



Spheres Apocrypha:

*Nature
Talents:*

Spirit

Nature Talents: Spirit

Basic Talents

Speak with Vermin (spirit)

You may spend a spell point to gain the ability to speak with vermin for 1 minute per caster level. This is accomplished less through speech, but more by pheromone exchange. Because information transmitted and received is limited, vermin will likely be unable to give (or receive) detailed responses or questions. Using this talent doesn't make them any more friendly than normal. If a vermin is friendly toward you, it may do some favor or service for you.

Spiritlord

When concentrating on a (spirit) talent, gain concealment (20% miss chance). Alternatively you may spend an additional spellpoint when concentrating on a (spirit) talent to gain total concealment instead (50% miss chance).

Vermin Friend (spirit)

You may spend a spell point as a standard action to cause vermin to treat you as a friend for 1 minute per caster level. Indifferent or domesticated vermin (such as the common honey bee or silkworm) become friendly to you, while unfriendly or wild vermin (such as monstrous scorpions or monstrous spiders) become indifferent to you. This means that wild vermin will not attack unless provoked, and you may make requests of vermin, provided you may communicate with them (if you cannot communicate with a creature, only basic commands such as 'go', 'come', 'fight', or 'stay' may be communicated). This has no effect on vermin who are hostile to you (such as those already in combat), and a vermin with a master (such as a vermin companion) will still attack if commanded to by its master.

Once during the duration of this ability, you may call the nearest vermin of a particular type you designate (provided the vermin's CR is equal to or less than your caster level, or 1/2 your caster level in the case of swarms) to seek you out. The vermin moves toward you under its own power, so the time it takes to arrive depends on how close a vermin of the desired type is when you cast the spell. If there is no vermin of that type capable of reaching you within this effect's duration, you are aware of this fact.

Feats

Group Spirit

Prerequisites: Nature sphere, Grant Spirit, 1st caster level or higher.

Benefit: You may spend a spell point when using a Grant Spirit to affect up to 1 additional creature per 2 caster levels (minimum: 1). Each target must be within range and must be affected by the same (spirit) talent.

Natural Enhancement (Dual Sphere)

Prerequisites: Enhancement sphere, Nature sphere.

Benefit: Whenever you enhance a creature, you may also imbue the target with a (spirit) talent. In addition, you may maintain concentration on the enhancement and the (spirit) talent with a single action.

Spirit Form (Dual Sphere)

Prerequisites: Alteration sphere, Nature sphere.

Benefit: When you use shapeshift on a creature, you may also imbue the target with a (spirit) talent. When you apply a (spirit) talent to a target in this way, it counts against the number of traits you may grant with your shapeshift.

Terrain Defiler (Drawback)

Prerequisites: Non-good alignment, Terrain Casting.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the terrain casting drawback, you may choose to increase the radius of the corrupted area by 10 ft +5 ft per 5 caster levels of the sphere talent or ability used. Doing so decreases the spell point cost of any metamagic feat by 1 (minimum: 0), but also increases the time required for the area to

naturally recover to 10 years per caster level of the sphere talent or ability used.

Special: You cannot gain this feat if you possess the Terrain Focus feat.

Terrain Focus (Drawback)

Prerequisites: Nature sphere, Terrain Casting.

Benefit: You have learned to draw upon the nutrients in some terrain more easily than others, which powers your primal magics. Choose one of the following terrains: Cold, Desert, Forest, Jungle, Mountain, Plains, Planes (pick one, other than Material Plane), Swamp, Underground, Urban, or Water. Gain a +2 insight bonus to caster level with the Nature sphere while using magic within the chosen terrain.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new terrain. You cannot gain this feat if you possess the Terrain Defiler feat.

General Drawbacks

Terrain Casting

Your magic draws upon the primal energy and nutrients of the terrain. Whenever you use a sphere talent or ability you must either spend an additional spell point or increase your casting time by one step, else your magic drains and corrupts your space and all adjacent squares. Terrain that has been blighted in such a manner prevents those who possess the Terrain Casting drawback from using sphere talents or abilities as if it were a dead magic zone. Areas that have had its nutrients drained are affected in different ways depending upon location (water may turn brackish or stagnant, while soil may become barren or salted); regardless of location, blighted areas will generally heal naturally after a year.

Credits

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