

Spheres Apocrypha:
Nature Talents:
Metal, Plant,
Water





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Basic Talents

Deep Nature

When you spend a spell point to make a geomancing ability last for I round per caster level without concentration, it lasts for I minute per caster level instead. When you spend a spell point to make a (spirit) talent last for I minute per caster level without concentration, it lasts for IO minutes per caster level instead.

Mass Pummel (plantlife)

When using pummel, you may spend an additional spell point. If you do, you may affect an additional number of branches equal to 1 +1 per 5 CL.

Metallord (metal)

When you use the recover ore ability, you may create ore I size category larger than you otherwise could due to the maximum earth required or any CL restriction.

Plantlord (plantlife)

When using pummel, you may animate trees or branches one size category larger than you are normally able. When using Grow Plants, treat your CL as 5 higher for the purpose of determining the maximum tree size which you can create.

Waterlord (water)

When using freeze, you may affect twice as many equivalent medium-sized creatures without affecting the thickness of the ice.

Spellcrafted Spells

Hydrate (water, spirit)

Sphere Nature

Cost 2 spell points

Casting Time full-round action

Range personal

Duration instantaneous

Saving Throw Will half; see text **Spell Resistance** yes; see text

Prerequisites Life sphere, Nature sphere (water package, Create Water)

Crafting Time 3 days

Effect This spell allows you to create moisture within the body of a living creature, healing damage from dehydration.

Hydrate heals 2d8 points + 2 points per caster level of nonlethal damage from dehydration or environmental heat, and clears up any lingering effects of environmental heat (such as fatigue from heatstroke). When cast on a creature of the fire subtype, hydrate deals damage instead of healing. Such a creature can apply spell resistance and attempt a Will save to take half damage.

Tree Perch (plant, geomancing)

Sphere Nature

Cost 2 spell points

Casting Time full-round action

Duration Instantaneous

Saving Throw none; Spell Resistance no

Prerequisites Nature sphere (plantlife package, Grow Plants, Towering Growth)

Crafting Time 3 days

Effect (requires sand or loose dirt): You may spontaneously create a towering pine-tree. Unlike trees created with Grow Plants, this tree is a 10 ft. tall Medium-sized sapling tree at CL 1st, a 20 ft. tall Large-sized young tree at CL 2nd, a 40 ft. tall Huge-sized juvenile tree at CL 4th, an 80 ft. tall Gargantuan-sized adult tree at CL 8th, and finally a 160 ft. tall Colossal-sized massive tree at CL 16th. If it encounters a ceiling before it reaches its maximum height, it stops growing. The branches of the tree are evenly spaced and perfect for climbing; ascending the tree requires a successful DC 5 Climb check. Trees, and its branches created with this spell cannot be magically animated such as with the pummel or similar sphere talents or abilities, nor can it be used to fulfill requirements of other plant-related rituals, sphere talents, or abilities such as tree stride.

Feats

March of the Treants (Dual Sphere)

Prerequisites: Enhancement sphere, Nature sphere (plantlife geomancing).

Benefit: Whenever you cast pummel, you may choose to spend an additional spell point to enhance the target, allowing the tree to uproot itself (or break free from the tree if targeting a branch) and gain a ground movement speed of 10 + 10 ft. per 5 caster levels for the duration of pummel (or enhance if you spend an additional spellpoint). On the last round of the target's duration, the tree or branch will plant itself (as best it could upon the space it is located), becoming once again immobile.

Primal Blast (Dual Sphere)

Prerequisites: Nature sphere (any geomancing package), at least one (blast type) talent.

Benefit: When using a blast type from a blast type category corresponding to a geomancing package you possess, you may add your casting ability modifier to any attack rolls and damage rolls of the destructive blast. If you do so, you don't modify attack rolls and damage rolls with your destructive blasts with your Strength modifier, Dexterity modifier, or any other ability score (if you have an ability that allows you to modify attack rolls and/or damage rolls with that ability score).

Geomancing Package	Blast Type Category
Earth	Crystal, Stone
Fire	Fire
Metal	Acid
Plantlife	Plant
Water	Cold

Other blast types or categories may be used in conjunction with each geomancing talent as the GM deems appropriate.

Terrain Strider

Prerequisites: Nature sphere.

Benefit: You are much less affected by terrain that has been enchanted or magically manipulated to impede you, based upon what geomancing packages you possess. Gain a +4 circumstance bonus to saving throws against any Nature sphere talents or abilities from a geomancing package you possess.

Nature Sphere Drawbacks

Timited Nature

Whenever you would gain a geomancing package, you gain only a single base ability of that package. For example, if you have the plantlife package, you gain only entangle, growth, or pummel. You cannot take this drawback if you took the Nature Spirit drawback.

Credits

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