

The Tempestarian's Handbook





The Tempestarian's Handbook

Credits

Author: Jeff Collins

Creative Director: Adam Meyers

Interior Art: Vagelio Kaliva and Jack Holliday

Cover Art: Gennifer Bone

Layout: Rachel Meyers

Special Thanks: David Silver, J. Gray, Johannes Luber

This Handbook was created by



Visit <https://www.patreon.com/DropDeadStudios> to lend your support.



Contents

Introduction	3
Class Options	4
Archetypes	4
Weather harvester (Alchemist archetype).....	4
Uajrahasta (Armorer archetype).....	5
Wendigo (Bloodrager archetype).....	6
Storm Herald (Skald archetype).....	7
Hedgewitch Tradition.....	9
Tempest-tost	9
Arsenal Tricks	10
Rage Powers.....	10
Hedgewitch Secrets	10
Basic Magic	11
New Weather Categories.....	11
Aridity	11
Ash	12
New Talent Types	12
Basic Talents	13
Basic Weather Talents.....	13
Mantle Talents.....	14
Shroud Talents.....	15
Advanced Magic.....	17
Advanced Talents	17
Incantations	19
Player Options.....	20
Alternate Racial Traits.....	20
Feats	20
Traits.....	21
Casting Traditions.....	22
New sphere-specific drawbacks.....	22
Equipment.....	23
Buildings	23
Vehicles.....	23
Weapon Special Abilities	24
Specific Items.....	24
Bestiary.....	26
Cloud Sprite (CR 2)	26
Dewdrop Fairy Swarm (CR 4).....	27
Templates	28
Meteorological Creature (CR *0-5).....	28
GM Advice	29

Chapter 1

Introduction

Weather witches in the morn

Have mercy on our heads.

Do not wrench our homes from us,

And do not smash our sheds.

Howling winds from magic deep

They roar like raging seas.

Clouds and rain and sleet and hail

Destroy your enemies.

Take the richest of our crops,

and take our sons and daughters

Spare our homes and kinfolk from

Your ever-coming slaughter.

Weather witches in the sun

You help our crops to grow.

Bount'ous is our harvest time

When with your aid we sow.

All the days are pleasant long.

The nights they are a wonder.

Festivals are always clear

With ne'er the sound of thunder.

Happy is as happy does

And happy we will be

Hardly e'r we miss the ones

We sacrificed to thee.

Weather witches in the dusk

Your howling haunts our beds.

Children wake from nightmared sleep

Your voices in their heads.

Every night another goes

And joins the vanished ranks.

In a trance they follow you

Along the river banks.

Every night you take from us

And every day we give.

How can both of us survive

If only one can live?

Weather witches in the night

Our torches burn for thee.

Fire bright and weapons sharp

Our longing to be free.

Bind them up in ropes secure

And gag them with a rag

Seeking peace and vengeance through

The blood spilled from a bag.

Did we find you all tonight?

All witches that were born?

We will find out soon, I fear

Next time there is a storm.

Chapter 2

Class Options

The sea-owl skims

Over foam-capped surf

Iron girding her eyes

Wind roars

Waves gnash

The lord of lightning rages

The owl screams her scorn

—From *The Saga of an Undone Woman*

Archetypes

Weather harvester (Alchemist archetype)

A weather harvester is a researcher into the magical arts who has learned how to harness the inherent magical energy of weather and redirect it towards their own ends.

Casting: The weather harvester may combine spheres and talents to create magical effects. The weather harvester 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 the alchemy class feature.

Spell Pool: The weather harvester 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: A weather harvester gains 1 magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

Storm-fed: At 1st level, the weather harvester gains Weather as a bonus sphere, or a Weather talent if he already has the Weather sphere, and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other classes.

This ability replaces mutagen.

Create Harvester (Ex): At 1st level a weather harvester gains the unique ability to create devices that channel the awe-inspiring power of weather to create other magical effects. Harvesters are magic items that use the talent-based system and function once per day. The weather harvester need not have the prerequisite base spheres or talents to make the harvester.

If he does lack a prerequisite talent or sphere he must make a successful Spellcraft check against a DC of 20 + the harvester's complexity to successfully make the item. This DC increases by 5 for each prerequisite talent or sphere he lacks. If he lacks a prerequisite advanced talent, he also must have at least as many ranks in Spellcraft as the advanced talent's caster level prerequisite. He may substitute a relevant Craft skill for Spellcraft. Failing this check means that the item does not function and the materials and time are wasted. The maximum caster level of a harvester is equal to the weather harvester's alchemist level.

A harvester may only be activated by the weather harvester who created it and only in an area with a particular type of weather of sufficient severity; neither of these prerequisites may be emulated with Use Magical Device. The required weather is set by the weather harvester when he creates it and the strength of the weather is determined by the harvester's complexity (see Table: Harvester Complexity and Required Weather Severity). By choosing snow or storm rather than merely precipitation, or by choosing a type of radiation or volcanic weather, he may reduce the minimum weather severity by 1, to a minimum of 4.

Activating a harvester takes 10 minutes, which is reduced by one casting time step for each category more severe the weather in the area is than the minimum. If the weather's severity changes while the harvester is being activated, its activation

time may change. If it drops below the amount of time the weather harvester has spent activating the harvester, it takes effect immediately. If the weather severity drops below the minimum required for activating the harvester, the activation fails and the daily use of the harvester is wasted.

The material cost to create a harvester is 100 gp x the harvester's complexity x the harvester's caster level. If a harvester effect requires a saving throw, the DC is equal to 10 + 1/2 the harvester's caster level + the weather harvester's Intelligence modifier.

This ability replaces brew potion, poison resistance, and poison immunity.

Table: Harvester Complexity and Required Weather Severity

Complexity	Minimum Weather Severity
1-2	3
3-6	4
7-10	5
11-14	6
15+	7

Spheres and Weather

Instead of allowing the weather harvester to set the required weather for each harvester he makes, a GM may have each sphere be associated a particular type of weather; harvesters' required weather must then be the associated weather of the harvester's sphere. For example, Death might be associated with storms, so any harvester that animates undead would require stormy weather.

Vajrahasta (Armorist archetype)

Vajrahastas summon weapons forged from lightning and use them to harness the powers of the storm.

Proficiencies: Vajrahastas are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a Martial Tradition of their choice.

This modifies proficiencies.

Blended Training (Ex): Whenever a vajrahasta would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A vajrahasta uses her casting ability modifier as her practitioner modifier.

This modifies magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

Vajra (Su): As a swift action a vajrahasta may call to her hands a vajra, a weapon of lightning made solid. This is a thrown weapon (and counts as a weapon in the thrown weapons group) with a 20 ft. range increment that deals 1d6 piercing damage and 1d6 electricity damage. This electricity damage is considered part of the vajra's normal weapon damage dice, and so is multiplied on a critical hit. The vajrahasta is proficient with her vajras.

The vajra gains a +1 enhancement bonus for every odd armorist level possessed beyond first, to a maximum of +10 at 20th level. These bonuses may be traded for special abilities according to Table: Bound Equipment. A vajra cannot have higher than a +5 enhancement bonus; enhancement bonuses beyond this amount must be traded for special abilities. If the vajrahasta applies a special ability that adds electricity or sonic damage to her vajra, the size of damage die is increased by one (e.g. from d6 to d8). If it deals any other elemental damage, the die size is decreased by one.

A vajra is treated as bound weapon with respect to arsenal tricks. Arsenal tricks that modify a bound weapon's material may be applied to vajras. A vajrahasta may have one vajra manifested at a time at first level, and may manifest an additional vajra at 5th, 10th, 15th, and 20th levels. She may manifest up to her maximum number of vajras as part of the same action, each with abilities and enhancement bonus identical to the first; if she does not have enough hands to hold all of them, they appear on her body ready to be drawn. The vajras' enhancement bonus and abilities may be changed any time they are manifested, though they must be the same for all of the vajrahasta's vajras.

Unlike a bound weapon, a vajra does not automatically disappear upon leaving the vajrahasta's hand. Instead, the vajrahasta may return any number of her vajras to her hand as a swift action. It still may not be wielded by another creature; if one attempts to do so, the vajra immediately disappears. The vajrahasta may dismiss any number of her vajras as a move action. She may also dismiss or return any number of her vajras to her hand as an attack action. If she chooses to do so, any creatures impaled on them suffer the effects of removing an impaled weapon (such as bleed damage), and she gains any benefits (such as regaining her martial focus with the Focusing Finale Lancer talent). She may choose to apply the effects of abilities that require a combat maneuver check to remove an impaled weapon (such as the Pincushion Impalement Lancer talent) as normal. Her vajra's enhancement bonus applies to the combat maneuver check.

