is nauseated for 1 round.

A successful Reflex save halves the damage dealt and negates the secondary effect. The damage only occurs once, when the spell is cast. Damage from this spell is considered magical for the purpose of overcoming damage reduction.

When you choose a particular spirit type, the spell gains a descriptor appropriate to that type, as follows: animal (beasts), earth (land), water (sea), air (sky), or plant (wilds).

DOWNPOUR

School conjuration (creation) [water]; **Level** bloodrager 4, druid 4, elementer 4, invoker 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area cylinder (60-ft. radius, 120 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

The sky above you darkens as you cast this spell, the clouds gathering briefly before breaking into a heavy downpour of rain.

Downpour fills the entire area of the spell with heavy rainfall. This rain reduces visibility to one-quarter normal distances and imposes a -6 penalty to Perception checks and to all ranged attacks made in the area. All unprotected flames in the area are extinguished, and protected flame has a 50% chance each round of going out.

The torrential rain is heavy enough that it imposes penalties on fire magic: creatures are treated as being underwater for the purposes of using fire magic or fire-based supernatural abilities. This penalty is also applied to any spells or fire-based abilities used outside of the area of rainfall and projected into it.

EARTHEN SHARD

School conjuration (creation) [earth]; **Level** druid 1, elementer 1, invoker 1, shaman 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 4-ft.-high slab of earth

Duration 1 round

Saving Throw Reflex half; **Spell Resistance** no

The ground beneath a single target bursts forth as a slab of earth strikes it from below. The target takes 1d6 bludgeoning damage per caster level (max 5d6) and is rendered flat-footed for 1 round by the sudden upheaval of earth. A Reflex save halves the damage and negates the flat-footed effect.

The shard must originate from the ground in an area of earthen material, be it dirt, sand, or stone. The target must be on the ground or close above its surface (less than 3 feet) to be struck by the *earthen shard*.

EMBRACE THE DEEP

School transmutation [water]; **Level** alchemist 5, druid 5, elementer 5, invoker 4, occultist 5, psychic 5, shaman 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a sahuagin scale)

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

With a touch, the enchanted creature becomes a master of the deepest reaches of the ocean.

The creature gains a swim speed of 90 feet (along with the +8 racial bonus to swim checks this speed provides), can breathe underwater, and is unaffected by pressure or cold from being deep underwater.

So long as it is conscious and fully submerged in water, the creature also gains the benefit of *freedom of movement* (as the spell) and is immune to confusion. These benefits end if the creature is even partially removed from the water, but return if submerged again.

ENERGY MISSILES

School evocation [acid, cold, electricity, fire, sonic]; **Level** bloodrager 1, elementer 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (five differently-colored marbles)

Range medium (100 ft. + 10 ft./level)

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You conjure several rainbow-hued motes of elemental energy to strike your foes unerringly.

You conjure five motes, each one dealing 1 point of damage to a target of your choice. You can send more than one missile at a single target, though each missile can only strike one creature. Each missile deals a different damage type: one each for acid, cold, electricity, fire, and sonic damage. You choose which type of missile strikes which target.

For every two caster levels you gain beyond 1st, the damage of each missile increases, as follows: 1d3 (3rd), 1d4 (5th), 1d6 (7th), and 1d8 (9th or higher).

Spells and effects that block *magic missile* also block the effects of this spell.

ERUPTION

School conjuration (summoning) [earth, fire]; **Level** druid 9, elementer 9, sorcerer/wizard 9

Casting Time 1 round

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 60-ft.-radius volcano with 120-ft.-radius of lava flow (see text)

Duration concentration (maximum 10 rounds) (D)

Saving Throw see text; **Spell Resistance** yes

The earth trembles and swells, the pressure beneath the surface building until it erupts in a fiery display of tremendous power.

Eruption conjures an active volcano within the surface of the earth: as such, it must be cast upon the ground, though that ground need not be empty. There must be sufficient space for the volcano to be conjured for you to cast this spell (the volcano is 60 feet wide at its base, and rises up to 20 feet at its peak).

Upon finishing the casting of the spell, the volcano begins to build in strength before eruption. This process takes place across several rounds, with each round having a different effect, and requires you to concentration to see it through. The listed effect occurs in only the designated round unless otherwise specified:

1st Round: The ground swells with pressure. The center point of the volcano rises to a maximum height of 20 feet. Buildings and structures in the area take 50 points of damage from the violent shaking and sudden upheaval of their foundations. Creatures in the area must make a Reflex save or fall prone.

2nd Round: Hot steam vents burst forth from the ground. Three vents burst from points you designate along the volcano's surface, each one in a 10-foot radius, 30 feet high. A creature caught in a vent takes 6d6 fire damage, with a Reflex save halving the damage. A creature caught within multiple vents does not take additional damage.

3rd Round: The volcano erupts. The catastrophic blast fills the radius of the volcano and rises 30 feet above its surface, dealing 10d6 fire damage to all creatures within the area and knocking them prone. A Reflex save halves the damage and negates the prone effect.

4th Round: The lava runs downhill, spreading out 60 feet around the base of the volcano (for a total radius of 120 feet of ground covered by the lava flow). Creatures within the lava flow take 8d6 fire damage, with a Reflex save halving the damage.



5th through 10th Rounds: The ground remains covered in lava, while volcanic ash fills the air. The area is considered difficult terrain, and any creature that enters into or starts their turn in the area takes 2d6 fire damage. The ash blocks all sight (including darkvision) within the spell's area to a height of 60 feet above the ground.

Damage dealt by lava from this spell (from the 3rd round onwards) also damages buildings, structures, and unattended objects. This damage is not halved as most damage is for objects. Wooden structures typically are set on fire, causing further damage.

When the spell ends, the ground falls back to its original state and the remaining ash and lava vanishes, though the destruction wrought by the spell remains.

EXPOSE

School transmutation [curse]; **Level** elementer 3, magus 3, occultist 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object

Duration 1 round/level

Saving Throw Fortitude partial (object); **Spell Resistance** no

With a wave of your hand, you reduce the target's defenses. Choose one of the following penalties:

- The target takes a -4 penalty to its AC
- The target's Damage Reduction and/or hardness (if any) is reduced by 5.
- The target's Spell Resistance is lowered by 5.
- All energy resistances the target has are reduced by 10. This has no effect on a creature or object with immunity to a damage type.

A successful Fortitude save reduces the duration of the effect to 1 round. The effects of this spell do not stack, but multiple castings can each impose a different penalty type.

EXPOSE, GREATER

School transmutation [curse]; **Level** elementer 5, magus 5, occultist 5, sorcerer/wizard 6, witch 6

Range medium (100 ft. + 10 ft./level)

This spell acts as *expose*, except you can choose one of the following penalties to inflict:

- The target takes a -6 penalty to its AC
- The target takes a -4 penalty to all saving throws.
- The target's Damage Reduction and/or hardness (if any) is reduced by 10.
- The target's Spell Resistance is lowered by 10.
- All energy resistances the target has are reduced by 15. If the creature has immunity to a damage type, it instead is treated as having resistance 20 against that energy type for the duration of this spell (this resistance is not further lowered by *greater expose*). A creature with a subtype that matches its energy resistance is not affected by this (for example, a creature with the cold subtype cannot lose its immunity to cold).

FLAME DASH

School evocation [fire]; **Level** bloodrager 2, elementer 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Effect burning wall of fire; see text

Duration 1 round

Saving Throw Reflex half (see text); **Spell Resistance** no (see text)

In an instant, you dash forward, a swirling mass of flame trailing you and burning your path.

Your speed is increased by 40 feet until the start of your next turn, and your movement does not provoke attacks of opportunity for the same duration. When you move, you are wreathed in flames that scorch the ground and harm any creature you pass. Any creature you pass within 5 feet of must make a Reflex save or take fire damage equal to $3d6 + 1$ per caster level (max +10): a successful save halves the damage. A single creature can only be harmed once in this manner by a single casting of this spell, and spell resistance applies.

In addition, you leave a trail of fire along the ground, assuming you were traveling on the ground while affected by *flame dash*. A wall of fire as wide as your space (maximum 10 feet wide and 10 feet high) occupies whatever spaces you travel through for the duration, appearing as you leave each space. Each creature that enters into the area of flame takes $2d6$ fire damage. A Reflex save halves this damage, and spell resistance applies. The trail lasts until the start of your next turn.

FREEZE

School evocation [cold]; **Level** druid 0, elementer 0, invoker 0, shaman 0, witch 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature, object of size small or smaller, or 5-ft.-square surface touched (see text)

Duration see text

Saving Throw Fortitude negates (object), see text; **Spell Resistance** yes (object)

With a touch, you chill the target to sub-zero temperatures. If you target a creature, you must succeed on a melee touch attack. On a hit, your touch deals $1d3$ cold damage (no save).

If you touch an object, that object is covered in a thin layer of frost. This effect is not cold enough to cause immediate damage, but prolonged direct exposure (such as holding a frosted sword without gloves) across several rounds can cause some minor frostbite, subject to GM discretion. Targeting an object that lies on a surface can freeze that object to it, requiring the melting of the ice or a DC 10 Strength check to un-stick it. Attended objects or magical objects can make a Fortitude save to negate the effect.

If you target a surface, you coat a 5-foot square with ice. This can also be used to freeze the surface of a body of water, freezing a 5-foot square up to two inches thick. A creature can walk within or through the square at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round, while failure by 5 or more means it falls. Trying to use *freeze* to freeze a

creature within a body of water or to a surface causes the spell to fail.

The effects of *freeze* (aside from damage) remain for 1 minute per level on average: hotter temperatures can cut this duration in half, while cold weather can let the ice last indefinitely without melting. Exposure to fire damage typically melts the ice within 1 round.

HAND OF STONE

School transmutation [earth]; **Level** bloodrager 3, druid 3, elementer 3, invoker 3, shaman 3, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect hand of stone

Duration 1 round/level

Saving Throw Reflex partial; **Spell Resistance** no

With a gesture, a large hand of stone and earth rises from the ground, tightly grasping the target.

