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Chapter 1: Introduction

Enoteph slung his staff over his shoulder and held his green initite's robe high to keep it from rustling, walking as quietly as he could through the underbrush. Silence was no easy task for the seven-foot orc, even one learned in the druidic arts, and not for the first time Enoteph cursed his decision to join the order rather than learn the criminal arts with his brother. The woods may spread apart at his passing, but this didn't stop his large feet from snapping twigs with every step.

Enoteph came as close as he dared to the light emanating through the trees and bent behind a bush, trusting in the shadows and darkness of night to keep him unseen. He didn't dare get closer, even if he had possessed any skill with stealth. Normally he could have used his magic to transform himself into a small animal or asked the wind to carry noise in his direction, but such magic was exactly what he had to avoid using right now. If his suspicions were correct about who waited by those hidden lights, magical means of eavesdropping would be exactly what they were prepared for.

It had started over two months ago, when the council had met to partake in the midsummer rite. A whisper in the dark, a meeting between brothers of the order who should have nothing to talk about; nothing outlandish, but Enoteph's suspicions had been awakened. Most might have dismissed the rising sense of paranoia, but Enoteph had lived too long to ignore those feelings when they came. It had involved surprisingly little legwork to keep tabs on the other Oldwood druids, and the patterns of secrecy were uncomfortably clear.

Enoteph muttered an incantation under his breath and reached one hand down, placing it flat upon the ground. The druid felt a very slight tremor under his fingers, and closed them around a small metal tube that had begun to sprout from the ground. Enoteph drew the tube out slowly, and the tube seemed to grow with the extraction as particles of various minerals came together to give it shape. When he was done, the orc held a long, thin funnel in his hands.

Placing the small end against his ear, Enoteph turned the other towards the lights and muttered another quick incantation under his breath. The larger end shivered, then bent to the ground and shot out toward the light, crawling almost like a large metal snake that grew larger every second.

It was a trick Enoteph had picked up years ago, and was actually one of the few things his brother had managed to teach him; the greatest of magic users usually had defenses set up around themselves to thwart scrying, transformations, and other great expressions of magic, but could still be caught off-guard by methods delightfully mundane. As the tube extended, Enoteph began to hear voices coming through the other end.

"... never lied to me."

"Which doesn't mean he won't."

"Not if we lie first."

The voices were tinny and thus impossible to identify, but still clear enough to understand. Enoteph stopped his chanting and listened as hard as he could.

"I've put a lot of stock into these schemes of yours, Evet. I've bent the councilman's ear, but if we don't have a tragedy within the week, I might lose it."

"Don't worry about that. My contact has promised me he'll raze Beasthold to the ground. Even if someone stops him, we can at least expect a grand show."

Enoteph's breath caught. That was quick.

Evet. Evet was a name Enoteph recognized- a sitter on the druid council of the Oldwood. A man of influence. But it was the mention of 'Beasthold' that held Enoteph's breath prisoner. Beasthold was a place, a district in the city of Andrus, and home to thousands of people. Perhaps he'd missed something vital in an earlier part of the conversation, but if they were discussing what it sounded like they were discussing...

A brush of foot on gravel, a swish of clothing. Enoteph dropped the tube and spun on the spot, both hands on his staff, catching only a glimpse of an initiate's green robe before the newcomer shouted out an incantation, and the ground underneath Enoteph erupted. Leaves, vines, and other plant life sprung up from the ground, wrapping themselves around Enoteph's body, tying him in place. An incantation died on Enoteph's lips as plantlife tied itself around his mouth, cutting off his ability to speak. From the direction of the lights, Enoteph heard the sound of approaching footsteps.

"What happened?" Came a sharp, loud voice, Enoteph could now easily identify as Evet's.

"An eavesdropper, High-Druid. I found him in the bushes."

Enoteph tried to speak or turn his head, but the plants tying themselves around him were quite thorough. Any chance he might have had to deny why he was in the wood died as he say the High Druid Evet walk into his field of vision, carrying the small end of the snake-like metal tube he'd just been using.

The High-Druid waved a hand, and the vines receded from Enoteph's mouth, allowing him to speak, if still unable to move his head.

"I know you," Evet mused, dropping the metal tube. "Enoteph, wasn't it? The initiate with the affinity for metal?"

Enoteph searched with his eyes to see who the High Druid had been speaking to, but whoever they were they seemed to have vanished into the woods.

"You speak common, don't you ugly?"

That was the initiate who'd caught him. Enophet growled, baring his teeth but not responding.

"What did you hope to accomplish, initiate?" Evet asked, leaning a little closer.

Enoteph pulled at the vines holding him captive, If he could just get one hand loose...

"I saw people meeting in secret and wondered what it was all about." Enoteph said simply. "Not much more to it than that."

"Curiosity, then?" Evet said with a sigh. "A pity."

"What would you have us do with him, my Lord?" The other initiate asked.

"Nothing for it, I suppose," Evet said. "Eliminate him, somewhere quiet and removed."

The High Druid turned, muttered "I'm sorry", and walked away through the trees.

Enoteph growled at the retreating figure, then at the initiate who stepped into his field of view, extracting a knife from his robe.

"Sorry ugly, I'll be sure to-"

He never got a chance to finish. Enoteph found a thin vine and pulled on it with all he might. The vines may have been magically summoned, but even a druid's vines could do little to stop an angry orc. With a mighty heave, Enoteph howled and ripped one arm free of its bindings. With a quick chant and a gesture, Enoteph called to the metal within the ground, summoning it forth as he had to create his tube, but this time directly underneath the initiate.

And in the shape of a giant metal spike.

The initiate shuddered and looked down, surprise passing across his face as he examined the metal shard sticking straight up into his body. Then he wavered and slumping down, his head falling against his chest.

A quick gesture and chant later, and Enoteph summoned another piece of metal from the ground, this time in the shape of a handheld blade, which he quickly used to cut himself free. Without a backwards glance, Enoteph grabbed his staff and ran as fast as he could in the opposite direction of where Evet had left.

He didn't know if the High Druid would come back to investigate the noise of his escape or not, just as he had no idea what his next move should be. But one thing was certain.

He should have just become a thief like his damn brother.

Spheres of Power

Chapter 2: Sphere Magic

Nature Sphere: Metal Geomancing

Recover Ore (requires dirt or sand, instantaneous) As a standard action, you may create a piece of metal ore by pulling and combining particles of metal from the ground. You must spend a spell point to use this ability, and must have a large enough piece of earth (sand or dirt) to pull the ore from. This piece of ore can be brass, bronze, copper, or tin, and the size of the ore recovered depends both on your caster level and the square footage of earth you pull from.

The piece of ore you recover is formed on the ground in an unoccupied space within Close range and can be of any basic shape (a ball, a rod, a sheet, even a chair) but cannot be anything complex or with moving parts. You may also pull multiple pieces of ore placed in different adjacent squares, so long as their combined size does not exceed your maximum, and

Table 1: Metal Geomancing

Minimum Caster Level	Required Earth to Pull From	Ore Size Recovered	Ore Damage	Ore Weight (maximum)
I	1 ft cube	Fine	I	.8 lbs
I	5 ft cube	Diminutive	1d2	1 lbs
I	10 ft cube	Tiny	1d3	8 lbs
2	25 ft cube	Small	ıd4	60 lbs
4	50 ft cube	Medium	1d6	500 lbs
8	75 ft cube	Large	1d8	4,000 lbs
16	125 ft cube	Huge	2d6	16 tons
32	350 ft cube	Gargantuan	3d6	125 tons
64	500 ft cube	Colossal	4d6	2,500 tons

each piece of recovered ore must be of the same type (such as copper or tin). For these purposes, 2 Fine-sized pieces of ore equals 1 Diminutive-sized piece, etc.

While this effect is instantaneous and thus cannot be dispelled, ore breaks back into particles after 1 hour per caster level. If a piece of ore is used as a weapon, it counts as an improvised weapon, dealing either bludgeoning, piercing, or slashing damage, chosen at the time of recovery. The damage such a weapon deals is listed as 'ore damage' in the chart below. As always, improvised weapons bestow a -4 penalty to attack rolls.

Magnetize (requires metal, instantaneous): As a standard action, you may cause an unattended object consisting mostly of metal (whose size is not larger than your maximum recover ore size) to fly towards a creature or object of your choice within Close range. You may choose to throw the item harmlessly (in which case it can either be caught by the target or else lands in an adjacent square), or you may use this as an attack. This counts as a ranged attack, except you must use your casting ability modifier in place of Dexterity. If successful, you deal either the object's 'ore damage', or if it is a weapon, the weapon's damage (arrows and bolts with metal tips count as daggers for this purpose, dealing 1d4 damage). Despite the name of this ability, the target object or creature needn't be made of metal.

The Value of Recovered Ore

Ore recovered through the metal package from the Nature Spheres is of poor quality and degrades quickly, making it impossible to simply create and sell. However, players who possess a metal-based Craft or Profession skill such as Craft (weapons) or Profession (blacksmith) can heat and purify this ore to make it workable. This allows such a character to make Craft or Profession checks to earn a wage even without the presence of a market or workshop to work in. Rather than earning money, the check instead creates an amount of raw materials equal to that day or week's wage, which may be sold later or used at raw materials for any metal-based crafting.

Metal Geomancing - Jalents

Table 2: Metal Talent Info

Minimum Caster Level	Object Size	Sample Item
I	Fine	Bullet, Lockpick or Nail
I	Diminutive	Bolt, Dagger, or Shuriken
I	Tiny	Candelabra or Mace
2	Small	Greatsword or Heavy Shield
4	Medium	Bed, Cage or Table
8	Large	Statue
16	Huge	Wagon
32	Gargantuan	Catapult
64	Colossal	Ship

Altered Edge (metal, geomancing)

As a concentration effect, you may target a metal weapon within Close range as a standard action. The weapon either has its critical hit threat range increased or decreased by 1, increasing by 1 per 10 caster levels. This bonus or detriment is applied after abilities and feats such as Improved Critical or the keen weapon property, and cannot be doubled. If this would decrease a weapon's critical hit threat range below 1, the weapon instead has its critical hit multiplier decreased by 1 for every point it is reduced below 1. (Minimum x1 crit multiplier.)