This replaces bound equipment.

Lightning Impaler: At 2nd level, the vajrahasta gains the Lancer sphere as a bonus sphere. She may only impale using her vajra; taking Ranged Impale allows her to impale with melee or thrown weapons. If she already possesses the Lancer sphere, then she gains Ranged Impale. If she possesses Ranged Impale she may instead choose any talent from the Lancer sphere instead.

This replaces the arsenal trick normally gained at 2nd level.

Piercing Shroud (Su): At 3rd level, the vajrahasta gains the Weather sphere and one (shroud) talent, as well as the Localized Weather drawback. This drawback does not grant an additional talent and may be bought off as normal. If she already possesses the Weather sphere, then she gains a (shroud) talent with no drawback. If she possesses a (shroud) talent she may instead choose any talent from the Weather sphere instead.

When the vajrahasta successfully impales a target using her vajra, she may spend a spell point as a free action to affect it with a (shroud) talent she knows. She need not concentrate on the effect as long as the target remains impaled (but cannot spend a spell point to extend its duration), and treats her class level as her caster level for the shroud's effects. This stacks normally with caster levels gained from other sources.

This replaces armor training and the arsenal trick normally gained at 4th level.

Arsenal Tricks: Vajrahastas have access to the following arsenal trick:

Anchoring Vajra: By spending a move action, you can treat any of your vajras with a creature impaled on them as if you controlled them until the start of your next turn. While controlling your vajras in this manner you may expend your martial focus as a standard action to deal damage to each creature impaled on your vajras as though you had attacked them with each vajra impaling them. You may apply (impale) talents, Vital Strike, and any feat with Vital Strike as a prerequisite to this damage.

Wendigo (Bloodrager archetype)

Wendigos are terrible creatures of cold, wind, and famine, and those who learn to harness their energies find themselves embodying the frightening powers of these creatures.

Proficiencies: Wendigo are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The wendigo may combine spheres and talents to create magical effects. The wendigo is considered a Low-Caster and uses Charisma 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 the spells class feature and all bloodline spells.

Spell Pool: The wendigo 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 Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A wendigo gains a combat or magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

Hunger (Ex): At 1st level the wendigo gains a bite attack. This is a primary natural attack dealing 1d6 damage (1d4 damage if Small) plus the wendigo's Strength modifier.

This ability replaces bloodline and the bloodline power gained at 1st level.

Snow Strider (Ex): Starting at 2nd level, the wendigo's speed is unhindered by snow. He need not spend extra squares of movement to move through it, leaves no trail in snow or ice, and cannot be tracked. He may choose to leave a trail if so desired. At 5th level he need not make Acrobatics checks to move, run, or charge on ice; takes no penalty to Acrobatics checks for moving on ice; and gains a +10 ft. enhancement bonus to his land speed while on snow, ice, or other frozen terrain (such as permafrost).

This ability replaces uncanny dodge and improved uncanny dodge.

Famine Aura (Su): At 3rd level, while the wendigo is in his bloodrage any living creature that begins their turn within 30 ft. or moves into this area must make a Fortitude save (DC 10 + 1/2 the wendigo's bloodrager level + his Charisma modifier) or be fatigued for one round per 3 class levels. Whether a creature succeeds or fails on this saving throw, they are immune to that particular wendigo's aura of famine for 24 hours. At 12th level any creature that fails its save becomes exhausted instead of fatigued and any creature that succeeds on its saving throw is fatigued for one round. At the beginning of each day, the wendigo may choose a number of creatures up to his Constitution modifier or his Charisma modifier, whichever is greater, to be immune to this aura. Any creatures bound to the wendigo or those he chooses to be immune, such as familiars or animal companions, are similarly immune.

For each creature that fails a saving throw against this ability, the duration of the wendigo's fatigue after his bloodrage ends decreases by 1.

This ability replaces all bloodline feats.

Ravenous Spirit (Su): At 4th level, whenever the wendigo deals damage with his bite attack he may spend a spell point as an immediate action to have his spirit reach out and devour the spirit of an enemy within 30 feet. The target enemy takes 1d6 nonlethal cold damage per 4 bloodrager levels and the wendigo gains an equal number of temporary hit points that last 1 minute per class level. At 12th level he may target two enemies in this way, and at 18th level he may target three, gaining a number of temporary hit points equal to the total damage dealt to all enemies.

This ability replaces the bloodline powers gained at 4th and 12th level.

Devour Magic (Su): Starting at 8th level, the wendigo may counter a spell or magical effect cast by another within medium range as an immediate action. He must succeed at a magic skill check against the caster or magical effect in question. If he succeeds then the targeted effect is negated with no result and he gains any spell points spent on the negated effect as temporary spell points that last for one minute; if he negates

a spell he instead gains a number of spell points equal to the spell's level divided by 3, rounded up. He may use this ability once per day at 8th level and twice per day at 16th level.

This ability replaces the bloodline powers gained at 8th and 16th level.

Rime Rage (Su): At 11th level the wendigo produces a ferocious aura of cold as long as he is in a bloodrage. This affects the area within 25 ft. of him as though he used control weather to reduce Heat or increase Cold, using his class level as his caster level. This stacks normally with caster levels gained from other classes. The temperature changes instantly, dropping to the highest severity of Cold he could create. Talents such as Cold Lord apply to this effect, and he need not concentrate on it, but it ends immediately upon ending his rage and he cannot increase the effect size, center it anywhere but on himself, or spend a spell point to modify it.

This modifies greater bloodrage, replacing the ability to apply spells to himself on entering a bloodrage.

Bitter Rage (Su): At 20th level the wendigo's aura of cold becomes almost a living thing. As a free action once at the end of each turn he may move the area of cold from rime rage to any point within 75 ft., causing it to pass through each space between its old position centered on the wendigo and its new one and affecting that area until the end of his next turn. At the beginning of his next turn, he must choose to either teleport (as the Warp sphere base ability) to the center of the aura as a free action or cause the aura to return to him. If he is somehow prevented from teleporting, the aura returns to him automatically.

This modifies mighty bloodrage, replacing the increased spell level he may apply to himself on entering a bloodrage.

Storm Herald (Skald archetype)

A storm herald speaks with the power of thunder and harnesses it into their songs.

Weapon and Armor Proficiency: A storm herald with the somatic casting drawback incurs a chance of spell failure if he uses a shield or wears heavy armor, not when wearing medium or heavy armor.

This modifies weapon and armor proficiency. However, this archetype is still compatible with other skald archetypes that also modify weapon and armor proficiency.

Casting: The storm herald may combine spheres and talents to create magical effects. The storm herald is considered a Mid-Caster and uses Charisma 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 the spells class feature.

Spell Pool: The storm herald 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 her level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A storm herald gains 1 magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

Tempest Singer: A storm herald gains the Weather sphere and his choice of Rain Lord, Storm Lord, or Wind Lord, as well as a special version of the Focused Weather drawback. He may affect both Wind and Precipitation, but may not decrease their severity level. This drawback does not grant an additional talent and may be bought off as normal. If he already has the Focused Weather drawback, its limitation changes to the special version described above. If he already possesses the Weather sphere, but has a drawback that would prevent him from using the control weather sphere base ability, he loses that drawback and gains one of the listed talents. If he already possesses the Weather sphere with no such drawback, then he gains one of the listed talents with no drawback. If he possesses the Weather sphere and all three listed talents (including Storm Lord taken twice), any talent from the Weather sphere may be chosen.

In addition, the storm herald uses his class level as his caster level for the Weather sphere. This stacks normally with caster levels gained from other sources.

This replaces scribe scroll and well versed.

Voice of the Storm (Su): A storm herald may choose to have his singing and speaking be audible over the noise of precipitation and wind, negating penalties to Perception to hear him and allowing creatures to make Perception checks to hear him even during hurricanes or tornadoes.

Raging Song (Su): A storm herald gains access to the following raging songs, allowing him to channel the storm through his music.

Song of the Storm's Teeth (Su): At 1st level, affected allies gain a +10 ft. bonus to all movement speeds, a +1 morale bonus on Reflex saving throws, and their attacks deal an additional 1d6 electricity damage, but they also take a -1 penalty to AC. While under the effects of song of the storm's teeth, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

At 4th level and every 4 levels thereafter, the song's bonuses on Reflex saves increase by 1 and the bonuses on movement speeds increase by 5 feet; the penalty to AC doesn't change. At 8th level affected allies' attacks deal an additional 1d6 sonic damage and the electricity damage increases by 1d6. At 16th level both the sonic damage and the electricity damage increase by 1d6. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.) This replaces inspired rage, but counts as inspired rage raging song for all purposes involving the skald's rage powers, feats, and abilities.