This spell conjures a massive hand made of clay, stone, and other earthen materials. The spell only works when cast upon earthen terrain (including mud or sand) or on worked stone and soil; it does not work on metallic or wooden surfaces.

Upon casting the spell and each round at the start of your turn, the hand can attempt to grasp a creature or unattended object within 5 feet of it. A creature or magic item can make a Reflex save to avoid being grabbed: unattended, non-magical objects receive no save.

The first time a creature fails its saving throw it becomes held by the hand, entangling it. Entangled creatures can't move from their space without breaking free. A target that is already held by the hand and fails its saving throw is pulled to the ground, knocking it prone. In addition, every round the creature fails its saving throw, it takes bludgeoning damage equal to $1d8 + 1$ per two caster levels (max +5) as the hand crushes it. A creature that makes its saving throw takes half damage and goes back one step in the above progression (from prone to entangled, and entangled to free).

An affected creature can attempt to break out as a standard action, making either a Strength check (DC = *hand of stone's* save DC) or an Escape Artist check (DC = *hand of stone's* save DC + 5). Success frees it from the hand, but the hand can attempt to grab it again at the start of your next turn if it does not move away.

An object held by the hand takes bludgeoning damage equal to $1d8 + 1$ per two caster levels (max +5) each round as it is crushed by the earth, which ignores hardness. It cannot be moved by another creature unless first pulled out with a Strength check (DC = *hand of stone's* save DC).

The hand cannot move from the space it is created in. It can only grab one creature or object at a time, and

only if that creature or object is Large or smaller. It will target creatures and objects as you direct it (no action). If you are unable to direct it (i.e. you are unconscious, confused, or similarly impaired) the hand will continue to grasp a creature or object it is currently holding, but otherwise will not attack until you can direct it again.

The hand is created as a medium-sized object with AC 16, hardness 5, and 5 hit points per caster level (max 50). If reduced to 0 hit points, the *hand of stone* crumbles to pieces, ending the spell.

HEAT WAVE

School evocation [fire]; **Level** druid 3, elementer 3, shaman 3

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A strong gust of hot air blast forth in a line from you. Each creature in the area takes $1d8$ fire damage per two caster levels (max $5d8$) and is fatigued. A successful saving throw reduces the damage by half and prevents the fatigue effect. This spell cannot cause a creature that is already fatigued to become exhausted.

ICY TRAIL

School transmutation [cold]; **Level** alchemist 2, bloodrager 2, cleric 2, druid 2, elementer 2, invoker 2, magus 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target willing creature touched, see text

Duration 1 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

The ground beneath the creature's feet freeze solidly with ice. The ice is not thick enough to let the creature walk upon water, only solid surfaces.

The creature is unaffected by difficult terrain and can take 5-foot steps into difficult terrain as the spell creates a flat surface of ice under its feet. The creature also takes no penalty for moving across slick surfaces like ice or snow and does not need to make Acrobatics checks to cross icy surfaces, be they mundane or magical in origin.

Any space the creature travels through is left coated in ice. A creature can walk within or through the area at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round, while failure by 5 or more means it falls. The ice remains for 1 minute per level on average: hotter temperatures can cut this duration in half, while cold weather can let the ice last indefinitely without melting.

LAVA BURST

School conjuration (creation) [earth, fire]; **Level** druid 7, elementer 7

Casting Time 1 standard action

Components V, S, M (a piece of obsidian)

Range close (25 ft. + 5 ft./level)

Effect ball of molten rock

Duration 1 round/4 levels

Saving Throw none; **Spell Resistance** no

You conjure a 2-foot-diameter ball of molten rock, sending it to a point you designate within range. The ball explodes, coating all nearby creatures and objects with blisteringly-hot lava.

The *lava burst* explodes in a 15-ft.-radius burst, dealing 1d6 points of fire damage per two caster levels (max 10d6) to creatures and objects in the area. A Reflex save halves the damage. This damage only occurs once, when the spell is cast.

The lava remains after the initial burst, creating a 15-ft.-radius pool of lava beneath the detonation point. Any creature or object that enters into or starts its turn in the area takes 2d6 fire damage (no save). The pool of lava constantly emits smoke and steam from its surface, creating a dense cloud that obscures sight. This acts similar to a *fog cloud* spell centered upon the lava pool.

Any creature or object that takes damage from this spell continues to burn for 1d3 rounds. This burning deals half of the initial damage each round (max 5d6 from the initial burst, or only 1d6 from entering the pool), with a Reflex save halving the damage for that round only. The burning effect does not stack.

Once the spell ends, both the lava and smoke cloud vanish, though the damage remains.

LEECHING SPORES

School conjuration (creation) [acid, plant]; **Level** druid 6, shaman 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft.-radius cloud of spores, 20 ft. high

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** no

The air turns a sickly green haze as it fills with countless parasitic fungal spores, sapping the strength of creatures caught within. Any creature that enters into or starts their turn inside the cloud of *leeching spores* takes acid damage equal to 3d6 + half your caster level (max +10) as the spores absorb nutrients and energy from their bodies. A Fortitude save halves the damage for that round only.

The spores transfer their absorbed energy to you, granting you temporary hit points equal to half the damage dealt to each creature each round. The temporary hit points from this spell are cumulative, up

to triple your caster level in total. The spores cannot grant you more temporary hit points than a damaged creature had remaining. The temporary hit points last for 1 hour.

While the cloud of spores causes everything to take on a green coloration, it does not otherwise hinder vision.

LIGHTNING STRIKE

School evocation [electricity, sonic]; **Level** druid 8, elementer 8, shaman 8

Casting Time 1 standard action

Components V, S, F/DF (a metal rod)

Range long (400 ft. + 40 ft./level)

Target one creature, see text

Duration instantaneous, see text

Saving Throw Reflex half; **Spell Resistance** yes

With a deafening thunderclap, the targeted creature is struck by a mighty bolt of lightning.



The target creature takes 1d6 damage per caster level (max 20d6), is stunned for 1 round and both blinded and deafened for 2d4 rounds. Half of the damage is electricity, the other half is sonic damage. A successful Reflex save halves the damage taken, negates the stun, and reduces the blindness and deafness to 1 round.

Creatures within 20 feet of the target take 1d6 damage per two caster levels (max 10d6, half electricity and half sonic) and are blinded and deafened for 2d4 rounds. A Reflex save halves the damage and reduces the blindness and deafness to 1 round. The bright flash of light and accompanying thunderclap can be observed up to 1d4 miles away, as brief as they might be.

The bolt normally fires from your hand (requiring you to have line of effect to the target), but if cast outdoors you can call the bolt of lightning from the sky. If the weather conditions are stormy, the damage increases to d10s (max 20d10 to the main target and 10d10 to the secondary targets), and all creatures that take damage are stunned for 1 round on a failed save or staggered for 1 round on a successful one.

LIVING STORM

School transmutation (polymorph) [air, electricity];

Level elementer 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Your body dissipates into a swirling mass of air. This functions as the whirlwind universal monster ability, with some key changes.

The whirlwind must be at least 10 feet high and has a maximum height of 20 feet. You can damage and trap Small or smaller creatures that come into contact with you and fail a Reflex save (DC equal to this spell's DC). A creature that fails its save takes damage equal to your unarmed strike or 2d6 + 1 per caster level (max +15), whichever is higher. The creature is lifted into the whirlwind on a second failed save. Additionally, arcs of lightning strike foes near you: any creatures within 10 feet of you (including those trapped in the whirlwind) take 1d6 electricity damage per four caster levels (max 4d6) each round at the start of your turn (Reflex half, spell resistance applies).

You gain a fly speed of 30 feet with average maneuverability for the duration of this spell. You cannot change back from whirlwind form without dismissing the spell. You cannot cast this spell underwater.

For every two caster levels you have above 9th, the maximum height of the whirlwind increases by 10 feet (max 60 feet), and the maximum size of creature you can damage and trap increases by one, up to Huge.

LUMINOUS BODY

School transmutation (polymorph) [light]; **Level** druid 6, psychic 6, shaman 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

Your body transforms into solid light, its radiance blinding nearby creatures.

This spell replaces your physical form with dazzling light. Your gear is not affected by the spell, and you can still wear and use it as normal. While in this form, you are immune to critical hits, sneak attacks, and poison.

You shed bright light within 60 feet of you and raise the light level for an additional 60 feet: this light is bright enough to pierce even the thickest of robes, and is not concealed or hindered by your equipment. A creature within 10 feet of you must avert their gaze or be blinded for 1 round. A Reflex save negates the effect, but it must be repeated each round that it comes within 10 feet of you unless it covers or averts its eyes.

An undead creature or a creature specifically harmed by bright light or sunlight is dazzled while within 60 feet of you (no save). If they come within 10 feet of you, rather than the effect described above, they take 1d4 damage per two caster levels (max 10d4) and are blinded for 1d4 rounds: a Reflex save halves the damage and negates the blinding effect.

Spell resistance applies to any harmful effects this spell causes to nearby creatures.

MAELSTROM

School conjuration (creation) [cold, water]; **Level** druid 4, elementer 5, invoker 4, psychic 5, shaman 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 30-ft.-radius whirlpool of water

Duration instantaneous, then 1d3 rounds, see text

Saving Throw Fortitude partial (object); **Spell Resistance** no

You summon a churning whirlpool of icy waters that ensnares creatures within. Each creature in the area is pulled as close to the center as possible and then entangled for 1d3 rounds as they are partially frozen by the cold water. A Fortitude save causes the creature to be only pulled half as far and negates the entanglement. A creature with the Fire subtype takes 1d8 points of cold damage per two caster levels (max 10d8) on a failed saving throw, or half as much on a successful one. Creatures that are immune to cold damage are immune to this spell's entanglement effect but not the pull.