Arsenal (metal)

When using *recover ore*, you may spend an additional spell point to have the metal pulled form as a more finely shaped and hardier object. Weapons or tools you shape using the *recover ore* ability are no longer considered improvised weapons or tools and function in all ways like the object formed; you still may not form objects with complex moving parts.

Blade Barrier (metal, geomancing)

Requires metal. As a concentration effect, you may attach a piece of metal to a target creature, object, or 5 ft square. Any creature who enters the designated space or passes through a square adjacent to the target is attacked by the metal object, as if using the magnetize ability. A creature can only be attacked in this way once per turn during their movement, no matter how many times they pass through the affected squares. If a creature ends its turn within this affected space, or if the target moves to a new square, or creatures who begin their turn in an affected space are immediately attacked by this ability. The target is never attacked by the piece of metal attached to them.

Blade Whip (metal, geomancing)

Requires metal. As an instantaneous effect, you may as a standard action spend a spell point to reshape your metal weapon into a cable and perform a trip, disarm or sunder combat maneuver against a target within close range. You gain a bonus to the check equal to 1/2 your caster level (minimum 1). After the combat maneuver check has been resolved, your weapon returns to its original form.

Chill Metal (metal, water, geomancing)

Requires metal. As a concentration effect, you may as a standard action chill a piece of metal no larger than the size of ore that you may recover within close range. Any creature who begins their round touching the chilled metal takes 1d6 cold damage per 2 caster levels. If the chilled metal is something they are holding such as a sword or coin, they may make a Reflex save to drop the item to take minimum damage, otherwise a creature is only allowed a Fortitude save for half damage (i.e. equipped metal armor that is targeted by this ability, only allows the creature wearing it a fortitude save). If the object is used as a weapon, it deals an additional 1d6 cold damage. If cast upon an unattended metal object with moving parts (such as a door with hinges), those pieces become non-functional, being frozen over, requiring a strength check to beat your MSD to break loose and restore functionality.

Chill Metal may be used to dispel Heat Metal.

Expanded Ore (metal)

Whenever you use the *recover* ore geomancing ability, you gain the ability to recover ore of Iron, Lead or Steel. Upon reaching Caster Level 5, you add Cold Iron and Silver to the types of ore you may recover. At Caster Level 10, you gain the ability to recover Mithril ore.

Forged Reach (metal, geomancing)

(requires metal) As a concentration effect, you may as a standard action increase the reach of a metal weapon within range by up to 5 ft, +5 ft per 10 caster levels.

Heat Metal (metal and fire, geomancing)

Requires metal. As a concentration effect, you may as a standard action heat up a piece of metal within your Nature range no larger than the size of ore that you may recover. Any creature who begins their round touching the heated metal takes 1d6 fire damage per 2 caster levels. If the heated metal is something they are holding such as a sword or coin, they may make a Reflex save to drop the item to take minimum damage, otherwise a creature is only allowed a Fortitude save for half damage (i.e. equipped metal armor that is targeted by this ability, only allows the creature wearing it a fortitude save). If the object is used as a weapon, it deals an additional 1d6 fire damage. If cast upon an unattended metal object with moving parts (such as a door with hinges), those pieces become non-functional, being partially welded together, requiring a strength check to beat your MSD to break loose and restore functionality.

Heat Metal may be used to dispel Chill Metal.

Hemoglobin (metal)

You no longer require large quantities of earth to use *recover* ore, instead, you may spend an additional spell point to target a living corporeal creature within your geomancing range. To use *hemoglobin*, make a ranged touch attack against the target, inflicting 1d2 Constitution damage to the target (Fortitude save for half damage). The dice size of the Constitution damage increases by 1 for every 5 caster levels. Regardless of the creature's size or bodily composition, you *recover ore* of Fine size upon successfully hitting the target. While the name of this ability suggests the target must bleed or have blood, it is not necessary, the only requirement is that the creature be corporeal and living. Because the constitution damage occurs after the recovery of ore, if the target is immune to ability damage, you still *recover ore* of Fine size.

Manipulate Object (metal, geomancing)

Requires metal. As an instantaneous effect, you may, as a standard action, spend 2 spell points and target an unattended object (even non-metal objects) within close range. The target becomes fused with metal, permanently increasing or decreasing the hardness and AC of the object by 1, +1 per 5 caster levels. An object may only be under the effects of one *manipulate object* at a time, as each future casting dismisses and replaces the previous casting. This grants no further benefit or penalties due to the metals used.

Oxidation Ray (metal, geomancing)

As an instantaneous effect, you may, as a standard action, spend a spell point to make a ranged touch attack against a metal object or metal creature. If the target's size is one or more sizes larger than the size of ore that you can recover, the creature or object takes Id8 damage per 2 caster levels (Fortitude for half damage), otherwise the target takes Id8 per caster level (Fortitude for half damage). If an object receives sufficient damage to destroy it, it instead becomes non-functional for I minute per 2 caster levels, before returning to the broken condition with half their maximum hit points.

Pin-Ball (metal)

You may spend an additional spell point when you use the *magnetize* geomancing ability as a weapon, if the attack hits, you may as a free action *magnetize* another creature within range and make an additional ranged attack at that creature. You may make a maximum number of additional attacks in this manner equal to your caster level, but if you miss once the *pin-ball* ability ends without any further attacks. You may not make ranged attacks with the *pin-ball* ability two or more times in a row against the same target.

Shrapnel (metal)

When you use the *magnetize* geomancing ability as a weapon, you may instead choose to deal bleed damage to the target equal to the corresponding ore damage.

Jough as Mettle (metal, spirit)

You may spend a spell point to gain the Stalward ability for 1 minute per caster level. (If the target makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely).

Hardness and Hit Points of the various types of Metals

Metal	Hardness	Hit Points
Brass	9	20/in. Thickness
Bronze	9	20/in. Thickness
Cold Iron	IO	30/in. Thickness
Copper	9	20/in. Thickness
Iron	IO	30/in. Thickness
Lead	IO	30/in. Thickness
Mithril	15	30/in. Thickness
Silver	8	10/in. Thickness
Steel	IO	30/in. Thickness
Tin	9	20/in. Thickness

You can find more in depth information on primitive metals such as brass, bronze, and tin in PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT. Whereas you can find more information on copper-plated and lead-lined armor and weapons in PURE STEAM CAMPAIGN SETTING published by ICOSA Entertainment, LLC.

Metal Geomancing: Advanced Jalents

Eternal Steel (metal, plantlife, geomancing)

Prerequisite: Nature Sphere, Metal Geomancing, Plantlife Geomancing, Living Steel, 8th caster level or higher.

As an instantaneous effect, you may as a standard action spend 3 spell points to grant one metal creature or metal object regeneration I (acid, rust). The amount of regeneration increases by +I per 10 caster levels.

Tiying Steel (metal, plantlife, geomancing)

Prerequisite: Nature Sphere, Metal Geomancing, 5th caster level or higher.

Requires metal. As an instantaneous effect, you may as a standard action spend 2 spell points to permanently grant the effects of living steel to a metal object whose size is no larger than the ore that you may recover. Living Steel repairs damage to itself at a rate of 2 hit points per day, or 1 hit point per day if it has the broken condition. In addition whenever the wielder of a metal weapon rolls a natural 1 on an attack roll against a creature wearing Living Steel armor or wielding a Living Steel shield, the item must make a DC 20 Fortitude save or gain the broken condition. If the weapon already has the broken condition, it is instead destroyed. Living Steel cannot damage adamantine weapons in this way.

Materials of Legend (metal)

Prerequisite: Nature Sphere, Metal Geomancing, Expanded Ore, 10th caster level or higher.

You may spend 2 additional spell points when using your *recover ore* ability, if you do you may treat the ore in the ground so that when it surfaces, you recover your choice of Elysian Bronze, Fire-Forged Steel, or Frost-Forged Steel.

Elysian Bronze, Fire-Forged Steel, and Frost-Forged Steel

Below are the relevant information concerning the Elysian Bronze, Fire-Forged Steel, and Frost Forged Steel when using them with Metal Geomancing abilities. Further information on these special materials may be found inside PATHFINDER ROLEPLAYING GAME ULTIMATE EQUIPMENT.

Elysian Bronze

Weapons

- +I Damage rolls against magical beasts and monstrous humanoids.
- After successfully hitting a magical beast or monstrous humanoid, gain a +1 bonus vs that specific type of creature for 24 hours.

Armor

• Against magical beasts and monstrous humanoids, the armor grants DR dependant on type. Light is 1/-; Medium 2/-; and Heavy 3/-

Misc.

- Hardness: 10
- Hit Points: 30/in. Thickness

Fire-Forged Steel

Weapons

• If exposed to 10 or more fire damage, the weapon deals +1d4 fire damage for 2 rounds.

Armor

• Grants fire resistance 2.

Misc.

- Hardness: 10
- Hit Points: 30/in. Thickness
- If using both a piece of armor and a weapon made of fire-forged steel, the weapon deals +1d6 fire damage for 4 rounds instead.

Frost-Forged Steel

Weapons

• If exposed to 10 or more cold damage, the weapon deals +104 cold damage for 2 rounds.

Armor

• Grants cold resistance 2.

Misc.

- Hardness: 10
- Hit Points: 30/in. Thickness
- If using both a piece of armor and a weapon made of frost-forged steel, the weapon deals +1d6 cold damage for 4 rounds instead.

Nature Sphere - Jalents

Acid Rain (metal and water)

Whenever you utilize the water geomancing *fog* ability, you may spend an additional spell point to cause creatures that begin within or enter the area of the *fog* effect to take 1d6 acid damage per 2 caster levels (minimum 1d6, no save). They suffer this damage when you first create the fog and each subsequent round they remain in the fog, taking damage at the beginning of your turn. Any creature who enters the fog immediately suffers damage, but only once even if they leave and re-enter the fog as part of their movement.