Saga of the Dark Sky's Laughter (Su): At 4th level, the skald may produce a song that instantly summons stormclouds. While singing, the skald may use his control weather ability to affect both Wind and Precipitation, and the severity level he may affect increases by 1. As soon as he stops singing, the control weather effect ends. The skald may not use this ability in

conjunction with any talent that would modify the area of his control weather ability. This replaces song of strength.

Lay of Shattering Heavens (Su): At 14th level, the skald may produce a song that instantly cracks open the sky to let loose a tempest. When he uses control weather to create storm effects while singing (including while using Saga of the Dark Sky's Laughter), at the beginning of his next turn, the Wind and Precipitation immediately rise to the highest severity the skald may affect. Lightning bolts that strike in the area of his altered weather while he is singing deal additional sonic damage equal to half his skald level. This replaces song of the fallen

Bolt Dodger (Su): At 4th level, the storm herald gains a +4 insight bonus to AC and Reflex saving throws against electricity and sonic attacks. At 8th level this bonus increases to +6.

This replaces uncanny dodge and improved uncanny dodge.

Sphere Kenning (Su): At 5th level, a storm herald is learned in the magic of other casters, and can expand his magic in untested ways. By increasing the casting time by 1 step, the

storm herald can add any one magic talent to his list of talents known for the purposes of a single use of a sphere ability. The storm herald can choose a new base sphere with this ability. The storm herald can use this ability once per day at 5th level, twice per day at 11th level, and 3 times per day at 17th level.

This replaces spell kenning.

Thunder Child: Starting at 9th level, the storm herald gains resistance 10 to electricity and sonic. At 14th level this increases to resistance 20, and at 19th level he gains immunity to electricity and sonic damage. Allies affected by his song of the storm's teeth gain half this resistance. (Treat immunity as resistance 30 for this effect.)

This replaces damage reduction and the rage power granted at 9th level.



Hedgewitch Tradition

Tempest-tost

Your power comes from harnessing the storm, both the one within and without.

Class Skills: Knowledge (nature), Perception, Survival

Tradition Benefit

You gain the Weather sphere as a bonus magical talent.

Tradition Power

Your mood and power is volatile, changing like the weather you draw power from. You are in one of 3 states at any given time. You have no control over what state you are in: when you wake up after an hour 8 rest, you choose your state at random (such as by rolling 1d3), and whenever you are hit with an attack that is a natural 20, fail a saving throw, or regain consciousness, your state randomly (such as by rolling 1d2 or flipping a coin) changes to one of the other two states.

At 9th level, when you would change or select your state, you may roll twice and pick whichever option you prefer.

At 19th level, whenever you would change states, you may spend a spell point as a free action (even if it isn't your turn) to either remain in the state you are in or to choose which of the other two states you change to. You must decide whether to use this ability before you roll to see which new state you would enter.

Each state gives different abilities and shades your moods. They do not restrict you from acting contrary to the propensities they give you, nor do they fundamentally alter your personality.

Nebulous

In the nebulous state, you are cagey, wary, and averse to sharing secrets. Whenever you use control weather to create or alter precipitation or to use a (precipitation) shroud, you treat your class level as your caster level. This stacks normally with caster levels gained from other sources.

At 5th level you also gain the ability to see through mist, fog, and other precipitation, as well as smoke and other vapors, whether natural or magical, as if they did not exist. (You can still perceive them; they just do not hamper your vision.) You also gain a +2 bonus to Bluff checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level you are constantly surrounded by a small fog bank. This provides you with concealment, and you always treat yourself as being in precipitation level 3 for the purpose of mantles and other benefits, but not for determining the effects of shrouds or other harmful effects. You may suppress this fog as a free action, losing all of its benefits, but unless you suppress it again the fog reappears at the beginning of your next turn (even if you are unconscious or otherwise unable to take a free action).

Tempestuous

In the tempestuous state, you are rash, brash, and quick to anger. Whenever you use control weather to create or alter wind or to use a wind shroud, you treat your class level as your caster level. This stacks normally with caster levels gained from other sources.

At 5th level you never have Perception check DCs increased due to background noise and can make hearing-based Perception checks even when they would normally be impossible, such as during a hurricane or tornado. You also gain a +2 bonus to Intimidate checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level you are constantly surrounded by whirling winds. You can extend these winds to move objects as though using the Telekinesis Sphere base ability, but not any of the special uses such as sustained force or bludgeon. Your caster level for this ability is equal to your Weather caster level. If you have the Telekinesis Sphere, you instead treat your class level as your caster level for the purpose of determining what size object you can lift and any bonuses to your Weather sphere caster level apply for this purpose. This stacks normally with caster levels gained from other sources.

These whirling winds also give you a +5 dodge bonus to armor class against ranged attacks and, as an immediate action, you may spend a spell point to catch an object as though using the Quick Catch Telekinesis talent.

You may also cause any clothes you wear to billow at any time without spending an action.

You may suppress this wind as a free action, losing all of its benefits, but unless you suppress it again the wind reappears at the beginning of your next turn (even if you are unconscious or otherwise unable to take a free action).

Thunderous

In the thunderous state, you are loud, gregarious, and open. Whenever you use a sphere ability that would deal electricity or sonic damage, including using the Storm Lord talent to control where lighting strikes, you deal an additional +1/2 damage per hedgewitch level (minimum 1).

At 5th level you may amplify your voice, reducing the DC to hear you by -20 and allowing creatures to make Perception checks to hear you in hurricanes or tornadoes at a -10 penalty. You also gain a +2 bonus to Diplomacy checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level your body crackles with electricity and tiny cracks of thunder. You gain immunity to electricity and sonic damage. When a creature makes a weapon attack against you you may spend an immediate action to cause them to take 1d6 electricity or sonic damage (your choice) per 3 hedgewitch levels. As part of the same action you may spend a spell point to force them to make a Fortitude saving throw (DC 10 + 1/2 your hedgewitch level + your casting ability modifier) or be deafened and blinded for one round.

You may suppress this electric crackling as a free action, losing all of its benefits, but unless you suppress it again it reappears at the beginning of your next turn (even if you are unconscious or otherwise unable to take a free action).

Tradition Secrets

The Calm Before: Once per day you may take a full-round action that provokes attacks of opportunity to change your state. You may use this ability an additional time per day for every 5 hedgewitch levels you have.

Cloud Friend: You gain a cloud sprite (See Section 7: Bestiary) familiar as the wizard class feature, using your hedgewitch level as your wizard level for this purpose. You cannot have more than one familiar at a time.

Don Mantle: You gain the Mantled Caster feat and a (mantle) talent. (See Section 3: Basic Magic and Section 5: Player options.)

Lightning Dodger: You gain evasion, as the rogue ability.

Tradition Grand Secrets

Defensive State: When you are in the nebulous state you gain the Slippery Mind rogue talent, when you are in the tempestuous state you gain improved evasion, and when you are in the thunderous state you gain stalwart.

Stalwart

If a creature with this ability 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. This ability can only be used if the creature is wearing light armor, medium armor, or no armor. A helpless creature does not gain any benefit from the stalwart ability.

Tradition Mastery

Once per day as a free action you may choose to enter all three states at once, gaining all the relevant benefits. This lasts for 10 minutes, after which you randomly choose a new state as normal.

Arsenal Tricks

Thundering Weapons: Add howling (+1), thundering (+1), and windblast (+2) (see Section 5: Equipment)/. to the list of special qualities you may add to your bound and summoned weapons. The saving throw to avoid being deafened by bound or summoned weapons that you apply thundering to is equal to 14 or the DC for your Weather sphere abilities, whichever is higher.

Rage Powers

Raging Storm: Choose three (mantle) talents. While raging in appropriate weather, the barbarian gains their effects. For every 6 barbarian levels treat the weather as 1 step more severe for the purpose of determining the mantles' effects.

Special: This rage power can be selected more than once. Its effects do not stack. Each time the barbarian chooses three additional (mantle) talents.

Hedgewitch Secrets

Amateur Tempestarian: You gain the Tempest-tost tradition benefit. You count as possessing the Tempest-tost tradition when qualifying for secrets. You cannot select this secret if you already possess the Tempest-tost tradition.

Volatile Mood: You gain the Tempest-tost tradition power. You only gain the ability your state would grant at 1st level, not the additional abilities it would grant at 5th and 13th level.

Chapter 3

Basic Magic

Bonepickers climb

A blistering ladder

Above the dead, sere sands

Below I stumble

Steps from death

The croaking urging me on

Then, rain—or wits undone?