In addition to the above, any non-magical fire in the area is extinguished automatically. Loose objects in the area are pulled towards the center of the maelstrom in the same manner as creatures.

MOONBLAST

School evocation [light]; **Level** cleric 5, druid 5, shaman 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area cylinder with 20-ft.-radius, 60 ft. high

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

A column of silvery moonlight shines down upon the area, searing creatures and driving them mad. Any creature caught in the area takes 1d6 per two caster levels (max 10d6) and is confused for 1 round. A successful Will save halves the damage and negates the confusion.

A creature with the shapchanger subtype takes a -2 penalty to their saving throw and takes 1d8 damage per two caster levels, instead (max 10d8).

NATURAL ORDER

School evocation; **Level** druid 9, shaman 9

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area 30-ft.-radius burst

Duration instantaneous, see text

Saving Throw Will negates and Will half (see text);

Spell Resistance yes (see text)

A shimmering aurora falls over the area with a faint hum. It bursts with light, purging unnatural threats and restoring balance to the world.

This powerful spell ravages creatures that do not belong in the wilds and returns creatures to their natural states. This has several effects, each effect occurring in sequence as follows:

First, magical effects are dispelled in the area. Treat this as the area version of *greater dispel magic*. This dispellation can also dispel anything that can be removed by *remove curse*.

Second, all creatures are forced back to their natural forms. Any shapeshifted or polymorphed creatures in the area must make a Will save or be subjected to a *true form*^{APG} spell, using your caster level and save DC for *natural order* for its effect. If used to remove a polymorph effect, you must make a caster level check to remove it as described in *true form*^{APG}, but your caster level bonus is not limited to +15 as it normally is for *true form*^{APG}.

Finally, the spell gravely injures creatures that are not in harmony with nature. Undead, constructs, aberrations, and non-native outsiders are injured the

most, taking 1d8 damage per caster level (max 20d8). Against a golem, this spell is treated as if it did not allow spell resistance. Dragons, humanoids, monstrous humanoids, and oozes take 1d8 per two caster levels (max 10d8). In either case, a Will save halves the damage taken. Animals, plants, fey, magical beasts, outsiders of the native subtype, and vermin are not damaged by the spell, but are still subjected to its other effects.

PILLAR OF EARTH

School conjuration (creation) [earth]; **Level** cleric 4, druid 5, elementer 4, invoker 4, shaman 5, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect earthen pillar with a diameter of 15 ft.

Duration 1 round/2 levels (D) or 10 min./level (D) (see text)

Saving Throw Reflex negates or none (see text); **Spell Resistance** no

You bring your hand low and raise it with a slow and powerful gesture, the earth responding in kind. This spell can only be cast upon the ground in an area of existing earth or stone. When cast, the earth in the targeted area rises, creating a cylindrical pillar 15 feet wide. Other results of the spell, like duration and speed, is dependent on whether you make it rise fast or slow:

- *Slow*: The earth raises at a moderate pace. The pillar rises at a rate of 20 feet per round and can rise up to a maximum height of 20 feet per caster level. It will stop short of any solid barriers (like a roof or cavern ceiling), leaving enough room between the top of the pillar and the barrier for any creatures upon the pillar to comfortably stand and move. This version of *pillar of earth* lasts for 10 minutes per caster level. When the duration of the spell ends (either normally or when dismissed), the pillar slowly sinks back down at the same rate it ascended until it returns the ground to its original state.
- *Fast*: The earth swiftly erupts with great force. In this form, the pillar has a maximum height of only 5 feet per caster level, but reaches this height almost instantly. Any creature in the pillar's way must make a Reflex save or be pushed upwards by the pillar, taking 1d8 bludgeoning damage per two caster levels (max 5d8). A creature more than 20 feet above the ground gains a +4 bonus on its saving throw. A Reflex save lets the creature move out of the way of the pillar and into the nearest unoccupied space. The pillar attempts to reach its maximum height: if there are any barriers in the way, the pillar makes a Strength check to break through, having an effective Strength score of 20 + your caster level for the check. Any creature

that failed its initial Reflex save and is caught between the pillar and a surface takes 2d8 damage as they are crushed into it. If the pillar does not break through the surface, it stops flush with it: any creature that was on top of the pillar is pinned between the pillar and the barrier. The pinned creature can get out with an Escape Artist or Strength check as a standard action (DC equal to the spell's save DC + 5), doing so gives them enough space to escape but does not help any other pinned creature nor end the spell. They can also attempt to break the barrier they are pinned against instead of the pillar itself, with the DC for the surface in question determined by the GM. While pinned, a creature has total concealment from other creatures unless their space extends outside of the pillar's area. This version of the pillar lasts for 1 round per two caster levels, and when the duration ends (either normally or dismissed), the pillar crumbles into loose dirt and rubble before vanishing.

Regardless of version of the spell, the pillar itself is mostly made of compacted dirt. It has hardness 0 and 180 hit points, and can be destroyed through damage or instantly by a DC 50 Strength check. When destroyed, the spell ends immediately.

PRIMAL FURY

School transmutation (polymorph) [animal]; **Level** druid 7, shaman 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

When you cast this spell, your form shifts to take on several animalistic aspects.

This spell functions similar to *beast shape III*, though you can only choose an animal, not a magical beast. Your form does not completely change into the chosen animal type: instead, you turn into a hybrid form similar to a lycanthrope. You gain all of the listed abilities suitable to that form, as described in *beast shape III*, including natural attacks possessed by the chosen creature. Your size does not change. Your body takes on several traits that are similar to the chosen animal, such as thick fur, sharp teeth, and so on, including any extremities necessary to use one of the animal's abilities (such as wings to use a fly speed). Your gear does not merge with you, but alters enough to accommodate changes in your physique. Rather than taking on the ability score or natural armor changes shown in *beast shape III*, you always gain a +4 size bonus to Strength and Dexterity and no natural armor.

As a lycanthropic hybrid, you gain DR 10/silver while in this form. While this spell persists, you gain the shapechanger subtype, if you didn't already have it. Any

effects that are specifically harmful to shapechangers or lycanthropes are also effective against you.

PRIMORDIAL FANG

School evocation [see text]; **Level** druid 2, invoker 2, ranger 2, shaman 2

Casting Time 1 swift action

Components V, S

Range touch

Target creature touched

Duration 1 round

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The target's extremities flare with elemental might.

When you cast this spell, chose acid, cold, electricity, or fire damage. For 1 round, the target's unarmed attacks and natural attacks deal an additional 2d6 damage of the chosen type. For every four caster levels you have beyond 3rd, the damage increases by 1d6 (max 4d6). If the target uses the Vital Strike feat (or its Improved and Greater versions) to attack with its natural weapons or unarmed strikes, the damage dice from *primordial fang* are multiplied as if they were weapon dice.

When you cast this spell to grant acid, cold, electricity, or fire damage to a creature's attacks, it becomes a spell of that type.

PRISM ASSAULT

School evocation [acid, cold, electricity, fire]; **Level** elementer 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area four 15-ft.-radius bursts

Duration instantaneous, see text

Saving Throw Reflex half; **Spell Resistance** yes

You weave a mutable form of elemental energy, evoking multiple bursts of arcane power to assault foes with a deadly barrage.

When you cast *prism assault*, you send out four separate orbs of energy to locations you designate within range. Each orb detonates in a 15-foot-radius burst of elemental power, dealing 1d6 damage per four caster levels each (max 4d6). The four bursts each deal a different damage type: one each for acid, cold, electricity, and fire damage. A creature only has to make a single saving throw if caught in more than one burst, applying the result to all damage from the assault.

After the initial burst, each creature that failed its saving throw is further afflicted by the arcane energies, suffering one or more of the following effects depending on which damage type(s) it took:

- *Acid*: The creature is sickened for 1 round.
- *Cold*: The creature is entangled for 1 round.

- *Electricity*: The creature is staggered for 1 round.
- *Fire*: The creature catches on fire.

A creature that took zero damage of the listed type (such as due to energy resistance or *protection from energy*) is unaffected, even if it failed its saving throw.

If you sacrifice a prepared *prism assault* spell to create a spell twist, you treat the spell twist as if created using a spell two levels lower than normal (minimum 1st level) but increase all variable components of that twist by 50%, similar to the effects of an Empower Spell metamagic feat. Spell twists that do not have variable effects (such as *gale*) are unaffected.

PRISM BARRIER

School evocation [acid, cold, electricity, fire]; **Level** elementer 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect translucent barrier up to 10 ft. long/level or a ring-shaped barrier with a radius of up to 5 ft./four levels; either form 20 ft. high

Duration 1 round/level (D), see text

Saving Throw Reflex half; **Spell Resistance** yes

You weave a mutable form of elemental energy, warding an area with a sparkling barrier that harms those that trespass and aids those that it protects.

The damage dealt by the *prism barrier* is determined randomly once per round, starting with the turn you cast the spell and at the start of each of your turns thereafter. All damage dealt by the wall is of the randomly chosen type for that round only. To determine the damage type for a given round, roll 1d4 and consult **Table: Prism Barrier**, below.

One side of the wall (chosen by you) is the side the *prism barrier* protects. Any weapon attacks projected through the wall (be it a projectile attack or a reach weapon) from creatures on that side deal 1d6 additional energy damage of the randomly chosen type.

Creatures that attempt to pass through the wall from the opposite side (heading towards the protected side), take 1d6 damage of the selected type per four caster levels (max 5d6). A successful Reflex save halves the damage taken. Additionally, a creature that fails its saving throw is further afflicted by the arcane energies,

suffering one of the following effects depending on which damage type it took:

- *Acid*: The creature is sickened for 1d4 rounds.
- *Cold*: The creature is entangled for 1d4 rounds.
- *Electricity*: The creature is staggered for 1d4 rounds.
- *Fire*: The creature catches on fire and is blinded for 1 round.

A creature that took zero damage of the listed type (such as due to energy resistance or *protection from energy*) is unaffected, even if it failed its saving throw. If you evoke the *prism barrier* so that it appears where creatures are, each creature takes damage as if passing through the wall. A creature can only be harmed once per round due to passing through the wall.