Aggravating Vegetation (plantlife)

Whenever you use the *pummel* geomancing ability, you may instruct the vegetation to focus on antagonizing its target instead of making a regular attack. The branch or tree makes an attack roll as an antagonize skill check against the target's Psychology DC ($I_4 + I_2$ HD + WIS modifier; or I_4 + Sense Motive Bonus, if it is higher). Creatures who are of animal intelligence (I or 2), or have been previously antagonized gain a +4 bonus to their Psychology DC. Both of these stack. Mindless creatures are immune to the effects of antagonize. Antagonize is a mind-affecting effect. If you successfully beat the target's psychology DC, the creature, instead of taking damage, gains the antagonized condition against the attacking vegetation. The antagonized condition remains until one of the following: The antagonizing branch is destroyed, the antagonized creature makes its sense motive check, or until *pummel* is no longer active (whichever comes first). You may not use this ability if you would already deal no damage with your *pummel*. Refer to the sidebar for more information on this condition.

Antagonized Condition

The antagonized condition appears in ULTIMATE CHARISMA published by Everyman's Game, LLC.

An antagonized creature can only target its antagonist (the one who caused the antagonized condition) with hostile actions. A hostile action is any attack or effect that causes direct harm to an opponent in the form of damage, negative conditions, or any other effect that penalizes or hinders a creature. Furthermore, an antagonized creature does not threaten any opponents except its antagonist: it cannot make attacks of opportunity or be used to determine flanking bonuses against other opponents. A creature is no longer antagonized if its antagonist is helpless, unconscious, or cannot participate in combat. If an antagonized creature uses an ability that targets multiple creatures, the antagonist must be chosen among these targets. If an antagonized creature uses an ability that targets an area, its antagonist must be within the ability's targeted area.

On each round after the first, an antagonized creature may attempt a Sense Motive skill check as a swift

> action to realize the folly of its actions. This skill check is opposed by the antagonist's original antagonize skill check. If the creature succeeds on its Sense Motive skill check, the antagonized condition ends, but the creature suffers a -2 penalty on attack rolls and a -2

penalty to the saving throw DC of its abilities and any spells it casts for 1 minute. These penalties do not apply against the antagonist.

Attacking Vegetation Under the Effect of Pummel

Players and Game Masters alike may require the armor class, hardness, and hit point values of the branches or trees affected by *pummel*. While particular species of vegetation may cause for variance in these values, the table below are some that are suggested which may be used should such a situation arise. Branches and trees under the effect of *pummel* are still objects and thus always fail saving throws. Branches as objects gain the broken condition if they lose over 50% of their hit points, and are destroyed when reduced to o hit points. Trees animated through the enhancement sphere should not use these statistics, but rather those provided for animated objects.

Size	Example	Armor Class	Hardness	Hit Points
Medium	Secondary Branch or Sapling	7	5	5
Large	Primary Branch or Young Tree	6	5	15
Huge	Juvenile Tree	5	5	50
Gargantuan	Typical Adult Tree	4	5	150
Colossal	Massive Tree	3	5	500

Number of Branches Per Size Category of Tree

Tree Size	Number of Medium Branches	Number of Large Branches	Number of Huge Branches
Huge	1d4 (avg 3)		-
Gargantuan	3d4 (avg 8)	1d4 (avg 3)	- (
Colossal	9d4 (avg 23)	3d4 (avg 8)	1d4 (avg 3)

Because trees are objects, it is recommended that destroying a branch also reduces the overall health of each larger branch and tree by an equal amount. For example, if a juvenile tree has 4 medium branches, then destroying all four would reduce the tree's hit points by 20, leaving it with 30 hp remaining. In the case of a massive tree, destroying 1 medium branch would reduce 1 large branch, 1 huge branch and the colossal tree's hit points by 5.

Barkskin (plantlife, spirit)

You may spend a spell poitn as a standard action to grow plantlife all over your body. This grants you a +1 enhancement bonus to natural armor, + 1 per 5 caster levels. In addition, in natural environments you gain a circumstance bonus to Stealth equal to 1/2 your caster level (minimum 1). You lose this circumstance bonus to Stealth in any round that it moves 5 or more feet.

Boil Water (fire, water, geomancing)

As a concentration effect, you may, as a standard action, cause a 5 ft cube of water per 2 caster levels (minimum one 5-ft cube) within range to heat up and boil, dealing Id6 per 2 caster levels (minimum Id6, no save) Fire damage to any creature within. Each round at the beginning of your turn, any creature still within the boiling water suffers damage again. If a creature enters the boiling water, they immediately suffer damage, but only once during their movement, no matter how many times that movement takes them in and out of the boiling water.

Flying Debris (earth)

When you use the *tremor* ability, creatures who are flying up to 10 ft per caster level over the affected area must make a Fly check whose DC is equal to your combat maneuver check or fall to the ground. This fall does not cause falling damage, but does cause them to be affected by the tremor when they land.

Grant Spirit

When activating one of your (spirit) Nature abilities, you may touch a willing target and grant them the benefit of your (spirit) talent, rather than gaining it yourself.

Lingering Nature

When you use the nature sphere ability that requires concentration, the ability continues to maintain itself for 2 rounds after you stop concentrating.

Melt Earth (earth and fire, geomancing)

As a concentration effect, you may spend 2 spell points and target a 5-ft space within range filled with sand, dirt or stone, transmuting the top portion into lava. Creatures who touch or otherwise enter the square with lava created with melt earth take 1d6 fire damage per caster level (Reflex half). Even after a creature leaves the lava, the creature continues to take the fire damage (Fortitude save for half damage) for 1d3 rounds. If this effect ends while a creature is inside the space affected by this ability, the earth instantly cools around the creature, immobilizing it (Reflex negates). An immobilized creature cannot move until it makes a successful Strength or Escape Artist check against the caster's Nature DC, both of which require a full-round action. Alternately, another creature may attempt a Strength check as a standard action to break the earth, or any creature may deal 5 damage per caster level to the earth to break it.

Nature Barrier

As an instantaneous effect, you may, as a standard action, spend 2 spell points to create a 5-ft tall barrier in a number of unoccupied 5-ft squares equal to your caster level. The walls must be placed on a flat surface and is a number of inches thick equal to 1/2 your caster level (minimum: Thin Sheet at 1/10th of an inch). You may choose to have the barrier to have a transparent (allows line of sight) or opaque (blocks line of sight) appearance, both of which block line of effect. Regardless of your geomancing or the appearance of the barrier, all the walls have a hardness of 0 and 10 hit points per inch thickness. The walls, while instantaneous proceed to lose hit points at the rate of 1 per hour. In addition, while the walls appear to be made out elements associated to their geomancing packages, they are only the manifested nature spirits of those elements and cannot be used for meeting geomancing prerequisites.

Nature's Barrier

	Transparent Example	Opaque Example
Earth	Glass	Stone
Fire	Flames	Lava
Metal	Bars or Grate	Metal
Plantlife	Leaves	Wood
Water	Water	Ice

Naturesight (spirit)

As a concentration effect, you gain an extraordinary sense depending on geomancing you possess. Those with earth geomancing gain tremorsense, fire geomancers gain lifesense, metal geomancers gain blindsense, plantlife geomancers gain greensight, and water geomancers gain mistsight, each with a range of Close (25 ft + 5 ft/2 caster levels). Those with the nature spirit drawback may choose any singular extraordinary sense listed here each time they use this ability.

Extraordinary Senses

Below are a summary of the senses granted by the *naturesight* sphere ability, of which are published in the PATHFINDER ROLEPLAYING GAME BESTIARY 4.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Greensight (Su) The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Lifesense (Su) The creature notices and locates living creatures within a range of 60 feet, just as if it possessed the blindsight ability.

Mistsight (Ex) The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Nauseating Fog (plantlife, water)

Whenever you use the water geomancing fog ability, you may spend an additional spell point to cause the cloud to become nauseating, in addition to its other effects. Each creature in the area of the fog must make a Fortitude save or gain the nauseated condition, making them unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a nauseated creature can take is a single move action per turn. This condition lasts as long as the creature is in the cloud and for a single round after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Ranged Pummel (plantlife)

When using the *pummel* geomancing ability, the tree branches may throw vegetation as a ranged attack instead of only making melee slam attacks. The range of the thrown vegetation is twice the tree branch's reach. The attack roll and damage otherwise remain unchanged.

Rejuvenation (spirit)

As a concentration effect, you may grant yourself fast healing equal to I/2 your caster level (minimum I). This fast healing only confers healing so long as you have I/2 your maximum hitpoints or less (wounded or in critical condition).

Sap Conglutination (plantlife)

Whenever you instruct the trees to attack with the *pummel* geomancing ability, you may choose to have the tree's branches excrete a rubbery resin. If you would deal damage with *pummel*, you may forfeit dealing damage to instead have those hit by the attack become coated with sap which grants the fatigued condition until they remove it as a full-round action. If a fatigued creature becomes coated with sap, they then acquire the exhausted condition until they remove it with a full-round action. You may not combine this ability with any other ability that causes your *pummel* to deal no damage.

Shelter (geomancing)

As a concentration effect, you may spend a spell point to create a canopy made of natural life energy that can shelter an area equal to 15 ft cube per caster level, providing shelter to 1 medium creature per cube. Those under the canopy suffers no harm from being in a hot or cold environments. Those inside the shelter can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. In addition, the shelter provides protection against other environmental hazards such as smoke, lack of air, and so forth; However, the vessel does not protect against any environmental damage such as cold or fire damage. The shelter also provides cover to those inside, blocking line of sight and effect against flying creatures. Hostile creatures cannot enter the canopy, but a successful attack against the canopy causes it to disappear unless the caster succeeds on an MSB check against a DC equal to the amount of damage dealt. Even when maintained by concentration, the canopy is stationary and does not move with the caster.

Smokescreen (fire)

Whenever you use the fire geomancing *affect fire* ability to decrease the size of a fire, you may have it bellow forth smoke as an emanation effect. The smoke radiates outward from the fire 5 ft per caster level. Those inside the smoke have concealment from those inside and outside the smoke, those outside the smoke gain concealment, but only against those inside the smoke grants total concealment instead. The smoke, unlike the *affect fire* ability, lasts 2 rounds per size category the fire is decreased. A fire may be increased and decreased again to recreate the effect.