—From *A Warrior's Sojourn*

New Weather Categories

Table: New Weather Categories

Severity	Aridity	Ash	Vog
1	None	None	None
2	Dry	Light	Light
3	Very Dry	Moderate	Moderate
4	Parched	Heavy	Heavy
5	Drought	Very heavy	Very heavy
6	Sere	Suffocating	Suffocating
7	Desiccating	Smothering	Smothering

Aridity

As Heat is the opposite of Cold, Aridity is the opposite of Precipitation. If the Precipitation is lowered below step 1 of Precipitation, it becomes step 2 of Aridity. If the Aridity is lowered below step 1 of Aridity, it becomes step 2 of Precipitation.

Water left in open air loses about an inch of height per day for every level of combined severity between Heat and Aridity. This increases to 2 inches for aridity severity level 6, and 4 inches for aridity severity level 7. Additionally, at Aridity severity level 3 creatures must drink twice as much water per day to stay healthy.

Beginning at severity level 2, all creatures suffer a penalty equal to the aridity severity level to all saving throws against effects that would cause fatigue or exhaustion, as well as to saving throws made against thirst, as indicated above.

At severity level 4, the amount of time a character can go without water before they must begin making checks, as well as the time between checks, is cut in half (12 + 1/2 Constitution modifier hours, checks every 30 minutes). This time is cut in half again for each severity level above 4.

Even if they are drinking enough water, targets in areas of extreme magically-enhanced aridity still suffer terrible effects as the water in their bodies is constantly sucked up by the environment around them. Targets in areas of high aridity suffer the same chance of suffering nonlethal damage and suffering fatigue (but not fire damage) as if they were in heat of the same severity level. This does not stack with the penalties provided by heat or cold. However, if combined with Wind or Heat of severity level 4 or higher, the combined effects drain the energy from all living creatures, rendering them sickened for as long as they are within this environment.

Thirst

A character can go without water or with extremely insufficient water (less than 1/4 the required amount) for 1 day plus a number of hours equal to his Constitution score, or with insufficient water (between 1/4 and 3/4 the required amount) for 3 times that period. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed, or until they receive magical healing.

Ash

Ash is treated as snow, except that, beginning at severity level 4, any creature inhaling it must make a DC 15 Fortitude save each round or be staggered for one round. The DC increases by 1 for each previous save and by 2 for each severity category above 4. Any creature moving through difficult terrain created by ash takes 1d6 slashing damage for every 10 ft. they move (rounded up). Moving through heavy ash causes 1d6 slashing damage for every 5 feet.

Ash is a type of volcanic weather, and thus requires the Volcano Lord advanced talent to create.

Vog

Vog of severity level 2 and 3 act as mist and fog. Starting at severity level 4 it also causes all in the area to become sickened until it leaves the area (Fortitude DC 15 negates, the DC increases by 1 per previous save). For each severity level above 4, the DC increases by 2. At severity level 6, all within the area are nauseated as long as they remain in the area and for 1d6+1 rounds after they exit. At severity level 7, they also suffer 1d6 Constitution damage per round as they inhale poisonous gas (Fortitude DC 15 negates, the DC increases by 1 per previous save). Treat the Constitution damage from the Volcano Nature advanced talent as Vog severity level 7.

Vog is a type of volcanic weather, and thus requires the Volcano Lord advanced talent to create.

New Talent Types

Mantle: When you gain your first (mantle) talent, you gain the ability, as a standard action, to touch a creature and spend a spell point, bestowing your mantle upon it. A mantle lasts for one hour per caster level.

Having a mantle grants different effects depending on the the current weather conditions. Talents marked with the (mantle) tag add effects to your mantle; once you have bestowed your mantle upon a creature they gain the benefits of all (mantle) talents you have that apply to the weather in its area. Abilities and effects that reduces the severity of weather (such as the Weather incanter specialization or Protective Mantle) do not reduce the effect of mantles.

Shroud: Weather magic is well known for its ability to create widespread destruction, but sometimes tempestarians need more finesse. As a standard action you may place a shroud on a single creature within the same range as control weather (including talents or other abilities that modify that range), creating extremely localized weather.

Shroud effects persist as long as the caster concentrates. The caster may always spend a spell point as a free action to allow the effect to continue for 1 round per caster level without the need for concentration. Unlike create weather, shrouds produce no lasting effects; any rain evaporates immediately and ice sublimates to nothing. They function regardless of prevailing conditions; for example, Glare functions even in complete darkness and Heat Stroke works even in arctic levels of Cold. They also have no other effects; Karakaze, for example, does not protect against the effects of Heat.

Like control weather, shrouds can take time to grow in power. When a creature is affected by two or more shrouds of the same weather type (such as Aridity, Heat, or Storm) or is affected by a shroud and is in an area of the shroud's weather type of severity level 3 or above, it suffers an additional effect depending on the shroud's type. If a shroud has more than one weather type, it can trigger the added effect of any of its types. Regardless of the number of shrouds affecting a target, any additional effect only affects them once per round. The saving throw DC and the caster level for any additional effect are equal to that of the shroud affecting them. If a target is affected by multiple shrouds with different DCs and caster levels, use the highest DC and caster level for the additional effect (even if the highest caster level and highest DC are from different shrouds).

Shroud additional effects

Aridity: The target takes a -4 penalty to its Constitution, which may not reduce its Constitution score below 1. It may make a Fortitude save (at its unpenalized Fortitude save bonus) at the beginning of each turn to negate this penalty for one round.

Cold: The target takes a -2 penalty to attack rolls, Concentration checks, and AC. It may make a Will save at the beginning of each turn to ignore this penalty for one round.

Heat: The target takes a -4 penalty to Strength, which may not reduce its Strength score below 1. It may make a Fortitude save at the beginning of each turn to negate this penalty for one round.

Precipitation: Each round at the beginning of its turn the target must make a Reflex save or treat the square it starts in as difficult terrain. They also take a -4 penalty to Acrobatics and Climb checks, and to CMB and CMD.

Wind: Each round at the beginning of its turn the target must make a Fortitude save or be moved 1d6 x 5 ft. in a random direction. This movement provokes attacks of opportunity. If the target cannot move this far (such as if a wall or other creature is in the way) it takes 1d6 damage per 10 ft. not traveled (minimum 1d6) and falls prone.

Basic Talents

Basic Weather Talents

Dry Lightning

When you are using control weather to create Wind of severity level 4 or above in an area of Aridity severity level 4 or above, you may cause lightning to strike as if there were storm effects of a severity level equal to the Wind severity level. The ability to control where lightning strikes and the increased frequency from Storm Lord applies to these lightning strikes.

Forceful Wind

When you are using control weather to create Wind, the DC to avoid being blown away in the area or to move against the wind while checked, and the penalty to Perception checks are increased by your casting ability modifier (minimum 1). The penalty to ranged attack rolls increases by half this amount (minimum 1).

Encompassing Shroud

When using a shroud, you may spend an additional spell point to affect additional creatures, up to 1 extra creature per 2 caster levels (minimum 1). Every target must be affected by the same shroud.



Head in the Clouds

You can concentrate on two shroud effects as part of the same action. This talent may be taken more than once, each time increasing the number of shroud effects you can concentrate on as part of the same action by one.

Mantle Talents

Barometric Mantle (mantle, all)

Creatures bearing your mantle immediately know when weather within medium range is being manipulated, such as with the control weather ability. Although they don't automatically know who or what is changing the weather, they do learn in what way the weather is being manipulated (such as what weather conditions are being affected, and whether the severity levels are being raised or lowered). They may also predict the natural weather within medium range for the next 48 hours and gain a +2 bonus to saving throws against the effect of weather (natural or magically manipulated). If you possess Greater Size, they recognize altered weather and predict natural weather at long range instead of medium, and if you possess the Climate advanced talent they recognize altered weather and predict natural weather at a range of 2 miles.

Blazing Skin (mantle, heat)

When a creature bearing your mantle is in an area of Heat of severity level 3 or higher, and is struck by a metal melee weapon, natural attack, unarmed strike, or touch attack, the attacker takes 1d4 fire damage. They may spend an immediate action to increase the damage by an additional die. For each category above hot, the die increases one step (from 1d4 to 1d6), to a maximum of 1d12 at boiling.

Boreal Glare (mantle, cold)

When a creature bearing your mantle is in an area of Cold of severity level 3 or higher, they gain a glare attack that deals 1d6 cold damage, plus 1d6 cold damage for each severity level above 3. This functions as a gaze attack with a range of 30 ft., except that it only affects a single creature each round and only if they focus on a target as a swift action. A successful Fortitude save halves this damage, and the attack is not hindered by precipitation. In addition, a creature bearing your mantle can see clearly through falling snow and sleet as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of their vision.