If you sacrifice a prepared *prism barrier* spell to create a spell twist, you treat the spell twist as if created using a spell two levels lower than normal (minimum 1st level) but a creature subjected to the spell twist must make their saving throw twice, similar to the effects of an Persistent Spell^{APG} metamagic feat. Spell twists that do not allow for a saving throw are unaffected.

PRISM BOLT

School evocation [acid, cold, electricity, fire]; **Level** elementer 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You weave a mutable form of elemental energy, sending a streaking bolt of planar force at your target.

You must make a ranged touch attack to hit your foe. On a hit, the target takes 1d6 points each of acid, cold, electricity, and fire damage. For every three caster levels above 4th, you deal an additional 1d6 damage of each type (maximum 3d6 of each damage type).

If you sacrifice a prepared *prism bolt* spell to create a spell twist, you treat the spell twist as if created using a spell one level lower than normal (minimum 1st level) but double the range of the spell twist, similar to the effects of an Enlarge Spell metamagic feat. Spell twists that target yourself only (such as *soar*) or twists that must originate directly next to you (such as *blaze* or *flood*) are unaffected, and only the range of a twist is affected, not its area of effect (if any).

PRISM BURST

School evocation [acid, cold, electricity, fire]; **Level** elementer 3

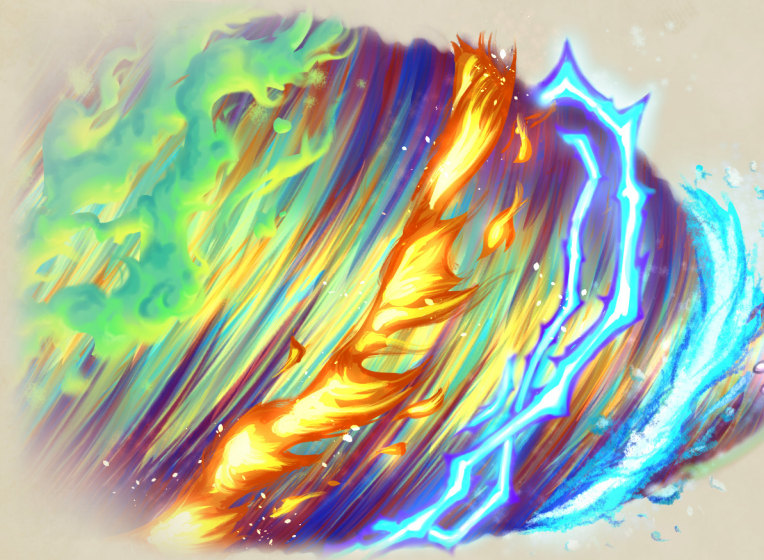
Casting Time 1 standard action

Components V, S

Range 60 ft.

Table: Prism Barrier

1d4	Damage Type
1	Acid
2	Cold
3	Electricity
4	Fire



Area 60 ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You weave a mutable form of elemental energy, creating a scintillating stream of crackling magic erupting from your outstretched hand.

Creatures caught in the area of the *prism burst* take 1d4 damage each of acid, cold, electricity, and fire. For every two caster levels obtained above 5th, you deal an additional 1d4 damage of each type (to a maximum of 4d4 of each type). Affected creatures can make a Reflex save to halve the damage.

If you sacrifice a prepared *prism burst* spell to create a spell twist, you treat the spell twist as if created using a spell one level lower than normal (minimum 1st level) but double the duration of the spell twist, similar to the effects of an Extend Spell metamagic feat. Spell twists that last for 1 round or less are unaffected.

PRISM SHIELD

School abjuration [acid, cold, electricity, fire]; **Level** elementer 4

Casting Time 1 standard action

Components V, S

Range touch

Target willing creature touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** see text

You weave a mutable form of elemental energy, creating a shimmering barrier of force that negates any incoming—or outgoing—elemental energy.

Any elemental energy or force attempting to target the creature and any elemental energy/force being used by the creature are negated, as an *antimagic field*. For this purpose, “elemental energy or forces” that are negated by the shield includes:

- Spells and effects with the air, acid, earth, cold, electricity, fire, or water descriptor, aside from the *prism shield* itself.
- Magical or supernatural effects that deal acid, cold, electricity, or fire damage, including magic items that deal these damage types (like a *flaming weapon*)
- Contact by summoned creatures with the elemental, air, earth, cold, fire, or water subtypes. This prevents such summoned creatures from harming the creature directly, though indirect forms of contact (such as throwing a weapon at them) can still harm the target. A summoned creature with spell resistance can possibly still hit the target, as described in the *antimagic field* spell.

Artifacts and deities are unaffected by this spell's effects. Any effects that can negate, penetrate, or otherwise interact with an *antimagic field* has the same effect on the *prism shield*.

If you sacrifice a prepared *prism shield* spell to create a spell twist, you treat the spell twist as if created using a spell one level lower than normal (minimum 1st level) but you gain a +5 bonus on checks to overcome spell resistance with that twist, similar to the effects of a Piercing Spell^{UM} metamagic feat.

RAIN OF FIRE

School conjuration (creation) [fire]; **Level** elementer 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 120-ft.-radius cloud of ash, 40 feet high

Duration 1 round/2 levels (D)

Saving Throw Reflex half (object); **Spell Resistance** yes (object)

The sky darkens as what appears to be a storm cloud manifests overhead.

The cloud itself must be conjured at least 100 feet above the ground: as such, the spell typically has to be cast outdoors. The cloud blocks sunlight from reaching the area beneath it. Treat the cloud itself as a *fog cloud*, should any flying creatures attempt to enter it.

Each round on your turn, starting with the round you cast *rain of fire*, three balls of flame come streaking down from the cloud. Each one is sent to strike a point of your choosing beneath the cloud, exploding in a 10-foot-radius burst once it reaches its destination. Each burst deals 2d6 fire damage to creatures, objects, and structures in the area (Reflex half). If a target is caught in multiple bursts in a single round, they only get one saving throw, and the damage from all bursts is totaled before energy resistance is applied.

The balls of flame originate almost directly above your chosen targets. As such, you must determine cover and line-of-effect for each burst from above the target's space, rather than from your own.

SEEK FOE

School divination; **Level** ranger 2

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell can only be cast if you have a favored enemy. This functions as *detect animals or plants*, except it detects the presence of creatures whose type matches one of your favored enemies. You can choose to look for all of your favored enemies at once, or specify just one favored enemy type to detect.

SOLAR FLARE

School evocation [fire, light]; **Level** druid 5, elementer 5, magus 5, psychic 5, shaman 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius burst, centered on you

Duration instantaneous, then 1d4 rounds (see text)

Saving Throw Reflex half; **Spell Resistance** yes

An intense flash of blinding light shines forth from you, searing nearby enemies with its intensity. Creatures within the burst take 1d6 fire damage per caster level (max 15d6) and are blinded for 1d4 rounds. A Reflex save halves the fire damage and reduces the blinding effect to only dazzle the creature for 1d4 rounds.

A creature that has a weakness to sunlight takes a -2 penalty on its saving throw against this spell's effects and is blinded for 1 round on a successful saving throw.

SPORE BURST

School conjuration (creation) [acid, plant, poison];

Level druid 3, shaman 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 15-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

A sudden cloud of spores bursts forth from a point you specify within range. Each creature in the area takes 1d8 acid damage per two caster levels (max 5d8) and is sickened for 1d4 rounds. A successful Reflex save halves the damage and negates the sickening effect. The sickening effect is considered a poison effect.

STINGING THORN

School conjuration (creation) [plant]; **Level** druid 1, invoker 1, shaman 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect wooden splinter

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A long sliver of wood flies from your outstretched hand, piercing a single target as a ranged attack. On a hit, the thorn deals 1d6 piercing damage per caster level (max 5d6). A creature struck begins bleeding for 1 point of damage each round. The bleeding can be stopped as normal with a DC 15 Heal check or the application of any effect that restores hit points. At 3rd caster level, the bleed damage increases to 1d4, and at 5th caster level the bleeding increases to 1d6.

SYMBIOSIS

School abjuration; **Level** druid 5, invoker 4, psychic 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets you and one willing creature

Duration 10 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You form a symbiotic link between yourself and the target, your vital essences intertwined. *Symbiosis* causes spells and effects that affect the wellbeing of one of you two to affect the other. This has several implications:

First, any damage taken by you or the linked creature (including bleed damage) is split evenly between both of you, similar to the effects of *shield other* but working in both directions. Effects that restore hit points or grant temporary hit points are likewise divided evenly between yourself and the linked creature. If one of you would become fatigued, exhausted, sickened, nauseated, blinded, or deafened, that effect is applied to both of you with the duration split in half where applicable (see below) to a minimum of 1 round. Removing the condition from one of you removes it from the other. Ability score penalties (such as from a *ray of enfeeblement*), ability damage, and ability drain are similarly split between both of you; penalties are halved and last half as long but affect both, while permanent damage and drain are simply split evenly.

An effect that is shared through the link grants no saving throw to the shared creature. For example, if the linked creature is subjected to a *ray of sickening*^{UM} and fails its save, you will also be sickened without getting a save. Any effects not mentioned above are not shared through *symbiosis*. If your or the other creature are immune to an effect that would be shared (such as being immune to fatigue), that effect works at full strength on the non-immune target and is not split to the immune target. Permanent effects, such as failing a save against *blindness/deafness*, affect both of you for the duration of *symbiosis* but is removed from whoever was not the original target once this spell ends. *Symbiosis* ends immediately if you or the target are slain.