Speak with Water (water, spirit)

You may spend a spell point to speak with water for I minute per caster level. This is not truly accomplished through speech, but rather by dipping a limb into the water you may learn what else has touched it, passed by it, what is hidden underneath it, etc. You can tell depth, weight, size, and number of passers by, but not more detailed information (the names or conversations of passers by, for instance). Because water is constantly moving, you can only receive information on things that have occurred less than I day per caster level ago. You can speak with both fresh or salt bodies of water.

Spikestones (earth)

When using *tremor*, you may have the shaken earth create stalagmite-like formations which last 1 round. Whenever a creature steps onto an affected square, make a touch attack roll against the target using your caster level as your attack bonus. If successful, the target suffers damage equal to 1/2 your caster level (minimum 1) which overcomes DR/magic. Any target damaged by the spikes has its speed reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it enters a square with a spike. Any creature moving at half speed can pick their way through the spikes without trouble.

Spores (plantlife)

Whenever you instruct the trees to attack with the *pummel* geomancing ability, you may choose to have the tree's branches release spore pods instead of making an attack. This targets a 5 ft burst within their attack range, causing all creatures within that area to make a Fortitude save or become sickened for 1d6 rounds. If a creature fails its Fortitude save against this effect while already sickened, it becomes nauseated for 1 round. The tree and the caster are both unaffected by these spores. You cannot combine this ability with another ability that causes your *pummel* to deal no damage.

Stoneskin (earth, nature)

You may spend a spell point as a standard action to gain DR/adamantine equal to 1/2 your caster level for 1 minute per caster level. Once this has absorbed damage equal to 10 per caster level, it immediately ends even if its duration has not expired.

Wild Instinct (spirit)

While concentrating on any Nature sphere ability, you gain the benefits of Uncanny Dodge. You may take this talent twice, upon taking this talent a second time, you also gain the benefits of Improved Uncanny Dodge using your caster level in place of class level to determine the minimum rogue level required to flank you.

Advanced Talents

Freezing Geyser (fire and water, geomancing)

Prerequisite: Nature sphere, Create Water, Boil Water, 15th caster level or higher.

This creates a burst of boiling water that snap-freezes once it has covered its targets. As a concentration effect, you may spend 2 spell points to create an erruption coming from a 10 ft square of solid ground within range. This deals 1d6 fire damage per caster level per round to all creaturs within the 10 ft square and up to 30 ft above it. A succesful Reflex save halves the damage, but creatures with Evasion still suffer 3d6 fire damage on a successful save.

Starting in the second round of the geyser's eruption, the rapidly cooling water begins raining down on all targets within 30 ft of the geyser, lasting for the length of the effect +1d3 rounds.

Any creature caught in this freezing downpour takes 10d6 points of cold damage each round and is entangled by the layer

of frost and ice forming on it. Even creatures affected by the main geyser who failed their Reflex save but left the area of cold rain find themselves entangled as the water on them freezes.

A successful Reflex save halves the damage and prevents the entangled condition, but still deals 2d6 Cold damage to creatures with Evasion who successfully save. While a creature outside the affected area finds their entangled condition leaves after 1 round as the ice melts, creatures who remain within the affected area are affected each round, with each additional failed save causing its speed to be reduced by 10 feet. If the creature's speed reaches 0 feet, it is completely encased in ice, as the water package geomancing ability with ice thickness determined as usual for the caster. At this point the creature continues taking damage from the freezing water—automatically failing any saving throws—plus an additional 3d6 points of cold damage each round until freed from the ice.



If an entangled creature steps into the burning geyser, they suffer fire damage as normal and are no longer entangled, as the boiling water melts the ice.

Natural Ally (geomancing)

Prerequisite: Nature sphere, Animal Friend, 10th caster level or higher.

As an instantaneous effect, you may, as a standard action, spend 3 spell points to call a specific animal, fey, plant or vermin of a particular type you designate (provided the creature's total CR is equal to or less than 1/2 your caster level) which then appears in a place within range at the start of your next turn, and remains for up to 24 hours. Unlike *Animal Friend*, this advanced talent does not require that there are creatures of those type in the area. The creature(s) will aid the caster to the best of it's ability, but unless the caster speaks the creature's language or has a means to communicate, it may not be very useful (i.e. if the creature sees something attacking the caster, it will rush to defend it). The creature must be treated fairly and will not give aid that is obviously suicidal. If treated poorly, they may turn on and attack the caster.

Persistant Fog Cloud (water, spirit)

Prerequisite: Nature sphere, Water Geomancing, Lingering Nature, 10th caster level or higher.

You may spend 2 additional spell points when using the water geomancing fog ability to change the duration of the fog from concentration to permanent. The fog in this form becomes an insubstantial object without hit points. You may concentrate on the fog to have it move up to 1/2 your speed in any direction. If targeted or otherwise in the area of an ability from the weather sphere, the caster using the weather sphere must make a magic skill check against your magic skill defense. If the weather sphere user is successful, the fog is immediately dispelled. It is otherwise not subject to the effects of weather not created by magic.

Insubstantial (Ex): Insubstantial is a new quality that may be applied to both creatures and objects. Such creatures or objects appear to be made out of flames, mist, smoke, or some other gaseous substance, and are effectively weightless. Creatures or objects that are insubstantial are normally not hit or damaged by conventional means, but may still be attacked or damaged through special means. Insubstantial creatures gain a size penalty to their Combat Maneuver Bonus (CMB) and may squeeze through openings as if they were three sizes smaller, but gain a size bonus to Combat Maneuver Defense (CMD) as if they were three sizes larger. In addition, insubstantial creatures gain DR 10/- (or 10/ magic if acquired through supernatural or magical means) and are not subject to precision damage or critical hits. Some insubstantial objects may not have quantifiable hit points and are simply an aspect of the environment (such as clouds or fog) and only receive hit points when *animated* such as from the enhancement sphere. While others are more solid in form and may be destroyed. Spells or abilities that do not target creatures but deal damage to everything in its area of effect to, usually function against insubstantial creatures.

Zoetic Geomancy

Prerequisite: Nature Sphere, Lingering Nature, 10th Caster Level or higher.

As an instantaneous effect you may spend 10 minutes and 3 spell points to target a portion of material within Close range from one of your geomancing packages to create a correlating elemental. For these purposes, the Weather sphere counts as a geomancing package. The plantlife package, rather than producing an elemental, instead creates a treant.

The creature created is friendly toward you, and while you have no special empathy or connection with it, the creature serves you in specific tasks or endeavors if you communicate your desires to it. However, as it is a living, intelligent being, it will expect good treatment in return. If you cast *zoetic geomancy* again, any previously created creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

Zoetic Geomancy

Geomancing Package	Required Target	Creature
Earth	15-ft cube of Dirt, Sand, or Stone	Huge Geomancy Born earth Elemental
Fire	15-ft cube of Fire or Lava	Huge Geomancy Born fire Elemental
Metal	Huge object of Metal	Huge Geomancy Born cold iron Elemental
Plantlife	Huge Vegetation	Huge Treant
Water	15-ft cube of Water	Huge Geomancy Born water Elemental
Weather	15-ft cube of Air	Huge Geomancy Born air Elemental

Rituals

Call Spirit Curate

Sphere Nature; Ritual Level o

Casting Time 1 minute **Duration** 24 hours

Components V, S, M (1 gp's worth of silver powder.)

Description: A spirit of nature takes on a translucent, humanoid form ready to aid its caller. The spirit curate follows directions and may only willing aids in invocations and rituals that motivate cosmic balance or aid in the expansion of nature. If a situation arises where the expansion of nature is disrupting cosmic balance, the spirit will aid and support the expansion of nature. The spirit when aiding in incantations counts as a secondary performer, using your casting ability modifier as its bonus to the first check it makes before disappearing. If the spirit curate is attacked, or is called and doesn't participate in a ritual or incantation by the end of 24 hours, the spirit dissipates.

Jool for the Job

Sphere Creation, Enhancement, or Nature; Ritual Level 1 Casting Time 5 minutes

Components S, M (water, metal, stone, or wood; a common set of artisan tools worth 5 gp)

Duration I hour per caster level

Description: By magically shaping a nearby resource, you temporarily create a single tool that serves as masterwork tools (granting a +2 circumstance bonus) for one skill of your choice. Skills or skill uses that don't require tools (such as Knowledge skills, Use Magic Device, etc.) cannot benefit from this ritual. The tool lasts for 1 hour per caster level before desolving back into its elemental components.



Druid Core Spells as Rituals

There are several druid spells that convert nicely as rituals. The following are some that are recommended:

Animal Shapes, Awaken, Fire Trap, Fog Cloud, Goodberry, Ironwood, Know Direction, Liveoak, Pass without Trace, Purify Food and Drink, Rusting Grasp, Shambler, Snare, Water Breathing, and Wind Walk.

Incantations

Commune with Nature

In times of strife or uncertainty, the druids have gathered together to receive guidance not from occupants who inhabit the upper or lower planes, but from the spirits of nature. By pooling their power in ritual, the priests of the forest can receive answers that may resolve them of their doubts, assist in preparation for future dilemmas, or remember and learn from the past.

Sphere Divination; Level 5th

Skill Check in order Knowledge (Nature) DC 20, Knowledge (Geography) DC 20, Knowledge (Nature) DC 20, I success each.

Casting Time 1 hour

Components V, S, SP Target Personal Duration 10 minutes

Saving Throw none; SR no

Description Skill checks are made on the day of a solstice or equinox inside a druid's hallowed stone circle, which are made once every 20 minutes. Attempts on performing the incantation outside the required location or day increases the skill check DC by +20, usually resulting in failure.

Secondary performers may aid in this incantation, while not required, sufficient secondary performers decreases all the skill check DCs by an appropriate amount.

Upon successfully completing the incantation, the performers suffer from the effects of backlash and have ten minutes (the incantations duration) to each ask for one useful piece of advice in response to a question concerning a specific goal, event, or activity that is to occur within one week per performer. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If any of the performers doesn't act on the information, the conditions may change so that the information is no longer useful.

Backlash Primary and Secondary performers become exhausted after the completion of casting the incantation.