Borne Aloft (mantle, wind)

When a creature bearing your mantle is in an area of Wind of severity level 3 or higher, they gain a 20 ft. fly speed (clumsy). For each category above severity level 3 the speed increases by 20 ft. and the maneuverability increases by one step. When using this fly speed (but not any other fly speed they might have) they ignore the negative effects of wind related to flying, such as being blown away or taking a penalty to their Fly checks.

Clear Skies (mantle, all)

Creatures bearing your mantle treat weather as one step less severe, plus one step per 10 caster levels. You may take this talent a second time at 5th caster level and a third time at 15th caster level. Each additional time you take it, creatures bearing your mantle treat weather as an additional one step less severe.

Desiccant (mantle, aridity)

When a creature bearing your mantle is in an area of Aridity of severity level 3 or higher, whenever they strike an enemy with a natural attack, unarmed strike, or touch attack (including as part of another touch attack), the target suffers 1d4 nonlethal damage. This increases by 1 die size for every severity level above 3, to a maximum of +1d12 at severity level 7.

Fluidity (mantle, precipitation)

When a creature bearing your mantle is in an area of Precipitation of severity level 3 or higher, they gain a +5 bonus to Escape Artist checks and CMD against grapples, plus +2 for each category above light rain/fog. For each two categories above light rain/fog, they count as one size smaller for the purpose of squeezing and their reach increases by 5 feet.

Frost Shield (mantle, cold)

When a creature bearing your mantle is in an area of Cold of severity level 4 or higher, they gain a +1 bonus to their AC, +1 for every severity level above 4.

Gelid Body (mantle, cold)

When a creature bearing your mantle is in an area of Cold of severity level 3 or higher, they gain cold resistance 5 and DR 5/bludgeoning or magic, both increasing by 1 for each category above Cold severity level 3. At severity level 5 this damage resistance becomes DR/bludgeoning, and they gain vulnerability to sonic. At severity level 7, their damage resistance becomes DR/-.

High Energy (mantle, heat)

When a creature bearing your mantle is in an area of Heat of severity level 3 or higher, they gain a number of temporary hit points equal to twice the Heat's severity level. These temporary hit points replenish every round.

Lightning Rod (mantle, storm)

When a creature bearing your mantle is in an area of Storm of severity level 4 or higher, whenever they strike an enemy with a melee weapon that is primarily made of metal or which has a metal striking surface (like most polearms and maces), the enemy is struck by a small lightning bolt dealing 2d4 electricity damage, plus 1d4 damage per each category above storm. In addition, any creature bearing your mantle gains a dodge bonus to Reflex saves against lightning strikes equal to your casting ability modifier.

Mirage Sight (mantle, heat)

When a creature bearing your mantle is in an area of Heat of severity level 3 or higher, they gain a +2 bonus, plus +2 per category above severity level 3, on saving throws against illusions. At at least severity level 5, every time they attack an opponent that has concealment, they roll their miss chance twice and use the better of the two rolls.

Mist Form (mantle, precipitation)

When a creature bearing your mantle is in an area of Precipitation of severity level 3 or higher, weapon attacks against them have a 10% miss chance, plus 10% per category above light rain/fog. This miss chance stacks with the miss chance from concealment in fog.

Mummified Flesh (mantle, aridity)

When a creature bearing your mantle is in an area of Aridity of severity level 3 or higher, they gain DR 2/slashing and fortification 25%. The damage reduction increases 1 for each severity level above 3. At severity level 4 they gain fortification 50% and at severity level 7 they gain complete immunity to critical hits and precision damage.

Razor Ice (mantle, cold)

When a creature bearing your mantle is in an area of Cold of severity level 4 or higher, their unarmed strike deals 1 additional slashing damage and any creature striking them with an unarmed strike or natural weapon takes 1 slashing damage. This damage increases by 2 for each category above severity level 4.

Sand Swimmer (mantle, aridity)

When a creature bearing your mantle is in an area of Aridity of severity level 2 or higher, they can swim through sand as if it were water at a speed of 30 ft. and gain tremorsense 30 ft. (even if they stand on ground other than sand). They may breathe sand as if it were air. The speed and tremorsense range both increase by 5 ft. per category above severity level 2. Unlike the effects of other (mantle) talents, if a creature bearing your mantle leaves an area of Aridity of severity level 2 or higher they retain the ability to swim through sand for a number of rounds equal to the last aridity severity level they were in, but not the other effects of this talent.

Sodden (mantle, precipitation)

When a creature bearing your mantle is in an area of Precipitation of severity level 3 or higher, they gain fire resistance 10, plus 5 for each category above severity level 3. At severity level 7 they instead become immune to fire damage. They can also put out fires of Small or smaller size with a touch, increasing by one size category for each severity category above severity level 3, and their weapon attacks deal +2 damage to creatures with the fire subtype, +1 damage per category above severity level 3.

Whispering Winds (mantle, wind)

All creatures bearing your mantle can talk with each other as if they were adjacent to each other, as long each conversation partner is in an area of Wind of severity level 2 or higher. This works regardless of distance or any weather between them, as long they are on the same plane. This allows them to speak and hear each other even if one of them is in an area of magical silence, though it does not allow them to speak verbal components.

Wind Tunnel (mantle, wind)

Ranged attacks by creatures bearing your mantle take no penalty due to wind and can pass through wind wall and similar effects. When a creature bearing your mantle is in an area of Wind of severity level 2 or higher, they gain a +1 bonus to all ranged weapon attacks. This bonus increases by +1 for every 2 severity levels above 2.

Zephyr's Flight (mantle, wind)

When a creature bearing your mantle is in an area of Wind of severity level 2 or higher, they gain a +5 ft. bonus to all their movement speeds, plus +5 ft. per category above severity level 2.

Shroud Talents

Biting Wind (shroud, wind)

You place this shroud on a target creature, targeting a biting wind at its eyes. It treats all creatures beyond 30 ft. as having concealment.

Black Ice (shroud, cold)

You place this shroud on a target creature, causing ice to form under its feet or on its wings. The target can only walk at half speed, and only by making a DC 10 Acrobatics check. If the target flies using wings, it can only fly at half speed, and only by making a DC 10 Fly check. If it fails it cannot move that round and must make a Reflex save or fall. If it fails by 5 or more it immediately falls, with no Reflex save. If the target does not move on its turn, it does not need to make this check and is not considered flat-footed for using Acrobatics to move over uneven ground.

Battering Winds (shroud, wind)

You place this shroud on a target creature, causing small eddies and gusts to constantly buffet it. The target takes a -2 penalty to Reflex saves and attack rolls. The penalty increases by -1 per 5 caster levels.

Crackling Arc (shroud, precipitation)

You place this shroud on a target creature, causing it to be veiled in plasma that leaps to strike its allies. Each round at the beginning of its turn, one of the target's allies, chosen at random, within close range takes electricity damage equal to 1d6 + your caster level. The ally can make a Reflex save to halve this damage.

Diamond Dust (shroud, cold)

You place this shroud on a target creature, causing the air around it to suddenly be filled with ice crystals. At the beginning of each turn the target takes cold damage equal to $1d6 +$ your caster level. A successful Fortitude save halves this damage.

Drench (shroud, precipitation)

You place this shroud on a target creature, causing a small cloud to follow it, pouring constantly. Unless the target takes a swift action to dry off (provoking attacks of opportunity) each round its move speed is reduced by half, to a minimum of 5 feet.

Dust Cloud (shroud, aridity)

You place this shroud on a target creature, filling the air it breathes with dry dust. At the beginning of each turn the target must succeed on a Fortitude save or begin coughing, becoming staggered for one round.

Fata Morgana (shroud, heat)

You place this shroud on a target creature, causing it to be distracted by mirages. The target takes a -2 penalty to AC and to saving throws against illusions. This penalty increases by -1 per 5 caster levels.

Glare (shroud, heat)

You place this shroud on a target creature, causing sunlight to blind it. The target is dazzled and treats all targets at a higher elevation than it as having concealment. Other creatures can also pinpoint its location in non-magical darkness, though it still has complete concealment unless they have senses that pierce the darkness.

Heat Stroke (shroud, heat)

You place this shroud on a target creature, creating a region of intense heat that befuddles them. They take a -2 penalty to all Intelligence and Wisdom-based ability checks and skill checks, and each round they take nonlethal damage equal to $1d6 +$ half your caster level. At 10th level it is staggered. At 20th level it is nauseated. The target may attempt a Fortitude save each round as a free action to suppress the staggered and nauseated conditions.