TEMPEST HAMMER

School evocation [air]; **Level** druid 7, elementer 7, shaman 7

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area cylinder (30-ft.-radius, 200 ft. high)

Duration 1 round

Saving Throw Fortitude partial (object); **Spell Resistance** no

An intense blast of air slams down from above, crushing anything below with tornado-strength winds. Each creature, unattended object, and structure inside the area when the spell is cast takes 1d6 bludgeoning damage per caster level (max 20d6); this damage counts as magic for the purpose of overcoming damage reduction. Creatures are knocked prone, and flying creatures are immediately

forced to the ground and knocked prone, taking falling damage as appropriate for the height it fell. A successful Fortitude save halves the damage and negates both the prone effect and grounding effect.

For 1 round thereafter, the wind continues to blast downward, acting as hurricane-strength winds directly towards the ground (see the Environment rules in Chapter 13 of the *Pathfinder Roleplaying Core Rulebook*). Any flying creature in the area must make a DC 25 Fly check (with a -12 penalty imposed by the hurricane force of the wind) or be forced immediately to the ground and knocked prone, taking falling damage as normal. Loose objects are scattered about, and objects and structures that are still intact after the initial damage of the spell may be further damaged by the powerful winds.

TOXIC BLOOM

School conjuration (creation) [plant, poison]; **Level** druid 5, invoker 4, shaman 5, witch 5

Casting Time 1 standard action

Components V, S, M (a drop of nectar)

Range close (25 ft. + 5 ft./2 levels)

Effect toxic flower blossom

Duration 1 round/level (D); see text

Saving Throw Fortitude partial or Fortitude negates (see text); **Spell Resistance** no

The nectar dissolves in your hand as an oversized flower springs forth from the ground nearby. The *toxic bloom* is considered a small object (roughly 3 feet in height and diameter) and must be conjured in a space sufficient to hold it. It must be conjured on a surface, but the surface does not have to be conducive to plants: the bloom can grow upon solid stone as easily as it can in rich soil.

The bloom itself is magically hardened, having hardness 8, 5 hit points per caster level, and an AC of 5. Fire damage ignores its hardness and deals full damage to it. While the bloom remains, it emits a cloud of noxious vapor in a 15-foot-radius spread around itself, depending on the type of flower conjured. You can choose one of three flower types to create with *toxic bloom*.

- *Nightsbane*: The bloom is surrounded by an aura of deadly poison. Creatures that fail their saving throw take 1d3 Constitution damage. A successful save halves the damage (minimum 0).
- *Rafflesia*: The bloom emits a disgusting aroma. Any creature that fails its saving throw is nauseated for 1 round. A successful save renders the creature sickened for 1 round instead.
- *Rose*: The bloom is sickeningly sweet. Creatures with 8 HD or less that fail their saving throw fall asleep. Creatures with more than 8 HD become drowsy, taking a -5 penalty on perception checks and staggering them for 1 round. A successful save negates the effect for that turn only.

Destroying the *toxic bloom* ends its effect, but any already-applied penalties remain. Creatures with the scent ability take a -4 penalty on their saving throws against this spell. Spells that wither and destroy plants like *blight* destroy the blossom instantly, ending its effects.

TREMORSENSE

School transmutation; **Level** alchemist 4, druid 3, elementer 4, psychic 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the touched creature an acute sensitivity to the subtle vibrations within the ground. The target gains tremorsense to a range of 30 feet.

TREMORSENSE, COMMUNAL

School transmutation; **Level** alchemist 5, druid 4, elementer 5, psychic 5, sorcerer/wizard 5

Targets creatures touched

This spell functions like *tremorsense*, except you may divide the duration in 10-minute intervals among the creatures touched.



VERDANT SURGE

School conjuration (creation) [plant]; **Level** druid 4, invoker 3, ranger 3, shaman 4

Casting Time 1 standard action

Components V, S, M (a few seeds and some soil)

Range medium (100 ft. + 10 ft./level)

Effect grassy field with a maximum radius of 5 ft./2 levels, plus a tree of varying size and height (see text)

Duration 1 min./level

Saving Throw Reflex half and none (see text); **Spell Resistance** no

You toss the seeds into the air as the spell consumes them. Nearby, the ground becomes lush with grass and foliage as a large tree springs forth in its center.

Verdant surge creates a field of thick grass and underbrush with a tree at its center. The field must be conjured upon the ground and grows up beneath creatures and objects in the area. The ground does not have to be conducive to plant life. It will not grow up beneath a building, but can spread across its floor if created there. At your option, you can make the underbrush thick enough to make the area of the spell difficult terrain.

In the center of the field, a single tree sprouts into existence up from the ground. The tree is large sized, but its species is up to you (the spell's effect does not change). Any creature standing where the tree emerges takes bludgeoning damage equal to 3d6 + your caster level (max +20, Reflex half) from the force of its rapid growth and is pushed aside to the nearest open space. For every three caster levels above 7th, the size of the tree increases by one size category (starting at large, and progressing to huge, gargantuan, then colossal at 16th level). The tree will grow within the bounds of whatever area it is conjured in. As long as there enough space for the trunk (about 3 feet in diameter, increasing by 3 feet in diameter per size category above large) the spell can be cast, but it will only grow high enough that its occupied space allows.

Any spells you cast with the plant descriptor that targets the plants conjured by *verdant surge* have their save Difficulty Class (if any) increased by +1. Other creatures attempting to cast plant spells upon your *verdant surge* must make an opposed caster level check against you: if you win the opposed check, their spell fails.

WASP STING

School transmutation; **Level** druid 2, occultist 2, witch 2

Casting Time 1 standard action

Components V, S, M (the wing of a wasp)

Range touch, see text

Target a potion or dose of injury poison

Duration 1 round/level, see text

Saving Throw none; **Spell Resistance** no

The potion or poison you touch is transformed into a large wasp about as wide as your palm.

Upon casting the spell, choose a target creature you can see. The wasp immediately enters that creature's space and attempts to sting it. It makes a melee touch attack to sting its target, using your bonuses. If it stings the creature, it is injected with the used potion or poison. The potion affects the creature as if consumed, while a poison affects it as if applied by an attack. A creature can choose to be willingly stung by the wasp, should it want to benefit from a transmuted potion. The wasp will not go after a creature that is further than close range (25 ft. + 5 ft./2 levels) away from you. It is fast enough where it can always reach its target within 1 round, as long as there is an available route to it.

The wasp itself is a tiny object with an AC of 15 and 5 hit points. If destroyed, the spell ends and the potion or poison used is ruined.

If the wasp fails to sting its target, it can attempt to do so again each round for the duration of the spell until it is successful. You can also redirect it on your turn to sting a different creature (no action required). Once it stings a creature, the wasp immediately returns to your hand and the spell ends, leaving behind only an empty bottle. This also happens if the duration of the spell expires before it manages to sting anything.

WEATHER SHIELD

School abjuration; **Level** druid 3, elementer 3, invoker 2, ranger 2, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature, or one object up to 20 lbs./level

Duration 1 hour/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

A magical barrier surrounds the target, protecting it from harsh conditions. While normally invisible, it faintly outlines the target when the weather worsens.

A target affected by *weather shield* is shielded from several types of common and hazardous weather. This imparts a number of benefits, as follows:

- The target becomes waterproofed: they are protected from any liquids and dry off instantly, and their melee attacks are not penalized for being underwater.
- The target is unaffected by strong or severe winds (up to 50 mph). This prevents them from being checked or blown away by the wind, but does not allow them to make ranged attacks without penalty (unless the ammunition itself has been targeted by *weather shield* or a similar effect). For every four caster levels above 5th, the creature is unaffected by even stronger levels of wind, as follows: windstorms (50-74 mph) at 9th

level, hurricanes (75-174 mph) at 13th level, and tornadoes (175+ mph) at 17th level.

- The target is protected from extreme temperatures, as *endure elements*.
- The target does not take damage from naturally-occurring lightning or hail. Tiny or smaller debris blown about by wind avoids the creature: anything larger is too big to be blocked by the shield.

For the purpose of targeting, 50 pieces of ammunition count as a single object. Ammunition affected by *weather shield* can fire accurately through water (be it heavy rain or standing water) and can shoot through windy conditions without penalty, so long as the wind category is one that the shield can withstand, as described above.

WEATHER SHIELD, MASS

School abjuration; **Level** druid 5, elementer 5, invoker 4, ranger 4, shaman 5, sorcerer/wizard 5

Targets one creature or object /level, no two of which can be more than 30 ft. apart

This spell functions As *weather shield*, except it affects multiple creatures or objects. Each affected object can weigh up to 20 pounds per caster level, and 50 pieces of ammunition counts as a single object.

WILDFIRE

School evocation [fire]; **Level** druid 5, elementer 5, shaman 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a tindertwig worth 1 gp)

Range close (25 ft. + 5 ft./2 levels)

Area two or more 10-ft.-cubes of flame, see text

Duration 1 round/level (D)

Saving Throw Reflex half (object); **Spell Resistance** yes (object)

This spell ignites a spreading *wildfire* which grows in area as the spell persists. When you first cast the spell, you create two 10-foot cubes of flame: these cubes must be adjacent to each other. A creature that enters into the flame or starts their turn within it takes fire damage equal to 3d6 + 1 per caster level (max +20), with a Reflex save halving the damage taken that round. Plant-life and other combustible objects inside also take this damage.

Each round at the start of your turn the fire spreads, adding two additional 10-foot cubes to the spell's area. These cubes must be adjacent to at least one of the already-existing cubes of the *wildfire*. If you are observing the spell, you can direct where these cubes are created: if not, the cubes are placed randomly, prioritizing moving downwind (if there is any wind blowing).

Exposure to moderate winds (11-20 mph) fans the flames, adding an additional 10-foot cube per round the winds affect the area, while strong winds (21+mph) instead add two additional 10-foot cubes each round.

CHAPTER V

MAGIC ITEMS

Whether crafted by a hermetic druid or gifted by an ancient dryad, the powers of nature are often found in magical items. They might enhance their wielder's innate power or grant power they otherwise couldn't achieve.