Failure All performers receive backlash consequences and are immediately attacked by a summoned animal, elemental, fey, or vermin creature whose challenge rating is equal to 2 + the hit dice of the highest performer.

Reincarnate

There comes times in history where those on the side of nature are hunted by those who seek to expand civilization or a particular religion. During these times the number of nature's follower's may dwindle not due to lack of confidence in their leaders, but rather through slaughter. With no active proselyting ever conducted, the number of nature's defenders grow smaller faster than the priests of the forests could initiate. After one particularly harsh inquisition, the druids made contact with the great spirits of nature who taught them an invocation. This invocation of reincarnation would allow the performers to project their souls into the planes seeking out their fallen, whereby they may convince them to return to join them among the living with a new body. The ritual still exists, but with priests of varying religions about, the need for using the invocation is rare.

Sphere Life; Level 4th

Skill Check in order Survival DC 23, Knowledge (Planes) DC 23, Diplomacy DC 23, Survival DC 23, Heal DC 23, Knowledge (Nature) DC 23, I success each.

Casting Time 1 hour

Components V, S, SP, M (Oils and Herbs worth 500 gp)

Range 45 ft

Target I dead creature

Duration Instantaneous

Saving Throw none; SR no

Description Skill checks are made inside a druid's hallowed stone circle, which are made once every 10 minutes. Attempts on performing the incantation outside the required location increases each skill check DC by +20, usually resulting in failure. Secondary performers may aid in this incantation, while not required, a sufficient number of secondary performers decreases the skill check DCs by the appropriate amount.

Upon successfully completing the incantation, the performers of the incantation bring back the spirit of the target dead creature into another body, provided that the subject's soul is willing to return. If the subject's soul is not willing to return, the incantation does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated. The magic of the incantation creates an entirely new young adult body for the soul to inhabit from the natural elements at hand.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. The reincarnated creature's ability scores depend on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments of their new race to its remaining ability scores.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character. The target creature's new race must be of the same Race Point (RP) Power Level equal to or lower than it's previous race. For the purpose of this incantation, all core races are considered to have the Standard (IRP-IORP) Power Level (even though dwarves have a RP value of II). If the target doesn't have a race point value to begin with, the GM determines if the target falls under one of the three RP Power Levels. If the target does, the creature may be reincarnated under a race within that point range, otherwise the incantation fails in the beginning without the expending the material components, backlash, or other penalties. **Backlash** Primary and secondary performers each take 1 temporary negative level.

Failure The results of failing this incantation are dependant on which skill check the incantation failed:

- Survival skill checks (either), the soul of the primary performer becomes lost and thus dies (the performer may still be raised normally).
- Knowledge (Planes), Falsehood continue with the incantation as if the knowledge check was successful, and should the rest of the incantation be successful, you do not reincarnate the spirit of the target, but rather that of a random creature.
- Diplomacy, the primary performer fails to convince the creature's spirit from leaving at this time. It may still retry the entire incantation later or use other means of raising the deceased.
- Heal, Falsehood continue with the incantation as if the heal check was successful, and should the rest of the incantation be successful, you reincarnate the spirit, but it dies inexplicably after 1 hour. You may still retry the entire incantation later or use other means of raising the deceased.
- Knowledge (Nature), the new body for the retrieved spirit is frail continue with the incantation as if the knowledge nature check was successful. The target receives a permanent -2 racial penalty to Strength, Dexterity and Constitution, stacking with any other racial penalties the new creature may have.

Race Points (RP)

Below are the Race Point Power Level values. Refer to PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE for more information on the Race Point system or values for expanded races.

Power Level	Race Point (RP) Range
Standard	(1-10 RP)
Advanced	(11-20 RP)
Monstrous	(21-30 RP)

Hallowed Druid Stone Circles

It is highly recommended, if not required, that the two incantations listed in this handbook be performed within a hallowed druid stone circle. For purposes of these incantations, a hallowed druid stone circle is any area where all the following conditions have been met:

- The area has been hallowed by a worshiper of nature (such as a druid or shaman) through the *hallow* ritual (SPHERES OF POWER, pg 133).
- The area has a clearly marked circular perimeter marking the edges of the hallowed area.
- The area has a minimum of one magical Menhir or Trilithon (described in chapter 5).

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Chapter 3: Class Archetypes

Archaic Alchemist (Alchemist archetype)

Alchemists for renown for their ability to brew and concoct extracts of power. While most of these potion-makers utilize scientific or arcane discoveries to write out formulae, others have stood firm in their belief that the true power of alchemy has already been found and lies in the past. These archaic alchemists prefer to utilize old-world teachings in order to manipulate the world around them.

Casting: An archaic alchemist may combine spheres and talents to create magical effects. An archaic alchemist is considered a Mid-Caster, and uses Intelligence as his casting ability modifier. (Note: all casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces Alchemy.

Spell Pool: An archaic alchemist gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: An archaic alchemist gains a magic talent every time he gains a caster level.

Recommended Casting Tradition: The classic feel of the alchemist can be recreated through taking the Focus Casting: (alchemy lab) and Skilled Casting: Craft (alchemy) drawbacks.

New Alchemist Discovery:

Hedgewitch Secret: The alchemist may gain a hedgewitch secret, having an effective hedgewitch level equal to its alchemist level. The alchemist must have sphere casting capability in order to select this discovery. You may select this alchemist discovery multiple times, each time selecting a different hedgewitch secret.

(Armorist archetype)

Warden

Not all armorists are knights clad in shining steel plate armor. Some are instead remote sentinels watching over the forest priest's groves with brute force and primal instinct. Because of their training, they have learned to tap into nature so to better protect and serve the druids who have trained them.

Class Skills: The warden gains Knowledge (Nature) and Survival as class skills instead of Knowledge (Engineering) and Knowledge (Nobility).

Skill Ranks Per Level: 4 + Int modifier

Armor Proficiency: Wardens are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A warden may also wear wooden armor that has been altered by sphere abilities (such as *change materials*) or rituals and spells (such as *ironwood*) so that it functions as though it were steel. Wardens are proficient with shields (except tower shields) but must use only wooden ones. A warden who wears prohibited armor or uses a prohibited shield must make an arcane spell failure check to use their sphere abilities (although its sphere casting is not usually considered arcane without the proper casting traditions). This alters weapon and armor proficiency.

Nature's Blade: A warden gains the nature sphere as a bonus sphere at 1st level and treats his class level as his caster level for (spirit) talents from the nature sphere. This stacks normally with caster levels gained from other classes. This replaces armor training and quick summons.

Deadly Guardian (Ex): At 20th level, all bound and summoned weapons the warden wields automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, he cannot be disarmed while wielding a bound or summoned weapon. This replaces infinite arsenal.

New Arsenal Tricks:

Additional Binding: (Requires Bound Equipment) You may bind an additional piece of equipment.

Armor Training: (Requires Armorist level 3) Your armor check penalty is reduced by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by your armor by 1. This arsenal trick may be taken multiple times, its effects stack with itself and the Armor Training class feature.

Bound Companion: (Requires Armorist level 4, Natural Materials) You gain an animal, plant, or vermin companion as if you were a druid of your armorist level –3. If you already have such a companion or else later gain a companion through another source (such as the Animal domain, divine bond, hunter's bond, mount, or nature bond class features), the effective druid level granted by this arsenal trick stacks with that granted by other sources.

Duelist: You add the agile (+1) to the list of special qualities you may add to all your bound and summoned weapons. You may take this arsenal trick a second time after 12th level. Upon picking this arsenal trick a second time, all bound and summoned weapons gain the dueling special quality.

Natural Materials: You may summon equipment or create bound equipment out of darkwood, greenwood, or normal wood treated with the ironwood ritual.

Agile and Dueling Weapon Special Abilities

The *agile* and *dueling* weapon specials appear in ULTIMATE PSIONICS, published by Dreamscarred Press. The rules for these weapon specials are converted for spheres of power here:

Agile: This enhancement can only be placed on a melee weapon which is usable with the Weapon Finesse feat. Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons.

Moderate Enhancement; CL 7th; Craft Magic Arms and Armor, *physical enhancement*; Price +1 bonus.

Dueling: This ability can only be placed on a melee weapon. A dueling weapon (which must be a weapon that can be used with the Weapon Finesse feat) gives the wielder a +4 enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the Initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against the wielder.

Faint Enhancement; CL 5th; Craft Magic Arms and Armor, versatile weapon; Price +14,000 gp.

Geosurveyor (Ranger archetype)

By sacrificing their natural bond with animals, the ranger gains an increased affinity with the nature sphere and sphere casting in general. Their focus in geomancing, while resulting in less knowledge of the geography, grants them the tools they need to control and shape it.

Casting: At 1st level, the geosurveyor may combine spheres and talents to create magical effects. The geosurveyor is considered a Low-Caster and uses Wisdom as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces both the favored enemy and spells class features.

Spell Pool: The geosurveyor gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A geosurveyor gains a magic talent at 2nd level and every 2 levels thereafter.

Geomancer: A geosurveyor gains the Nature Sphere as a bonus sphere at first level. This replaces the wild empathy class feature.

Favored Package (Su): At 3rd level, a geosurveyor chooses one of the packages from the Nature sphere and gains a +2 bonus to their caster level with that package. At 9th level, this bonus improves by an additional +2, and they may choose another package to gain a +2 bonus with. At 15th level, all previously chosen packages increase their caster level by another +2, and the geosurveyor may choose a third package to gain a +2 bonus. These bonuses stack with other class features with the same name.

This replaces the hunter's bond class feature.

Master of All Lands (Su): 20th level, the geosurveyor becomes familiar with and comfortable in all possible terrains. His terrain bonus in all favored terrains increases by +2, and he treats all other terrains as if they were favored terrains (+2 bonus). If a naturally occurring condition of temperature or weather requires a check or saving throw, he automatically succeeds. All allies within 60 feet of him gain a +2 bonus on these checks and saves.

This replaces the master hunter class feature.

Recommended Casting Tradition: The classic feel of the ranger can be recreated through taking the verbal casting, prepared caster, and animal shaman (Mind) drawbacks.