Illuminating Shaft (shroud, aridity)

You place this shroud on a target creature, causing a beam of sunlight to reveal its position. The target takes a penalty to Stealth checks equal to -10 plus your caster level and all ranged attacks against the target gain a bonus equal to 1 plus 1 per 5 caster levels.

Intensified Weather (shroud)

Choose Aridity, Cold, Heat, Precipitation, or Wind. The target suffers the effect of that weather at severity level 3. Precipitation of severity level 3 causes light rain, not fog. If you possess talents or feats that would increase the severity of that type of weather that you can create, apply that increase to the effects of this shroud. If the target is already in weather of the chosen type at the same severity or higher, it suffers the effect of the chosen type of weather as if it were one step more severe.

This shroud counts as whichever type of weather you chose for the purpose of causing additional effects. You may apply this shroud multiple times to a single target, choosing a different type of weather each time.

Karakaze (shroud, cold)

You place this shroud on a target creature, creating a cold, dry mountain wind to numb them. The target takes a $1d6$ penalty to Dexterity, which increases by 1 at the beginning of each of its turns, to a maximum increase equal to half your caster level. This penalty cannot reduce a creature's Dexterity below 1 and ends when this shroud does.

Personal Thunderhead (shroud, precipitation)

You place this shroud on a target creature, causing a small cloud to follow it and periodically strike it with lightning. Every time the target attempts to take a standard or full-round action, it takes electricity damage equal to $1d6 +$ your caster level. A successful Reflex save reduces this damage by half. This counts as taking place during the casting of a spell or the use of a sphere ability for the purpose of concentration checks. Each time the target fails a Reflex save against this shroud's effects they must make a Fortitude save or be deafened for one round.

Sirocco (shroud, aridity)

You place this shroud on a target creature, causing a constant dry wind to sap its strength. The target is fatigued and each round it takes nonlethal damage equal to $1d6 +$ half your caster level. At 10th level it is instead exhausted. At the beginning of each turn the target may make a Fortitude save to reduce the damage by half and negate the fatigue for one round or reduce the exhaustion to fatigue. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Squamish (shroud, wind)

You place this shroud on a target creature, creating a constant strong wind that pushes the target back. When you place this shroud on the target, choose a direction for the wind to blow from. Each round this shroud makes a bull rush attempt from this direction against the target. Your CMB for this check is equal to your caster level + your casting ability modifier.

Chapter 4

Advanced Magic

The moonlight wanes

And wolf-sons hunger

The ravens rip at their breakfast

Now magic and rime

Now runes and madness

End the age of warmth

Birth the age of axes

—*Fimbulvinter* fragment, found in the tomb of King Alfhravn

Advanced Talents

Boiling Lord

Prerequisites: Weather sphere, 5th caster level or higher

When using control weather to create Precipitation of severity level 4 or above in an area of Heat severity level 4 or above, you may cause the rain to boil, dealing 1d6 fire damage per Precipitation severity level per round to all creatures within the affected area.

This supersedes the Boiling Lord basic talent in Spheres of Power.

Climatic Shift

Prerequisites: Weather sphere, Lengthened Weather, 15th caster level or higher.

When you use control weather you may spend 3 additional spell points to change the duration to a permanent effect, replacing the natural weather. This effect remains stationary. It cannot be dispelled, although future uses of control weather may temporarily change its weather conditions and, if combined with the use of this talent, reverse it.

Cold Lord

Prerequisites: Weather sphere

When using control weather to create cold, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 ft in diameter in the center of the affected area where the change in temperature is not felt.

This supersedes the Cold Lord basic talent in Spheres of Power.

Cacaphonic Clap

Prerequisites: Weather sphere, Storm Lord, 10th caster level or higher.

When you use Storm Lord to control where a lightning bolt strikes, you may spend a spell point to cause the strike to be accompanied by a great thunderclap. Any creature within 10 ft. of the strike must make a Fortitude save or be deafened for 1 hour, a Will save or be dazed for 1 round, and a Reflex save or fall prone.

Dehydration Pulse

Prerequisites: Weather sphere, Desert Lord, 5th caster level or higher.

While within an area with Aridity of severity level 2 or higher, you may as a standard action (but no more often than once every 1d4 rounds) spend 2 spell points to draw in the moisture from an area in a 20-ft. radius surrounding yourself. Living creatures within range (other than you) take 1d6 points of damage per caster level and are staggered for 1d4 rounds. A successful Fortitude save halves the damage and negates the staggered effect. Oozes, plants, and creatures with the aquatic or water subtype take double damage from this effect.

Desert Lord

Prerequisites: Weather sphere

When using control weather to create Aridity, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 ft. in diameter in the center of the affected area where the change in aridity is not felt.

Fire Tornadoes

Prerequisites: Nature sphere, Weather sphere, Fire Geomancing, Wind Lord, 15th caster level or higher.

When you are using control weather to create or alter Wind of severity level 7 you may cause the tornadoes to become alive with fire. Any object or creature swept into the funnel cloud takes an additional 6d6 fire damage each round and are set on fire once they are expelled. Any flammable objects (including grass or other vegetation) in the tornadoes' path that cannot be swept into the funnel cloud take 6d6 fire damage and are set on fire.

Haboob Lord

Prerequisites: Weather sphere, 5th caster level or higher

When you are using control weather to create Wind of severity level 4 or above in an area of Aridity severity level 3 or above, you may cause a dust storm even if there is no sand or dust in the area. Dust storms blow fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). At Wind severity level 5, a dust storm deals 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also poses a choking hazard (see Drowning, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score).

Heat Lord

Prerequisites: Weather sphere

When using control weather to create heat, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 ft in diameter in the center of the affected area where the change in temperature is not felt.

This supersedes the Heat Lord basic talent in Spheres of Power.

Layered Shroud

Prerequisites: Weather sphere, one (shroud) talent, 10th caster level or higher.

When you use a (shroud) talent as a standard or full-round action, you may spend a spell point to use a different (shroud) talent on the same target as a swift action. If the first shroud affected multiple targets (as with Encompassing Shroud), the second affects any one of the targets and may not be combined with Encompassing Shroud.

Rain Bomb

Prerequisites: Weather sphere, Rain Lord.

When you are using control weather to create Precipitation of level 3 or above, you may spend a spell point as a free action to immediately increase the Precipitation to level 7 for one round, after which the effect ends and the Precipitation level immediately returns to its previous level.

Rain Lord

Prerequisites: Weather sphere

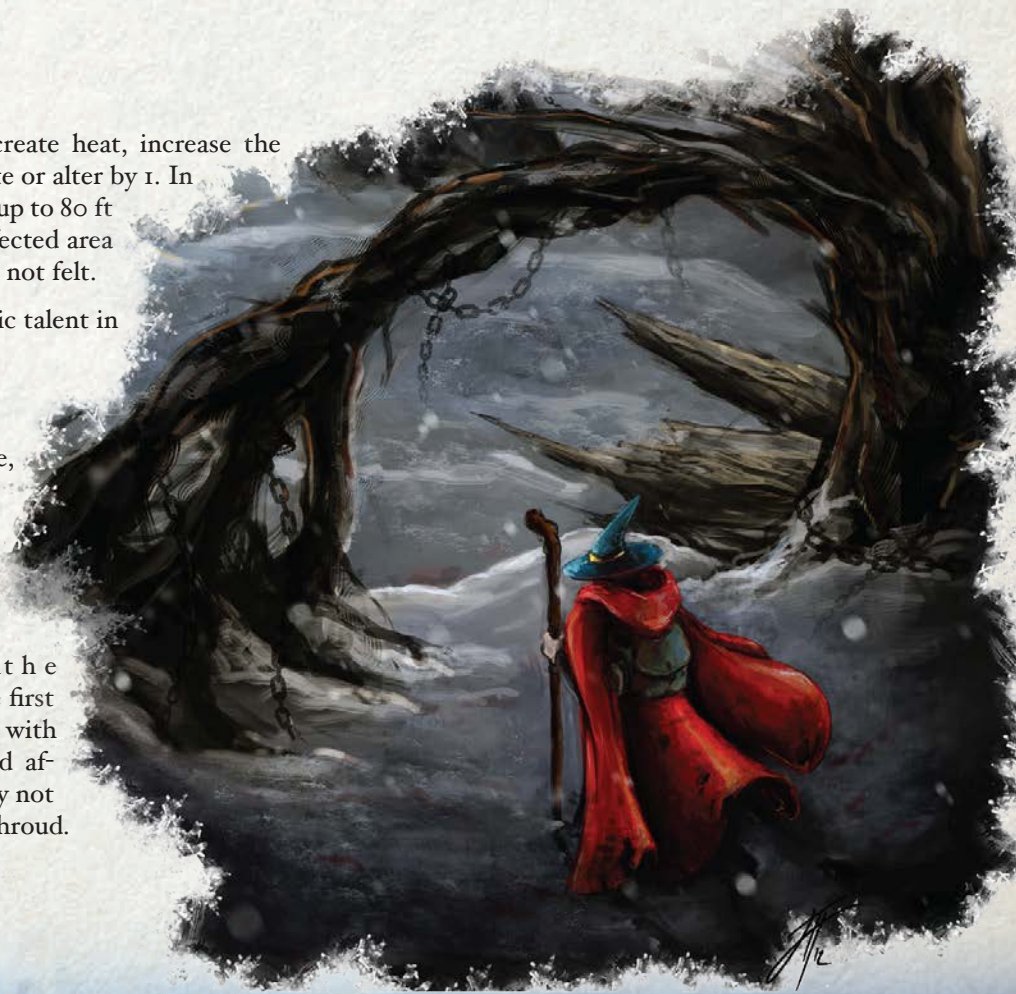
When using control weather to create or alter precipitation, increase the highest severity level you may create or alter by 1. In addition, when using your control weather to affect precipitation, you may choose to create an area up to 80 ft in diameter at the center of the affected area that is not subject to the precipitation. Rain, snow, and storm does not gather over that area.