The magic items and special equipment properties in this section of the book are divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment*, allowing you to use them easily with random treasure generators. If you are running a game that has an NPC with levels in one of the classes found in Chapter I, or have a player character that has levels in one of these classes, consider using items from this book rather than determining random loot from a generator, or adding these items to the generator.

Armor Special Abilities

The following are new armor or shield special abilities. Armor and shields must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Armor section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

Energized		PRICE +2 bonus
SLOT none	CL 12th	WEIGHT -
Aura strong evocation		

A suit of *energized* armor or a shield enhances the power of a planar aegis. While the wearer of the armor or bearer of the shield is under the effects of the aegis class feature, the enhancement bonus of the equipment is increased by +2. If the wearer has the barrier class feature, any resistances gained from that class feature are increased by 5 while the wearer is in aegis form.

While this property can be added to both armor and shields, a creature can only benefit from one *energized* property at a time. If they are wearing more than one piece of equipment that is *energized*, they choose which one activates when they enter aegis form.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *elemental aura*^{APG}, *protection from energy*

Table: Armor Special Abilities

+1 Armor Special Ability	Base Price ¹
Verdant	+1 bonus

+2 Armor Special Ability	Base Price ¹
Energized ²	+2 bonus
Weathered ²	+3,000 gp

¹ Add to the enhancement bonus of the armor to determine the total price

² This special ability can also be applied to shields.

Verdant		PRICE +1 bonus
SLOT none	CL 7th	WEIGHT -
Aura moderate conjuration		

Verdant armor is coated in thick vines and leaves. As a move action while on the ground, the wearer of the *verdant* armor can anchor themselves in place with roots. While rooted, they add double the armor's enhancement bonus to their CMD against maneuvers that would move them from their current space or knock them prone. The rooting lasts until the wearer moves from their space (either willingly or not).

In addition, the armor is treated as a source of plants for the purpose of the *entangle* spell and its variants (such as *sickenening entanglement*^{ACG}). The effect ends if the wearer moves outside of the spell's area. Any *entangle* effect extends out to 5 feet around the wearer (the wearer being unaffected); if they are rooted, it extends out to 20 feet, instead.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *anchored step*^{ACG}, *entangle*, *verdant surge**

Weathered		PRICE +3,000 gp
SLOT none	CL 5th	WEIGHT -
Aura faint abjuration		

Table: Specific Armors And Shields

Lesser Major Armor	Price
<i>Mirror of the Planes</i>	22,859 gp

Greater Major Armor	Price
<i>Stormlord's Raiment</i>	36,875 gp
<i>Heart of Oak</i>	61,460 gp

A shield or suit of armor that is *weathered* is completely waterproof: a suit of weathered armor protects its wearer from getting wet but does not otherwise reduce the effect of water-based attacks. *Weathered* equipment reduces the effect of wind on the wearer by two steps and grants a +4 bonus on saving throws made against natural weather phenomena like lightning, sweltering heat, or intense cold.

CONSTRUCTION REQUIREMENTS

Cost +1,500 gp

Craft Magic Arms and Armor, *weather shield**

Specific Armors and Shields

The following section includes armors and shields with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

Heart of Oak		PRICE 61,460 gp
SLOT none	CL 13th	WEIGHT 15 lbs.
Aura strong transmutation		

The *heart of oak* is a +1 moderate fortification verdant greenwood scale mail, with roots wrapping around a faintly-glowing gemstone in the middle of the chest. It's treated as light armor for all purposes except proficiency. It has an arcane failure chance of 10%, a maximum Dexterity bonus of +5, and an Armor Check Penalty of -1.

When the wearer uses the *verdant* property to anchor himself in place, he may choose to transform into an oak tree (as *tree shape*). The transformation lasts for 1 hour or until dismissed, as described in *tree shape*. Furthermore, once per day he may speak a command word to transform into a powerful treant^{BI}, as *plant shape III*. This transformation lasts for 10 minutes or until dismissed as a standard action by the wearer. While transformed into a treant he is treated as rooted for the purpose of the armor's *verdant* property, even if he moves.

CONSTRUCTION REQUIREMENTS

Cost 31,580 gp

Craft Magic Arms and Armor, *anchored step*^{ACG}, *entangle*, *tree shape*, *verdant surge**

Mirror of the Planes		PRICE 22,859 gp
SLOT none	CL 15th	WEIGHT 6 lbs.
Aura strong abjuration		

This +1 energized mirrored light steel shield is faintly etched with the symbology of the four elements upon its polished surface. An elementer that wields the *mirror of the planes* gains the absorption class feature, if she didn't have it already. If she has that class feature, she gains 1 point of energy for 15 points of damage prevented, rather than every 20 points.

When the bearer of the *mirror of the planes* would gain energy through the absorption ability, she can choose to let the shield absorb the energy, rather than gaining points in her energy pool. The energy is absorbed into the shield for 1 minute, during which any shield bash attacks made with the shield deal an additional 1d6 points of damage. At any point during this time, the bearer of the *mirror of the planes* can use a swift action to unleash a bolt of energy from the shield as a ranged touch attack against a target within 60 feet of her. The bolt deals 2d8 points of damage for every 1 point of energy she directed to the shield.

The damage added to shield bash attacks and dealt with the bolt is the same type as whatever energy type activated the absorption ability in the first place (acid, cold, electricity, or fire). The elemental damage added to shield bashes stacks with any energy damage the shield might already deal.

Once the *mirror of the planes* is charged with energy, it cannot absorb any more until the bolt of energy is released or for 1 minute, at which point the energy within the shield dissipates harmlessly.

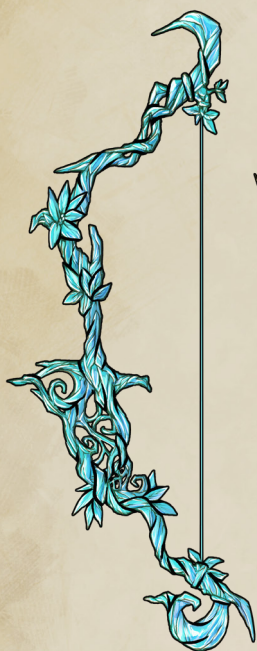
CONSTRUCTION REQUIREMENTS

Cost 11,509 gp

Craft Magic Arms and Armor, *protection from energy*, *spell turning*, creator must be an elementer

Stormlord's Raiment		PRICE 36,875 gp
SLOT none	CL 10th	WEIGHT 40 lbs.
Aura moderate evocation		

The *stormlord's raiment* is +3 burdenless weathered chainmail infused with the might of the storm. The wearer gains a +2 bonus on saving throws against air, electricity, and sonic effects. This stacks with the bonuses provided by the *weathered* property, if those effects are caused by the weather. Additionally, the wearer reduces any penalties imparted due to wind or rain (be they magical or natural) by half and is never checked or blown away by wind. The armor check penalty from the *stormlord's raiment* never applies to the wearer's Acrobatics or Fly checks.



Rimeflower



Tane's Lash



Stormlord's Raiment



Heart of Oak



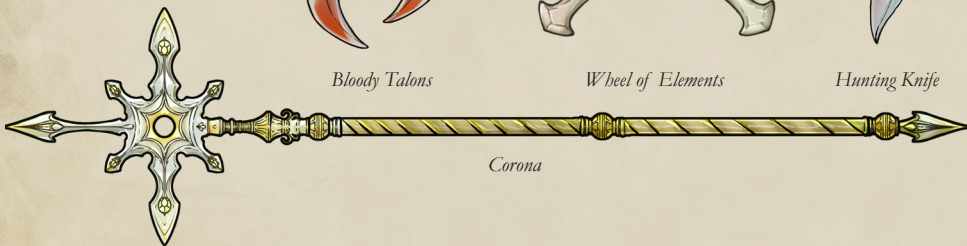
Bloody Talons



Wheel of Elements



Hunting Knife



Corona



Mirror of the Planes

When in strong winds or higher, the wearer gains a fly speed. The speed and maneuverability of this fly speed depends on how strong the winds are, as follows:

- *Strong*: 30 feet (average)
- *Severe*: 30 feet (good)
- *Windstorm*: 60 feet (good)
- *Hurricane*: 60 feet (perfect)
- *Tornado*: 90 feet (perfect)

If the fly speed is removed due to entering calm winds, the wearer floats slowly to the ground, similar to the ending of a *fly* spell.

CONSTRUCTION REQUIREMENTS

Cost 18,587 gp

Craft Magic Arms and Armor, *air walk*, *control winds*, *weather shield**

Weapon Special Abilities

The following are new weapon special abilities. Weapons with a special ability must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Weapons section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

Cycling		PRICE +2 bonus
SLOT none	CL 11th	WEIGHT -
Aura moderate evocation		

Upon command, a *cycling* weapon is wreathed in energy, as the *flaming* property. Once per round, the wielder of a *cycling* weapon can change the elemental property, making the weapon either *corrosive*, *flaming*, *frost*, or *shock*. The elemental energy does not harm the wielder. The effect remains until another command is given.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *elemental touch*^{APG}

Cycling Burst		PRICE +3 bonus
SLOT none	CL 13th	WEIGHT -
Aura strong evocation		

A *cycling burst* weapon functions as a *cycling* weapon, but instead of the weapon switching between the *corrosive*, *flaming*, *frost*, or *shock* properties, it instead allows the

Table: Weapon Special Abilities

+1 Weapon Special Ability	Base Price ¹
<i>Feral</i>	+1 bonus
<i>Tracking</i>	+1 bonus
+2 Weapon Special Ability	Base Price ¹
<i>Cycling</i>	+2 bonus
<i>Glacial</i>	+2 bonus
+3 Weapon Special Ability	Base Price ¹
<i>Cycling Burst</i>	+3 bonus
<i>Solar</i>	+3 bonus

¹ Add to the enhancement bonus of the weapon to determine the total price

wielder to switch between *corrosive burst*, *flaming burst*, *icy burst*, and *shocking burst*.

Even if the *cycling* ability is not active, the weapon still deals its extra elemental damage on a successful critical hit (for whichever property was last active).