Totemist (Soul Weaver archetype)

Totemist soul weavers are about creating balance not only among the spirits, but also among the living. By imprinting allies with symbols of various spirit totems, or simultaneously healing and harming, you can sway the side of combat into being in your favor.

Channel Balance (Su): A totemist, like any other soul weaver, may channel spiritual energy that affect nearby creatures. Channeling balance causes a burst that affects all creatures differently in a 30-foot radius centered on the totemist. Creatures in the area who are wounded (at or below 1/2 maximum hit points) gain fast healing (for 1 minute). Creatures who are healthy or grazed (above 1/2 maximum hit points) take bleed damage (until they receive healing or a successful heal check). The amount of bleed damage and fast healing is 1, increasing by 1 for every two totemist levels beyond 1st (2 at 3rd, 3 at 5th, and so on).

Channeling balance is a standard action that does not provoke an attack of opportunity. A totemist can choose whether or not to include herself in this effect. Channel balance counts as channel energy class feature for the purpose of qualifying for and using channeling feats, and the totemist has an effective channel energy of 1d6 per bleed/fast healing. Channel balance also counts as both positive and negative channel energy for this purpose of meeting feat prerequisites. She may use this ability a number of times per day equal to 3 + her Charisma modifier (minimum: 1). This replaces channel energy.

Spirit Totem (Su): As the totemist gains levels, she learns totems she may use. Beginning at 2nd level the totemist can call upon the spirits of nature to aid allies in various tasks. The spirit totem list is as follows:

Totem-mark: A totemist may touch a target as a standard action and expend one use of Channel Balance to grant that target a totem-mark. This takes the form of either cicatrix or tattoo, and grants the creature a +2 sacred bonus to your choice of either Strength, Dexterity, or Constitution. The totem-mark lasts 24 hours or until dispelled. A totemist may concentrate as a move action to pin-point all totem-marked creatures within Close range.

Diffuse: At 6th level, a totemist may expend a use of Channel Balance to dispel a totem-mark on a creature within Close range to grant them a temporary moral bonus to saving throws and AC equal to 1/2 your totemist level for a number of rounds equal to 3+ her casting ability modifier (minimum: 1 round).

Enshroud: At 10th level, a totemist may expend a use of Channel Balance to dispel a totem-mark on a creature within Close range to grant them partial concealment (a 20% chance attacks made against them will automatically miss) and DR x/- for 1 minute per caster level, where x is equal to 1/2 the totemist's class level.

Transmogrify: At 18th level, the totemist may expend a use of Channel Balance to dispel a totem-mark on a creature within Close range, granting them a Fly speed 60, a 50% chance to ignore critical hits and precision damage, Regeneration 5/, as well as the Improved Stalward and Improved Evasion class features, as a mageknight and rogue. These benefits last for 1 round per totemist level.

This replaces blessing/blight.

Yamabushi

(Unchained Monk archetype)

Deep in the secluded bamboo forests of the mountains reside hermits who believe that enlightenment may be achieved through embracing the balance of nature and its cycles with the discipline of martial training. These monks learn to blend nature magic into their practice and are called the Yamabushi. These warriors often train or learn alongside druids, elementalists, shamans and shifters.

Alignment: Any neutral

Casting: At first level a yamabushi may combine spheres and talents to create magical effects. A yamabushi is considered a Low-Caster and uses Wisdom as her casting ability modifier. (Note: All casters gain 2 bonus talents (which may also be used to select spheres) and may select a casting tradition the first time they gain the casting class feature.) This replaces the stunning fist class feature.

Spell Pool: A yamabushi at first level gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum: 1). In addition, her spell pools may be spent as if they were ki points for all ki powers and class features, including the standard benefits usually available through a ki pool such as making extra attacks or improving one's AC. This pool replenishes once per day after roughly 8 hours of rest. This replaces the ki pool gained at 3rd level.

Magic Talents: A yamabushi only gains a magic talent at 4th level and every 4 levels thereafter.

Woodsman: Yamabushi, in their search of enlightenment, often begin their study in the wilderness, sometimes never even leaving the harsh solitary lifestyle. At first level, a yamabushi gains the Nature sphere as a bonus sphere (If you already have the Nature sphere from another source, you may instead gain an additional talent from that sphere instead). This replaces the bonus feat gained at 1st level.

Natural Self: At 20th level, a yamabushi is treated as a fey rather than as a humanoid (or whatever the yamabushi's creature type was) for the purpose of spells and magical effects. He also gains DR 10/cold iron. Finally, the yamabushi gains the ability to enter a state of perfect calm. During this time, the yamabushi can take no actions, but he does regain spell points at the rate of 1 point per hour spent at calm. He cannot use this ability to gain an amount of spell points in excess of his maximum. This replaces perfect self gained at 20th.

New Ki Power

Extra Magic Talent: Gain the extra magic talent feat. You must meet the feat's prerequisites. You may take this ki power multiple times, each time granting an additional talent.

Chapter 4: Feats and Traits

Feats

Alloy Creation

By combining both the sphere of creation and geomancy of metal, you have learned to combine and use them interchangeably.

Prerequisite: Creation Sphere, Metal Geomancing.

Benefit: When using your Creation sphere abilities, you may create and alter objects made from metals you can summon with your recover ore Nature sphere ability, even if you do not possess the Expanded Materials Creation talent. While this does not increase your actual recover ore size, geomancing powers dependent on your recover ore size such as magnetize or heat metal treat your recover ore size as being twice what it normally is when determining how much metal they can affect at one time.

Alloy Enhancement

By combining both the sphere of enhancement and geomancy of metal, you have learned to magically affect the metal as you work with it.

Prerequisite: Enhancement Sphere, Metal Geomancing.

Benefit: Whenever you use a metal geomancing ability which creates or affects metal (such as *recover ore*) you may choose to *enhance* the metal via the enhancement sphere as part of the same action. This costs I additional spell point, in addition to any spell points required by the enhancement in question.

Alloy, Telekinesis

Using the combined force pulling force of both the sphere of telekinesis and geomancy of metal, you have learned to become effective at bludgeoning any that face you.

Prerequisite: Telekinesis Sphere, Metal Geomancing.

Benefit: Whenever you use the metal geomancing *recover* ore ability, you may use *telekinesis* to bludgeon another target creature or object with the metal ore recovered in this way, all in the same action. If you increase the casting time by I step (usually from a standard to full-round action), you may utilize your caster level instead of your base attack bonus for the first attack roll, and add your casting ability modifier to damage.

Getting The Most Out Of Metal Geomancing

Metal Geomancy, while nice on it's own really shines when you combine it with spheres such creation, enhancement and telekinesis. With the Alloy Creation feat, you may effectively combine the metal geomancing part of the nature sphere with the creation sphere to create objects far more quickly than before. With the Alloy Enhancement feat, you may effectively *recover ore* and combine it with *animate object* in the same action, giving you metal sentinels. With the Telekinetic Alloy feat, you may hurl ore recovered in the same round that you draw it up making you an effective and deadly ranged combatant. A sphere caster with all three of these feats not only have a larger range of tools in their arsenal, but save time while doing so.

Coastal Infusion

Your work with Land and Sea have expanded the medium of which you can work.

Prerequisite: Nature Sphere, Earth Geomancing and Water Geomancing.

Benefit: When using either earth geomancing or water goemancing within 30 ft of both land and a substantial body of water, you gain a +2 bonus to your caster level for thos geomancing abilities.

Fertilize Nature

Plantlife and the earth sustain each other allowing them to remain, even after the magic that created them have disappeared.

Prerequisite: Nature Sphere, Earth Geomancing and Plantlife Geomancing.

Benefit: Earth and Plantlife Geomancing lasts 2 additional rounds after you end concentration.

Formulae Geomancing

Your work with combining the geomancing of plantlife and water bave revealed new formula.

Prerequisite: Nature Sphere, four or more geomancing packages.

Benefit: You may read and use an alchemist's formulae book, creating extracts for use during the day as an alchemist does.

You must spend have a caster level with the entire Nature sphere equal to 2x the level of the extract, and must spend 1 spell point per level of the created extract, and only you can drink the extract to gain its effects.

Smolder Resin

By combining fire and plantlife, you have found exciting new ways of geomancing.

Prerequisite: Nature Sphere, Fire Geomancing and Plantlife Geomancing.

Benefit: Your pummel geomancing ability deals additional Fire damage equal to your casting ability modifier with each hit that successfully deals damage.

Steam Geomancing

Through use of Fire and Ice, you have discovered innovated ways to destroy your opponents and bypassing their defenses.

Prerequisite: Nature Sphere, Fire Geomancing and Water Geomancing.

Benefit: When using any Nature sphere ability that deals Fire or Cold damage, you may spend 1 additional spell point to split the damage in half, dealing half Fire damage and half Cold damage.

Traits

Grove Neophyte (Faith)

Prerequisite: You must openly worship a spirit of nature, be it an element, ideal or actual spirit.

Choose one of the following spheres: Alteration, Nature or Weather. Gain a +1 trait bonus to CL when using talents and abilities from that sphere. This increase in caster level may not raise your caster level over your hit dice. In addition, as a member of good standing with the nature community, you may attend, if not participate in rituals and incantations performed inside hallowed druid stone circles.

Unorthodox Casting (Magic)

Perhaps you are a druid trained in nature magic by a fey such as a nymph or satyr; maybe you grew up in a great library where you studied the magic of nature and geography; or maybe you while seeking solitary confinement for his study learned it far easier to cast through enlightenment instead.

Choose any one mental ability score, you use that score as your casting ability score for any sphere casting classes you have, thus affecting the use of spheres, talents, spell points, etc. This does not change or otherwise affect any class specific features they may have based on another ability score, unless that class feature specifically calls out a casting ability score anywhere in the class feature.



Chapter 5: Magic Items

New Armor and Shield Special Qualities

Green-Touched: By growing special vines over the armor or shield with this property, you allow the plants to soak damage far better than your armor alone could.

Green-touched armor or shields of are overgrown with vines which soak up the damage that the bearer normally would be receiving. *Green-touched* armor and shields grant Damage Reduction/- equal to twice its enhancement bonus, but only against the first attack that hits the bearer each round.