This supersedes the Rain Lord basic talent in Spheres of Power.

Tornado Lord

Prerequisites: Wind Lord, 10th caster level or higher.

When you use control weather to affect wind, you may alter the path of a single tornado within range more precisely. Each round as a free action you may plot a course for the tornado,



which may be up to 250 ft. long and may have one turn of up to 90 degrees, plus one turn per 5 caster levels above 10th. Alternatively, you may cause the tornado to remain in one place. You can alter the path of a tornado caused by magically-altered wind combined with Climate.

Volcano Lord

Prerequisites: Nature sphere, Weather sphere, Earth Geomancing, Fire Geomancing, 10th caster level or higher.

You can spend 2 spell points to use your control weather to create or alter Ash or Vog. You may take this advanced talent a second time to increase the highest severity level of Ash and Vog you may create or alter by 1.

Wind Lord

Prerequisites: Weather sphere

When using control weather to create or alter wind, increase the highest severity level you may create or alter by 1. In addition, when you use your control weather to affect wind, you may also turn that wind up to 90 degrees in any direction. This can change the general direction of a tornado (provided you can affect winds of that severity) although detailed control isn't possible.

Not only can you control the wind's direction, but you may also create complicated patterns. You may create an "eye" of calm air up to 80 ft. in diameter at the center of the area if you so desire and may choose any of the following patterns for the wind:

You may create a downdraft that blows from the center outward in equal strength in all directions.

You may create an updraft that blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

You may create a rotation that causes the winds to circle the center in a clockwise or counterclockwise fashion.

This supersedes the Wind Lord basic talent in Spheres of Power.

Incantations

Fimbulvinter

Some say the world will end in ice, the entirety of it turned to glaciers and tundra, with little growing and ravenous predators roaming the land. And there are some who believe it is their destiny to bring about this wintry end. By invoking ancient sagas and investing a menhir with their own life force, they believe they can cover the world in a shroud of frost. They may be right.

Sphere Weather; Level 9th

Skill Checks in order—Knowledge (religion) DC 38 4 successes, Craft (stonework) DC 38 1 success, Perform (oratory) DC 38 4 success

Casting Time 9 days (cast during a time of war)

Components V, S, F (monolith of semi-precious stone worth 30,000 gp).

Area special

Duration instantaneous

Description

After the recitation of the saga is finished, the menhir glows briefly with a cold blue light and instantly begins chilling the air around it. The temperature within 5 ft. of the menhir immediately drops to severity level 5, regardless of prevailing conditions. This area expands by 5 ft. per round until it reaches a 100-ft. radius, and then expands by 5 ft. per hour until it covers the entirety of the plane it is on. In addition, predatory animals within the area gain a +6 bonus to Strength and a +4 bonus to Constitution, and are hostile to all creatures other than animals. This has no effect on animal companions or similar bonded creatures.

The temperature within the area can be lowered as normal, but raising the temperature requires a magic skill check against a DC of 31. It makes a magic skill check against any magical effect that would raise the temperature in the area once per minute; its magic skill bonus is +20. The effect cannot be dispelled, but destroying the menhir immediately ends it. The menhir is a colossal object with hardness 8 and 1000 hp. It regains 25 hp each round and takes no damage from acid, cold, electricity, or fire and cannot be moved by any means short of deific force (such as represented by a miracle or wish).

Backlash

Primary performer and all secondary performers are reduced to 0 hp.

Failure

Primary performer and all secondary performers are reduced to -1 hp, and 2d12 winter wolves appear and attack them, devouring their corpses if they die.

Chapter 5

Player Options

Alternate Racial Traits

Fenghaung

Weatherborn: As masters of both flight and fire, many fenghaung find that manipulating the weather is a trick that comes to them quite naturally. They gain Basic Magic Training in the Weather sphere as a bonus feat. This replaces curiosity.

Merfolk

Water Mastery: Some merfolk find that they possess a natural mastery of water, both above and below the waves. They gain Basic Magic Training in the Weather sphere as a bonus feat, with the Focused Weather (precipitation) drawback and Rain Lord as their bonus talent. This replaces natural armor.

Kitsune

Fox's Wedding: Some kitsune possess an affinity for weather magic instead of enchantments. They gain Basic Magic Training in the Weather sphere as a bonus feat. This replaces kitsune magic.

Strix

Stormwing: Accustomed to performing daredevil stunts in poor weather, these strix treat Wind as one step less severe for purposes of determining whether they would be checked or blown away and their penalty to Fly checks. This replaces nocturnal and hatred.

Sylph

Gusts and Gales: Some sylph are more adept at controlling wind than their own movement through the air. They gain Basic Magic Training in the Weather sphere as a bonus feat, with the Focused Weather (Wind) drawback and Wind Lord as their bonus talent. This replaces the spell-like ability and air affinity racial traits.

Feats

Aeolian Flautist

Prerequisites: Bardic performance or raging song.

Benefit: When you use Perform (wind) to produce a bardic performance in an area of wind, treat your bard level and ranks in Perform (wind) as 1 higher for each category above severity level 1.

Animate Tornado (dual sphere)

Prerequisites: Enhancement sphere, Weather sphere, Animate Object, Tornado Lord.

Benefits: You may animate a tornado, whirlwind, or dust-devil using Animate Object any time you are within wind of severity level 4 or higher. Treat this as an animated object of huge size (even if you could not normally animate huge objects). It has the Whirlwind universal monster ability (10-20 ft. high, 1d8+15 damage, DC 23), but is constantly in whirlwind form and cannot leave it. It also has the fluid and additional movement (fly) abilities, but no construction points. For every 5 caster levels above 10 you have in the Weather sphere, the tornado gains +4 Strength and the DC for its whirlwind ability gains a +2 bonus (for a total increase of 4). You may use the Bestow Intelligence and Bestow Life talents on this tornado.

Coronal Shroud (dual sphere)

Prerequisites: Light sphere, at least one (mantle) or (shroud) talent.

Benefit: When you spend a spell point to cause a creature to glow with bright light, you may either choose to have them count as under the effect of your mantle as long as the bright light last or choose a type of weather, causing them to count as being under the effect of an additional shroud of that weather type.

Cumulative Nimbus (teamwork)

Prerequisites: At least one (shroud), magic skill bonus 5 or higher.

Benefit: When a creature is under the effect of shrouds produced by multiple casters with this feat, any saving throws against one of these shrouds is made against the highest DC of any such shroud. Shrouds produced by casters without this feat are unaffected and other shrouds cannot use their DC.

Mantled Caster

Prerequisites: Weather sphere, at least one (mantle) talent, magic skill bonus 5 or higher.

Benefit: For the purposes of your (mantle) talents you are always treated as being under the effect of your mantle and gain benefits from any (mantle) talents as if the weather were one step more severe. This does not apply to other creatures you bestow your mantle on.

Nebulous Admixture (admixture)

Prerequisites: Destruction sphere, Weather sphere, Admixture.

Benefit: When using Admixture, you may spend an additional spell point to affect one target damaged by the blast with a shroud effect you know in place of a second blast type. If you possess Encompassing Shroud, you may apply the shroud to any targets damaged, up to your maximum targets from Encompassing Shroud.