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft Magic Arms and Armor, *elemental touch*^{APG}

Feral		PRICE +1 bonus
SLOT none	CL 8th	WEIGHT -
Aura moderate transmutation		

This special ability can only be placed on melee weapons. The magic weapon functions as an extension of the wielder's physique, allowing her to use any special abilities that apply to hits with her natural attacks to hits with the weapon. This includes disease, bleed effects, rend, and so on, with the exception of abilities that logically require an open appendage to use (such as grab or swallow whole).

If the wielder has more than one type of natural attack, she can only apply the effects of one of those attacks to a given attack with the *feral* weapon. If the wielder is a shifter, attacks with a *feral* weapon overcome the same damage reduction as her shifter's claws.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *animal aspect*^{APG}, *magic fang*

Glacial		PRICE +2 bonus
SLOT none	CL 9th	WEIGHT -
Aura moderate evocation		

A *glacial* weapon is perpetually coated in a thin layer of ice. A creature struck by the weapon has its movement speed reduced by 10 feet for 1d4 rounds. Multiple hits do not stack the duration or penalty. On a critical hit, the target becomes partially encased in ice, entangling it. The duration of the entanglement is based on the critical multiplier of the weapon: 1 round (x2 critical multiplier), 2 rounds (x3 multiplier), or 3 rounds (x4 multiplier or higher). Further critical hits do not stack the duration of this entanglement. A creature that is immune to cold damage is immune to the *glacial* property's effects. A weapon cannot have both the *glacial* property and any other property that inflicts fire damage, such as *fiery burst*.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *creeping ice*^{ACG}

Solar		PRICE +3 bonus
SLOT none	CL 12th	WEIGHT -
Aura strong evocation		

A *solar* weapon radiates with the light of the sun. It functions as (and does not stack with) the *glorious* weapon property. The wielder adds the weapon's enhancement bonus to the effective spell level of the *daylight* effect (for example, a +2 *solar longsword* emits a 5th-level *daylight*).

The weapon deals an additional 1d8 points of damage to undead and creatures or objects that are vulnerable to sunlight (like fungi, vampires, and so on). This damage is multiplied on a critical hit and ignores damage reduction and hardness. When a *solar* weapon scores a critical hit, a creature struck is affected as if exposed to direct, natural sunlight for 1 round, in addition to the blinding effect.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft Magic Arms and Armor, *daylight*, *sunbeam*

Tracking		PRICE +1 bonus
SLOT none	CL 3rd	WEIGHT -
Aura weak divination		

A *tracking* weapon helps mark targets for the hunt. If the wielder has the studied target, quarry, or hunting bond (companions) class feature, they can activate one of those class features as a free action upon striking an opponent. The wielder must target the creature struck with the chosen class feature and must otherwise follow its normal rules (such as maximum number of studied targets or the waiting period between denoting quarries).

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *know the enemy*^{UM}

Specific Weapons

The following section includes weapons with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

Bloody Talon		PRICE 41,806 gp
SLOT none	CL 10th	WEIGHT 2 lbs.
Aura moderate transmutation		

A *bloody talon* is a +1 *feral wounding sickle*. The wielder gains a +2 bonus on trip attempts made with the weapon and inflicts its bleed damage on successful trip attempts. Whenever the wielder kills a creature that has at least 1 Hit Die with a melee attack or through bleed damage, she can use an immediate action to grant herself 1d10 + 5 temporary hit points. These temporary hit points last for 1 minute and do not stack.

If a creature wielding two or more *bloody talons* takes a charge action, their speed is increased by 20 feet for that charge and they do not provoke attacks of opportunity for movement made during the charge.

CONSTRUCTION REQUIREMENTS

Cost 21,056 gp

Craft Magic Arms and Armor, *animal aspect*^{APG}, *bleed*, *death knell*, *magic fang*

Corona		PRICE 125,502 gp
SLOT none	CL 18th	WEIGHT 6 lbs.
Aura strong evocation		

A brilliantly ornate spear dedicated to deities of sunlight and warmth, this +2 *spear* is the sun's might given form. A creature must keep the *corona* in their possession for 24 hours to attune to it, after which the spear glows with its true power, turning into a +2 *distance returning solar spear*. It counts as silver for overcoming damage reduction. When thrown, it immediately returns to the wielder's grasp after the attack resolves, dissipating in a flash of light and reforming in the wielder's hand.

Three times per day, the wielder of the *corona* can throw the spear as a full-round action to turn it into a bolt of sunlight, functioning as a single beam of a *sunbeam* spell (DC 20). Once the effect is resolved, the *corona* reforms out of light in the wielder's hands.

An undead or any creature vulnerable to sunlight that attempts to wield the *corona* takes 3d8 damage per round and gains two negative levels. These negative levels cannot be overcome except by dropping the weapon.

CONSTRUCTION REQUIREMENTS

Cost 62,902 gp

Craft Magic Arms and Armor, *daylight*, *sunbeam*

Hunting Knife		PRICE 21,308 gp
SLOT none	CL 7th	WEIGHT 2 lbs.
Aura moderate divination		

This +1 *hunter tracking kukeri* is used by hunting parties to take down prey. When the wielder uses the hunting bond (companion) ability to share their favored enemy with their allies, they also share the benefit of the weapon's *hunter* property with those allies. Sharing the property lasts as long as the hunting bond ability persists. Allies can deal extra damage with the *hunter* property as long as the wielder of the *hunting knife* tracked the shared target in the past 24 hours.

CONSTRUCTION REQUIREMENTS

Cost 10,808 gp

Craft Magic Arms and Armor, *know the enemy*^{UM}

Rimeflower		PRICE 72,380 gp
SLOT none	CL 13th	WEIGHT 4 lbs.
Aura strong evocation		

The *rimeflower* appears as an icy-blue longbow whose limbs are wrapped by pale white vines, small crystalline leaves and buds running down its length. The wielder of this +1 *adaptive glacial icy burst composite longbow* is shielded from extreme cold (as *endure elements*). Sleet, snowfall, and other wintry precipitation (both magical and mundane) do not penalize the wielder's vision or their attack rolls with the *rimeflower*. Once per day as a standard action the user can fire a single rime shot at a creature within the bow's first range increment: on a hit, the target is affected by the spell *icy prison*^{UM} (DC 17). If the attack was a critical hit, the *glacial* and *icy burst* properties apply before the *icy prison*^{UM} does. The prison takes the form of a blossoming flower of clear ice, typically a rose, which gives the *rimeflower* its name.

CONSTRUCTION REQUIREMENTS

Cost 36,390 gp

Craft Magic Arms and Armor, *creeping ice*^{ACG}, *icy prison*^{UM}

Tane's Lash		PRICE 58,308 gp
SLOT none	CL 12th	WEIGHT 2 lbs.
Aura strong necromancy		

A vicious whip resembling the tail of a bandersnatch, this +3 *deadly whip* has spikes running down its length. On a critical hit, the whip lodges a spike inside the creature struck, dealing 3d10 additional piercing damage and sickening the creature until it is removed. A DC 20 Heal check made as a full-round action can remove a spike from a creature. For every 5 by which the check

Table: Specific Weapons

Greater Medium Weapons	Price
Hunting Knife	21,308 gp

Lesser Major Weapons	Price
Wheel of Elements	34,324 gp

Greater Major Weapons	Price
Bloody Talon	41,806 gp
Tane's Lash	58,308 gp
Rimeflower	72,380 gp
Corona	125,502 gp

exceeds the DC, one additional spike can be removed. On a failed check, a spike is still removed but the process deals 1d10+6 points of damage to the victim.

As a full-round action, the wielder of the *tane's lash* can crack the whip to launch multiple spikes against her foes. This releases up to four spikes from the whip as ranged attacks, which have a maximum range of 100 feet with no range increment. Each attack uses the wielder's full base attack bonus. Each spike must target a different creature, and all targets must be within 30 feet of each other. On a hit, the spike lodges in the creature, dealing 1d10 piercing damage (x3 critical hit multiplier) and sickening it, as described above. Once the *tane's lash* makes this special attack, it requires 1 minute to regrow the spikes before it can be done again, during which the critical effect does not function.

CONSTRUCTION REQUIREMENTS

Cost 29,308 gp

Craft Magic Arms and Armor, *inflict light wounds*, *pain strike*^{APG}, *ray of sickening*^{UM}

Wheel of Elements		PRICE 34,324 gp
SLOT none	CL 11th	WEIGHT 10 lbs.
Aura moderate evocation		

This *wheel of elements* is an intricate starknife, each of its four blades embedded with different gemstones representing the four elements. It functions as a +1 *cycling starknife* that gains an additional property depending on which element of the *cycling* property is active, as follows:

- *Corrosive*: The weapon is also *neutralizing*.
- *Flaming*: The weapon is also *thawing*.
- *Frost*: The weapon is also *quenching*.
- *Shock*: The weapon is also *grounding*.

CONSTRUCTION REQUIREMENTS

Cost 17,824 gp

Craft Magic Arms and Armor, *elemental touch*^{APG}

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific item slot in order to work, while others must merely be possessed and used. Anyone can use a wondrous item unless the item itself specifies otherwise.

Cloak of the Realmwalker		PRICE Varies
+1 bonus		3,200 gp
+2 bonus		6,800 gp
+3 bonus		12,800 gp
+4 bonus		21,200 gp
+5 bonus		32,000 gp
SLOT shoulders	CL 5th	WEIGHT 1 lb.
Aura faint abjuration and divination		

This well-worn cloak appears to be made of ordinary, dull fabrics, but small slivers of cold iron twinkle within the cloth. The *cloak of the realmwalker* acts as a *cloak of resistance*. In addition, the wearer adds the cloak's bonus as a competence bonus to Survival checks and Knowledge (geography) checks. The wearer is immune to fatigue caused by hustling or forced marches, and her overland movement speed is increased by 50%.