Moderate Nature; CL 15th; Craft Magic Arms and Armor, *liv-ing steel*; Price +1 bonus.

New Weapon Special Qualities

Fey-Forged: Among the fey, some weapons are crafted to directly tap into the living magic of the wielder, becoming a literal extension of their personality just as they are a figurative extension of their arm.

This enhancement can only be placed on a light or one-handed melee weapon. A wielder of an *fey-forged* weapon can choose to apply her Charisma modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed light weapons nor reduced for off-hand weapons. If a *fey-forged* weapon is used to attack a creature with the fey creature type, the attacker suffers a -2 penalty to attack rolls and damage rolls.

Moderate Enhancement; CL 7th; Craft Magic Arms and Armor, *mental enhancement*; Price +1 bonus.

Entangling: As your weapon strikes its target a magical seed roots itself onto it whereupon it begins to grow, wrapping itself over the target in an entangling mass of vines.

When a weapon with this enhancement scores a critical hit on a target, it also bestows the entangled condition to that target. A creature entangled by this ability may, on its turn, attempt to break free as a move action, making a Strength or Escape Artist check against a DC equal to 15 + the weapon's enhancement bonus. The entangled condition ends on it's own after 1 minute.

Moderate Nature; CL 5th; Craft Magic Arms and Armor, entangle; Price +1 bonus.

Avalanche: This enhancement can only be placed on a nonlight melee weapon. Like the avalanche of a mountain, *avalanche* weapons apply the power of momentum from the wielder's fullbody to the attack instead of its Strength. A wielder of an *avalanche* weapon can choose to apply her Constitution modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons.

Moderate Enhancement; CL 7th; Craft Magic Arms and Armor, *physical enhancement*; Price +1 bonus.

Guided Weapon Enhancement

Those who play nature-based characters, often find themselves with wisdom-based casting or abilities. The following weapon enhancement has appeared in other Pathfinder books, and is converted for spheres of power here, as it is often useful for nature-themed characters:

Guided: A character who attacks with a guided weapon modifies his attack rolls and weapon damage rolls with his Wisdom modifier, not his Strength modifier. This modifier to damage is not adjusted for two-handed weapons or off-hand weapons—it always remains equal to the wielder's Wisdom modifier. A guided weapon may be wielded as a normal weapon, using Strength to modify attack and damage rolls, but this goes against the weapon's nature and imparts a -2 penalty on all attack rolls made in this manner.

Moderate Enhancement; CL 7th; Craft Magic Arms and Armor, mental enhancement

New Wondrous Items

Menhir: These large-gargantuan sized, upright standing stones mark areas of great importance and are commonly enchanted by members of the nature community such as druids, nymphs, shamans and treants. Like magic staffs, every standing stone is associated with a base sphere, which the crafter must possess in order to create the standing stone, either on their own or through another caster. The standing stone usually has an enhancement bonus ranging from +1 to +5.

When standing adjacent to the standing stone and using a sphere ability from the stone's base sphere, the caster adds the standing stone's enhancement bonus as a temporary increase to their caster level for that ability. You may only benefit from one menhir at a time (see trilithon below). Unlike staffs, this applies not only to magic used by the caster herself, but also to

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wands or other magic items the caster is wielding. Menhir normally do not function unless the standing stone is in contact with the earth.

A menhir's base price is equal to its bonus squared x 5,000 gp. To create a menhir, a caster must spend materials with a cost equal to its bonus squared x 2,500 gp. A menhir's caster level is equal to 2x its total bonus. Weight: 5,000 lbs (large), 10 tons (huge), 50 tons (gargantuan).

Trilithon: A trilithon (or trilith), is a magical structure consisting of two vertical menhir of the same size (posts) supporting a third menhir set horizontally across the top (lintel). The three menhir that make up the trilithon must all share an association with the same base sphere. When standing adjacent to a trilithon and using a sphere ability from the shared stone's base sphere, the caster adds the enhancement bonus of the menhir making up the lintel of the trilithon as a temporary increase to their caster level for that ability.

In addition, the caster gains two temporary talents from the stone's base sphere (chosen at the beginning of any turn the caster begins adjacent to the trilithon). A caster may only benefit from one trilithon at a time. Unlike staffs, this applies not only to magic used by the caster herself, but also to wands or other magic items the caster is wielding. Trilithon, like menhir, normally do not function unless the two posts are in contact with the earth.

A trilithon's base price is equal to the total cost of the three menhir that make it up. To create a trilithon, one must simply place two menhir standing adjacent to each other, placing a third horizontally across the top.



New Legendary Items

Legendary Item Rules

Legendary items follow a standard format and set of rules which appears in ULTIMATE PSIONICS, published by Dreamscarred Press, below are a subset of those rules which are relevant to this document.

- Legendary armor, shields, or weapons have a base legendary value which is usually a +1 enhancement bonus, such as a +1 shield, available even if the wearer is not attuned.
- For all other legendary items, the legendary item has a base item ability that the wearer can use even if he does not meet the requirements
- Each legendary item has requirements necessary to attune it to the wearer.
- If by 4th level for armor, shields, and weapons, or 5th level for all other legendary items, the wearer of the legendary item has met the requirements needed to attune the item, it increases in power to its second item level.
- Increasing a legendary item's power level occurs automatically once the wielder has gained the required wielder minimum level and is attuned to the item. For armor, shields, and weapons, this is every two character levels, and for all other legendary items, for every five character levels.
- Only one owner can be attuned to a legendary item at any one time. If the owner dies or loses the item for more than a year and one day or intentionally parts with it, the item is free to become attuned to another.
- A character can only be attuned to one legendary item at a time.



Changestaff of the Oak Prince (Legendary Item)

Requirements: To successfully wield the Changestaff of the Oak Prince, a character must fulfill the following requirements.

Sphere: Nature (plantlife geomancing)

Changestaff of the Oak Prince

Item Level	Wielder Minimum Level	Abilities
I	1011 - 101 - 10 - 10 - 10 - 10 - 10 - 1	+1 Nature Staff
2	4	Staff Transformation
3	6	Nature Aspect (form)
4	8	+2 Nature Staff
5	ю	Armored Companion (form)
6	Ι2	Magical Companion (form)
7	14	+3 Nature Staff
8	16	Altered Size (form)
9	18	Altered Size (form)
IO	20	+4 Nature Staff

Nature Staff: Changestaff of the Oak Prince is a magic staff that adds its enhancement bonus to Caster Level with the Nature Sphere.

Staff Transformation: The wielder of the staff may channel 3 of their own spell points into the staff to transform it into a conjured companion (such as those from the conjuration sphere) that appears as a guardian of nature such as a sprite or treant. The conjured companion lasts for 1 minute per caster level or until its death at which time it reverts back to staff form. The staff otherwise utilizes the wielder's caster level to determine the strength of the companion.

Natural Aspect (form): The wielder of the staff applies the Natural Aspect (form) conjuration talent to the companion it creates via the Staff Transformation ability.

Armored Companion (form): The wielder of the staff applies the Armored Companion (form) conjuration talent to the companion it creates via the Staff Transformation ability.

Magical Companion (form): The wielder of this staff applies the Magical Companion (form) conjuration talent to the companion it creates via the Staff Transformation ability.

Altered Size (form): The wielder of this staff applies the Altered Size (form) conjuration talent to the companion it creates via the Staff Transformation ability.

Chapter 6: Bestiary

Elemental, Geomancy Born Template

Geomancy Born is an inherited template that can be applied to any creature, but usually to creatures with the elemental subtype. While most commonly found with matching elemental and geomancy packages, this need not always be the case. The CR of the creature increases by +1.

A geomancy born elemental's gain the following traits:

Born of Geomancing: A geomancy born elemental possesses an affinity for a particular element above and beyond the usual manifestatinos of its elemental nature. The geomancy-born elemental gains the Nature sphere with the geomancing package most closely associated with its elemental nature (air elemental creatures instead gain the Weather sphere). A geomancy-born creature is considered a Low Caster, possessing both a number of magic talents and a caster level equal to 1/2 its Hit Dice (minimum: 1). These talents may only be spent gaining talents associated with its geomancing package.

Spell Points: A geomany born elemental gains a small reservoir of energy that it can call upon to create wondrous effects, called a spell pool. This pool contains a number of spell points equal to 1/2 its racial HD + its Wisdom modifier. If the elemental has spell points from another source, it gains a bonus their spell pool equal to 1/2 the elemental's racial hit dice instead.

Below is an example of a Huge Cold Iron Elemental with the Geomancy Born template, (metal) geomancing package:

Huge Cold Iron Geomancy Born Elemental

CR8

XP 6,400

Huge N outsider (earth, elemental, extraplanar, metal) **INIT:** -1; **Senses** darkvision 60 ft, tremorsense 60 ft, Perception +13

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size) **hp** 95 (10d10+40)

Fort +11, Ref +2, Will +7

DR 5/-; Immune elemental traits; SR 15

OFFENSE

Speed 20 ft, burrow 20 ft

Melee 2 slams +17 (2d8+9) Space 15 ft Reach 15 ft Special Attacks Cold Iron Natural Weapons

Spell Points 5

Spheres and Talents (CL 5th, MSB +10, MSD 21)

Nature Sphere (metal geomancing) - Blade Barrier, Razor Spikes, Expanded Ore, Sbrapnel

STATISTICS

Str 28, Dex 8, Con 19, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +21; CMD +30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

Languages Terran

SQ born of geomancing, spell points

SPECIAL ABILITIES

Cold Iron Natural Weapons: A cold-iron elemental's natural attacks function as cold iron for purposes of bypassing DR.

Born of Geomancing: A geomancing elemental uses nature (metal geomancy) sphere and talent abilities as a low caster, with a caster level and a number of talents equal to 1/2 its racial HD.

Spell Points: A metal geomancing elemental gains a small reservoir of energy that it can call upon to create wondrous effects, called a spell pool. This pool contains a number of spell points equal to 1/2 its racial HD + its Wisdom modifier. If the elemental has spell points from another source, this ability is traded out for the Extra Spell Points feat.