CONSTRUCTION REQUIREMENTS

Cost varies; 1,600 gp (+1); 3,400 gp (+2); 6,400 gp (+3); 10,600 gp (+4); 16,000 gp (+5)

Craft Wondrous Item, *resistance*, *tireless pursuit*^{APG}, creator's caster level must be at least three times the cloak's bonus

Covenant Bracers		PRICE 25,900 gp
SLOT wrists	CL 11th	WEIGHT 1 lb.
Aura moderate conjuration and divination		

These mystical bracers enhance the bond between an invoker and his spirit companion. Both the invoker and his companion each wear one of the two bracers, taking up the wrist slot for both of them. Other versions exist for exotic spirits that lack "wrists", but they are rare.

Both the invoker and his companion gain the benefit of a *status* spell, targeting the other. The range of the spirit's link ability is doubled. Three times per day, either the invoker or the companion can use a move action to teleport to an open space adjacent to the other; this teleportation has a maximum range of 100 feet. If the invoker uses his avatar class feature, his companion can activate the ability of the *covenant bracers* as an immediate action, allowing it to teleport to the invoker's side to initiate the avatar ability.

CONSTRUCTION REQUIREMENTS

Cost 12,950 gp

Craft Wondrous Item, *dominion's blessing*^{*}, *status*

Table: Wondrous Items

Lesser Minor Wondrous Items	Price
<i>Cloak of the Realmwalker +1</i>	3,200 gp

Greater Minor Wondrous Items	Price
<i>Survivalist's Compass</i>	5,600 gp
<i>Guardian Band +2</i>	6,000 gp
<i>Cloak of the Realmwalker +2</i>	6,800 gp

Lesser Medium Wondrous Items	Price
<i>Trickster's Visage</i>	8,800 gp
<i>Cloak of the Realmwalker +3</i>	12,800 gp
<i>Kineticist's Bangle</i>	14,000 gp
<i>Frostfire Boots</i>	16,400 gp

Greater Medium Wondrous Items	Price
<i>Cloak of the Realmwalker +4</i>	21,200 gp
<i>Guardian Band +4</i>	24,000 gp
<i>Covenant Bracers</i>	25,900 gp

Lesser Major Wondrous Items	Price
<i>Mosslord Mask</i>	31,500 gp
<i>Cloak of the Realmwalker +5</i>	32,000 gp

Greater Major Wondrous Items	Price
<i>Guardian Band +6</i>	54,000 gp
<i>Trophy Belt</i>	92,800 gp

Frostfire Boots		PRICE 16,400 gp
SLOT feet	CL 6th	WEIGHT 2 lbs.
Aura moderate evocation		

These sturdy boots are trimmed with striped patterns of orange flames and sky-blue ice. The wearer of the *frostfire boots* can travel across ice or snow at their normal speed without penalty and without making Acrobatics checks. They can walk across molten rock, tar, or scorching sands without taking damage or being slowed down. This does not grant the wearer the ability to walk across liquids, so any pool of lava or tar deeper than a few inches will still cause him to sink in and take damage.

Three times per day as a standard action, the wearer can stomp on the ground to charge his movement with ice or fire. If he stomps with his left foot, he gains the benefit of *icy trail** (DC 13); if he uses his right foot, he gains the benefit of *flame dash** (DC 13).

CONSTRUCTION REQUIREMENTS

Cost 8,200 gp

Craft Wondrous Item, *flame dash**, *icy trail**

Guardian Band		PRICE Varies
+2 bonus		6,000 gp
+4 bonus		24,000 gp
+6 bonus		54,000 gp
SLOT headband	CL 9th	WEIGHT 1 lb.
Aura moderate divination		

This silver headband is lightly engraved with swirling waves, vines, and other simple designs. The *guardian band* acts as a *headband of inspired wisdom*. In addition, each one is keyed to a specific facet, as the warden class feature. If the wearer can prepare facets, he is treated as having the lesser version of that facet prepared at all times. The +4 version of the *guardian band* instead grants both the lesser and greater versions of that facet, whereas the +6 version grants the lesser, greater, and grand versions of the facet. This does not grant the wearer the ability to use a facet tier higher than he can normally use (i.e. he must be able to prepare greater facets to gain the greater facet provided by a *guardian band* +4).

CONSTRUCTION REQUIREMENTS

Cost varies; 3,000 gp (+2); 12,000 gp (+4); 26,000 gp (+6)
Craft Wondrous Item, *commune with nature*, *owl's wisdom*

Kineticist's Bangle		PRICE 14,000 gp
SLOT wrists	CL 7th	WEIGHT 1 lb.
Aura moderate evocation		

The *kineticist's bangle* is actually several thin bracelets worn on each wrist. There are multiple varieties of *kineticist's bangle*, each with slightly different designs representing one of the elements that a kineticist can use (air, earth, fire, etc.). If the wearer has the expanded element kineticist class feature, they gain the *bangle's* designated element as an expanded element, but only for the purpose of determining what composite blasts they can use.

CONSTRUCTION REQUIREMENTS

Cost 7,000 gp

Craft Wondrous Item, creator must be a kineticist with the same element being added to the bangle

Mosslord Mask		PRICE 31,500 gp
SLOT head	CL 13th	WEIGHT 1 lb.
Aura strong divination		

This fearsome wooden mask features narrow slits for eyes, but has no mouth. The wearer gains greensight 60 feet and has the constant benefit of *speak with plants*. They also gain a +4 bonus on saving throws against inhaled poisons, toxins, and molds (such as yellow mold).

CONSTRUCTION REQUIREMENTS

Cost 15,750 gp

Craft Wondrous Item, *greensight*^{UW}, *speak with plants*

Survivalist's Compass		PRICE 5,600 gp
SLOT none	CL 5th	WEIGHT 1/2 lb.
Aura weak divination		

A *survivalist's compass* has several needles of different colors, each one pointing in varying directions. In addition to granting a +2 circumstance bonus to Survival checks to avoid becoming lost (as a normal compass), the *compass* has five needles, each pointing to a different nearby feature depending on the color of the needle:

- *Silver*: Magnetic north (as a normal compass)
- *Blue*: The nearest significant body of water, such as a river, lake, or the sea.
- *Green*: The nearest edible plant or fungus, as determined by the bearer's diet.
- *Red*: The nearest creature of the animal, magical beast, or vermin type.
- *Black*: The nearest creature of the aberration, outsider (non-native), or undead type.

The red and black needles only point to creatures within 1 mile of the holder's position, and ignore any creatures within 30 feet of him (so they do not end up tracking their traveling companions). Aside from the silver needle, the compass only works in a natural setting: within any settlement or urban environment, the other needles spin aimlessly.

CONSTRUCTION REQUIREMENTS

Cost 2,800 gp

Craft Wondrous Item, *find the path*, *signs of the land*^{UW}

Trickster's Visage		PRICE 8,800 gp
SLOT head	CL 10th	WEIGHT 1/2 lb.
Aura moderate transmutation		

There are multiple varieties of *trickster's visage*, though they are universally decorated with bright colors, depicting exaggerated features such as a long, thin nose or tall, pointed fox ears. The wearer of the *trickster's visage* gains a +2 competence bonus on Bluff, Sleight of Hand, and Performance checks.

Once per day, the wearer can transform into a tiny animal for up to 10 minutes, as *beast shape II*. The type of animal is always the same for a particular mask, the most common of which are a fox^{B3} or hawk. If the wearer of the *trickster's visage* has the wild shape feature, they add the mask's animal form to the list of available forms they can transform into using wild shape, even if they otherwise could not turn into that animal.

While shapeshifted into this form (either by the *visage's* ability or by wild shape), the wearer is still able to speak their normal languages, should they choose to do so.

CONSTRUCTION REQUIREMENTS

Cost 4,400 gp

Craft Wondrous Item, *beast shape II*, *speak with animals*

Trophy Belt		PRICE 92,800 gp
SLOT belt	CL 16th	WEIGHT 8 lbs.
Aura strong transmutation		

This grisly, heavy corded belt is adorned with hollowed skulls and bones. The *trophy belt* counts as a *belt of physical perfection* +2. Additionally, whenever the wearer slays a creature, he can claim a trophy from it as a free action. The trophy manifests upon the belt, typically as a severed body part, bone, or similar tiny-sized object. Trophies cannot be claimed from summoned creatures.

Upon claiming a trophy, the wielder picks one ability from the following list. It must be an ability that the killed creature possessed: burrow, climb, fly, swim, all-around vision, blindsense, blindsight, darkvision, greensight, lifesense, low-light vision, scent, see in darkness, telepathy, tremorsense, damage reduction, energy resistance or immunity (choose one type the creature had), fast healing, regeneration, spell resistance, breath weapon, bleed, burn, earth glide, fear aura, ferocity, frightful presence, hide in plain sight, natural attacks (up to two), poison, pounce, rend, stench, trample, trip, vortex, water breathing, web, or whirlwind. If the slain creature does not possess one of these abilities, then the wearer of the *trophy belt* cannot claim a trophy from it.

The belt can hold up to five trophies. At any point, the wearer can use a standard action to consume the magic within all trophies he currently has, gaining the selected abilities for 10 minutes. He uses each ability at the same strength as the creature the trophy was taken from (for example, if he claims a trophy for a breath weapon from an adult black dragon^{B1}, it deals 12d6 acid damage in an 80-foot line). However, the Difficulty Class of a used ability (if any) is always DC 22, regardless of its original DC. He cannot claim any trophies while this effect is active. This is considered a polymorph effect. At the end of this duration, all trophies he currently has crumble to dust and are destroyed.

If the wearer adds a sixth trophy, he must choose one of his current trophies to replace. The replaced trophy crumbles to dust, providing no benefit. Trophies remain on the belt if it is removed, but only the creature that claimed a trophy can activate its effects.

CONSTRUCTION REQUIREMENTS

Cost 46,400 gp

Craft Wondrous Item, *death knell*, *greater polymorph*

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