ECOLOGY

Environment Any (Plane of Earth) **Organization** solitary, pair, or gang (3-8) **Treasure** none

Ghoran, Wyrgrove

CR 1/2 XP 200

Wyrgrove Ghoran yamabushi (unchained monk) 1 LN Medium plant

The Geomancer's Handbook

INIT: +2; Senses low-light vision, Perception +7

DEFENSE

AC 16, touch 15, flat-footed 14 (+1 natural, +2 Dex, +3 Wis) **hp** 13 (1d10+3)

Fort +5, Ref +4, Will +3

Immune plant traits

Weakness delicious, light dependency

OFFENCE

Speed 30 ft

Melee unarmed strike +3 (1d6+2/x2) **Melee** flurry of blows +3/+3 (1d6+2/x2)

Spell Points 4

Spheres and Talents (CL 1, MSB +1, MSD 12)

Alteration Sphere - Alter Size

Nature Sphere (plantlife geomancing) - Barkskin, Shelter

STATISTICS

Str 14, Dex 14, Con 16, Int 5, Wis 16, Cha 09

Base Atk +1; **CMB** +3; **CMD** +18

Feats Extra Magical Talent

Skills Intimidate +3

Languages Common, Treant

SQ Delicious, Ghorus Seed, Light Dependent, Sphere-touched

SPECIAL ABILITIES

Delicious (Ex) Ghorans take a -2 penalty on Escape Artist and combat maneuver checks made to escape a grapple against any creature that has a bite attack with the grab ability.

Ghorus Seed (Ex) As a full-round action, a ghoran can expel its ghorus seed from an orifice in its abdomen. If planted in fertile ground and left undisturbed for 2d6 days, the seed grows into a healthy duplicate of the original ghoran, save that the duplicate may reallocate all of its skill ranks upon sprouting. Once a ghoran expels its seed, it gains I negative level, and it dies as soon as its duplicate sprouts. This duplicate replaces the previous ghoran character.

Light Dependent (Ex) Ghorans take 1d4 points of Constitution damage each day they go without exposure to sunlight.

Sphere-touched Wyrgrove ghorans are touched individually by a different sphere of magic, the most common being nature and alteration (though there are rumors to exist those touched by other spheres). Wyrgrove ghorans have the Basic Magical Training feat. If the ghoran gains a level in a sphere casting class, it is traded out with Extra Magical Talent.

ECOLOGY

Environment temperate forest

Organization solitary, pair, or plot (3-12)

Treasure NPC gear, other treasure

The common ghoran is looked upon as a beauty of nature who provide food to those less fortunate than themselves, but not all ghoran are content to live a such a simple life. In fact an entire breed of ghoran have come into being with inborn natural sphere abilities, they are called the wyrgrove ghoran.

WYRGROVE GHORAN RACIAL SUBTYPE (RP 16)

Ability Scores Ghoran receive a +2 racial bonus to Constitution and Wisdom and a -2 racial penalty to Intelligence.

Raised Among Trees Ghoran start off knowing treant as language instead of sylvan. They may still select additional languages with a high intelligence modifier.

Shell of their Former Selves Ghoran reduce their natural armor bonus from +2 (3 RP) to +I (2 RP).

Sphere-touched (2 RP) Ghoran lose Natural Magic (2 RP) to gain instead the feat Basic Magical Training (2 RP) as a bonus feat, but are limited to choosing either the Alteration or Nature Sphere. If the ghoran gains a level in a sphere casting class, it is traded out with Extra Magical Talent.

Wisdom of the Past The Ghoran give up Past-Life Knowledge (2 RP) as they slowly lose unnecessary memories over time.

Ghoran keep their Delicious, Ghorus Seed, and Light Dependency racial traits while utilizing this racial variant.

Nymph, Wyrgrove

CR5

XP 1,600

CG Medium Fey

INIT: +5; Senses low-light vision, Perception +12

Aura Blinding Beauty (30 ft, DC 20)

DEFENSE

AC 22, touch 22, flat-footed 17 (+7 Deflection, +5 Dex)

hp 45 (6d6+24) Fort +13, Ref +17, Will +15

DR 10/cold iron

OFFENSE

Speed 30 ft, swim 20 ft

Melee mwk dagger +9 (1d4/19-20)

Special Attacks stunning glance

Spell Points 10

Spheres and Talents (CL 6th, MSB +6, MSD 17)

Destruction Sphere

Life Sphere

Nature Sphere (plantlife geomancing) - Animal Friend, Barkskin

Warp Sphere

STATISTICS

Str 10, **Dex** 20, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25 **Base Atk** +3; **CMB** +8; **CMD** +25

Feats Agile Maneuvers, Combat Casting, Weapon Finesse Skills Diplomacy +16, Escape Artist +14, Handle Animal +13, Heal +9, Knowledge (nature) +12, Perception +12, Sense Motive +12, Stealth +14, Swim +17

Languages Common, Sylvan, Elven, Treant

SQ spell points, unearthly grace, wild empathy +19

Special Abilities

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 20 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell Points: A wyrgrove nymph gains a small reservoir of energy that it can call upon to create wondrous effects, called a spell pool. This pool contains a number of spell points equal to 1/2 its racial HD + its Charisma modifier.

Spheres and Talents: A wyrgrove nymph uses sphere and talent abilities as a High caster, with a caster level and a number of talents equal to its racial HD. Wyrgrove nymphs do not naturally possess a casting tradition, but they may gain one if they gain class levels in a casting class.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 20 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class and CMD.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

ECOLOGY

Environment temperate forest

Organization solitary

Treasure standard (dagger, other treasure)

There are told tales of a beauty so great that those who behold her may be struck blind. The wyrgrove nymph is not only a threat to those that behold her grace, but also to those who mean her ill well, for she has nature at her disposal.

TREANT, WYRGROVE

CR10

XP 9,600

NG Huge plant

Init -1; Senses low-light vision; Perception +20

DEFENSE

AC 24, touch 10, flat-footed 24 (-1 Dex, +14 natural, -2 size, +3 deflection)

hp 142 (15d8+75)

Fort +14, Ref +4, Will +10

Defensive Abilities Plant Traits; DR 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft

Melee 2 slams +19 (2d6+9/19-20)

Ranged rock +8 (2d6+13)

Space 15 ft; Reach 15 ft

Special Attacks rock throwing (180 ft), trample (2d6+13, DC 26)

Spell Points 3

Spheres and Talents (CL 7th, MSB +15, MSD 26)

Nature Sphere (plantlife geomancing) - Barkskin, Grow Plants, Lingering Nature, Nature Sight, Rejuvenation, Towering Growth

STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

Base Atk +11; CMB +22; CMD 31

Feats Alertness, Intimidating Prowess, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Skill Focus (perception), Weapon Focus (slam)



Skills Diplomacy +10, Intimidate +20, Knowledge (nature) +10, Perception +20, Sense Motive +12, Stealth -5 (+12 in forests); **Racial Modifiers** +17 Stealth in forests

Languages Common, Sylvan, Treant

SQ double damage against objects, spheres and talents, treespeak, tree warden

SPECIAL ABILITIES

Double Damage Against Objects (Ex) A treant or tree under the effect of the treant's pummel that makes a full attack against an object or structure deals double damage.

Spell Points A treant has a number of spell points equal to its wisdom modifier.

Spheres and Talents A wyrgrove treant uses nature (plantlife geomancing) sphere talents and abilities as a low caster, increasing its caster level and talents known by 1 every 2 racial HD.

Treespeak (Ex) A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

Tree Warden (Ex) A wyrgrove treant while conscious gains a deflection bonus to armor class equal to its Wisdom modifier.

ECOLOGY

Environment any forest

Organization solitary or grove (2-7)

Treasure standard

Wyrgrove Treants, like other treants are shepherds of the forest, but with their increased nature magic to aid them, they are even more deadly to those who cross paths with them. To those who have little experience when it comes to these towering treefolk, the sphere treants and the common treant are almost indistinguishable which has on occasion led to the topic of conversation when two individuals encounter varying types of treant.

Rot Grub Swarm, Apocalypse

CR15

XP 51,200

N Fine vermin (swarm)

Init +4; Senses Blindsense 30 ft; Perception +6

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +0 size, +8 natural) hp 217 (14d8+154)

Fort +20, Ref +8, Will +10

Defensive Abilities fast healing 3, swarm traits; Immune mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft

Melee swarm 3d6 plus distraction and infestation

Space 5 ft; Reach o ft

Special Attacks distraction (DC 28), infestation

STATISTICS

Str 23, Dex 19, Con 33, Int -, Wis 22, Cha 13

Base Atk +10; CMB +8; CMD 22

SPECIAL ABILITIES

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for I round; a Fortitude save (DC 28) negates the effect.

Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 28 Reflex save. On a failed save, the infested creature takes rd4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for rd6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Swarm Traits The relevant swarm traits are as follows:

Swarms are immune to flanking, critical hits, and all weapon damage

Reducing a swarm to 0 hp or less breaks it up, but otherwise has no effect until that time.

Swarms are never staggered or reduced to a dying state by damage.

Swarms cannot be tripped, grappled or bull-rushed; nor can Swarms grapple an opponent.

Swarms are immune to spells and sphere effects that targets a specific number of creatures.

Swarms take half again (+50%) more damage from spells or effects that target an area.

Swarms don't make standard attacks, instead they deal automatic damage to any creature whose space they occupy at the end of their move.

Swarms are not subject to miss chance for concealment or cover.

Swarm attacks are non-magical unless stated otherwise.

Swarms do not threaten creatures and do not make attacks of opportunity with their swarm attack.

Creatures using sphere abilities within the area of a swarm requires a caster level check (DC 20 + 1/2 the creature's caster level).

Using skills that require patience or concentration require a DC 20 Will save.

ECOLOGY

Environment any

Organization solitary

Treasure none

Rot grub are deadly, as are swarms, and rot grub swarms are a terrible thing to come across. Yet woe be unto the adventurer who stumbles into the path of an apocalypse rot grub swarm. These collectives of vermin, while rare are most often seen at a distance days or weeks after a terrible battle, especially if no effort was made to properly lay to rest the fallen and deceased. Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

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