Thrum of Rain

Prerequisites: Bardic performance or raging song, Weather sphere.

Benefit: When you start a bardic performance or raging song, you may use your control weather ability as part of the same action. As long as the song continues, you may maintain the effect as part of the song without concentration or spending spell points. Once your performance ends, you must either begin concentrating on the effect or spend a spell point to allow it to continue without concentration.

Tornado Companion

Prerequisites: Weather sphere; class feature that functions as the druid animal companion ability (including animal companion, divine bond (mount), hunter's bond (animal companion), nature's bond (animal companion), and the mount class feature) with an effective druid level of 7.

Benefit: You can select a tornado to serve as your companion. You acquire and advance this creature in the same way as the companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature.

Wind Dancer

Benefit: Whenever you drive an air vehicle you treat the Wind severity level either one step higher or one step lower (to a minimum of 0 and a maximum of 7), whichever you prefer.

Tornado companion

Starting Statistics: **Size** Large; **Speed** fly 50 ft. (Good); **AC** +3 natural armor; Attack slam (1d4); **Ability Scores** Str 16, Dex 17, Con –, Int –, Wis 3, Cha 1; **Special Qualities** fluid, whirlwind (10–15 ft. high, 1d4+3 damage, DC 10 +1/2 HD + Str modifier), construct immunities, darkvision 60 ft. **CMD** can't be tripped

Fluid: A tornado companion is unusually fluid; it may squeeze through tight spaces as if it were two sizes smaller than it actually is.

Mindless: Tornado companions have no Intelligence score and possess the mindless trait. In spite of this, tornado companions may learn one trick, plus additional bonus tricks as noted on **Table: Animal Companion Base Statistics** (in the *Pathfinder RPG Core Rulebook*). Tornado companions have no skill points, but they gain feats as if they had an Intelligence score as noted on **Table: Animal Companion Base Statistics**.

Whirlwind: A tornado companion is always in whirlwind form (See *Pathfinder RPG Bestiary Appendix 3: Glossary*)

Note: As a construct, a tornado companion does not gain increased hit points from a high Constitution score, but instead gains 30 bonus hit points from its size. It has base attack bonus and saving throws as normal for an animal companion.

You may change this decision once per round as a free action.

If you have 11 ranks in Fly or Profession (pilot), you no longer suffer the negative effects of any Wind of severity level 5 or lower while driving an air vehicle. If you have 17 ranks in Fly or Profession (pilot) you no longer suffer the negative effects of any wind while driving an air vehicle. It cannot be sucked into or damaged by a tornado.

Traits

Prosperian Prodigy (Magic)

Benefit: You gain a +2 trait bonus to the caster level of the Weather sphere. This bonus cannot cause your CL to exceed your HD.

Sky Dancer (Equipment)

Benefit: You begin play with a personal skyrider (see Section 6: Equipment), which has bonus hit points equal to twice your ranks in Craft (airship). You can repair this vehicle by spending 4 hours and making a Craft (airship) check, restoring a number of hit points equal to the result. If it is destroyed, you may replace it by spending 20 gp and 8 hours. Any other creature attempting to pilot this craft takes a -8 penalty to their Fly check. You may also accelerate, decelerate, or turn a skyrider as a move action.

Casting Traditions

New boon

Atmoturgy: Choose a weather category (Aridity, Cold, Heat, Precipitation, or Wind). While in weather of this type of severity level 3 or higher, you gain a +1 bonus to your caster level. At severity level 6 or higher, this bonus becomes +2.

New sphere-specific drawbacks

Focused Weather: You may only affect one weather category: Aridity, Cold, Heat, Precipitation, or Wind. If you choose Cold, you may lower the severity of Heat but cannot increase it; if you choose Heat, you may lower the severity of Cold but cannot increase it; if you choose Precipitation, you may lower the severity of Aridity but cannot increase it; and if you choose Aridity, you may lower the severity of Precipitation but cannot increase it. For example, if you chose Heat, you could change severe cold to chilled, warm heat to extreme, or severe heat to cool, but you could not change warm heat to chilled. You also

cannot take (shroud) or (mantle) talents of a different weather type or talents that alter an aspect of the weather you cannot affect.

This supersedes the Focused Weather sphere-specific drawback in Spheres of Power.

Localized Weather: You do not gain the base ability to control weather and you cannot take talents that improve this ability.

Personal Mantle: You cannot place your mantle on other creatures. When you take this drawback, you do not gain an additional talent. Instead, you gain the Mantled Caster feat, even if you do not meet its prerequisites.

Drawbacks that grant feats

Sphere-specific drawbacks that grant bonus feats instead of talents, such as Personal Mantle, cannot be bought off by spending a talent like most sphere-specific drawbacks. Instead, they must be bought off by taking the granted feat normally, using a feat gained by leveling up or as a bonus feat. You must meet the feat's prerequisites to take it, even if the drawback gives it to you without meeting its prerequisites.



Chapter 6

Equipment

Buildings

Lightning rod

Price 50 gp; **Weight** 2 lb.

A lightning rod protects a permanent structure anchored to the ground from lightning. The structure becomes completely immune to electricity damage and any lightning bolts (whether from natural or magical storms, but not directly from spells or sphere abilities such as lightning bolt or destructive blast) that would strike within 25 ft. of the structure have a 50% chance of instead striking the building and thus having no effect. Exceptionally large structures (larger than 60 ft. on any side) may require more than one lightning rod to protect them.

Storm Shelter

Price 50 gp + the cost of excavating and furnishing the shelter; **Weight** –.

A storm shelter is a below-ground space with special reinforcement and doors that protect the inhabitants of the surrounding building even if the entire structure is destroyed. The entire shelter must be below ground, there cannot be windows, and the door must be flush with the surface, but otherwise the inside may be as simple or elaborate as desired. The shelter and its door never take damage from weather effects.

Special: Above-ground storm shelters can be constructed, but these cost 100 gp per 10-ft. cube and only take half damage from weather effects instead of none. This takes place before applying hardness and stacks with the normal halving of energy damage for being an object.

Vehicles

Skyrider

A Skyrider is an enormous and elaborate hang glider that often sees use in sky-bound societies; while a common hanglider is designed to comfortably fly from high ground to low ground, a skyrider is designed to start in the air, then return to the air when it is finished. A skyrider makes use of some magic to make it lighter, and is covered and has room for carrying some cargo and passengers, but not many.

A skyrider falls one altitude band every round if it is moving at a speed slower than 6, and can only climb at a speed of 8 or higher. As such, skyriders are usually used by those who have access to weather magic, or those who naturally live at high enough altitudes that winds never truly stop; a skyrider requires winds of severity level 3 or higher to be able to climb to higher altitudes.

Large Cloth Air Vehicle (aerodynamic, covered)

Space 1 vehicle space; **Cost** 740 gp

Size 1.5 Hardpoints; **Hull** 0.5 Hardpoint

DEFENCE

Sails 8 AC (+5 Dodge, -1 Size); 30 hp, Hardness 0

Hull 8 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

OFFENSE

Attack ram (3d8)

CMB +1; **CMD** 11

Speed 5 (w/ wind: +1 per severity level)

Acceleration 3

Maneuverability Good

DRIVE

Propulsion Silk Sails (1 Hardpoint, 30 hp); **Power** 2 (w/ wind: +1/2 per severity level)

Mass 1/2 Hardpoint; **Weight** 0

Controlling Device None

Driving Space Any

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 0.5 tons

Medium Load 0.5 to 1.24 tons

Heavy Load 1.25 to 2.5 tons

ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

EQUIPMENT

Magical Dirigible (1/2 Hardpoint)

Weapon Special Abilities

Crackling

Price +5,000 gp; **Aura** faint weather; **CL** 5th; **Weight** —

Description

While wielding a crackling weapon in precipitation of severity level 4 or higher, the wielder may hold it aloft as a full-round action, causing the weapon to be struck by lightning. For 1 round per enhancement bonus, attacks with the weapon deal an extra 1d6 lightning damage per severity level above 3, to a maximum of 1d6 per +1 enhancement bonus the weapon has.

Construction Requirements

Craft Magic Arms and Armor, Weather sphere, Lightning Lord; **Cost** +2,500 gp

Howling

Price +1 bonus; **Aura** faint weather; **CL** 5th; **Weight** —

Description

While wielding a howling weapon in Wind of severity level 3 or higher, the wielder may hold it aloft as a full-round action. All creatures within 10 ft. + 10 ft. per Wind severity level above 3 must make a saving throw against a DC of 10 + 1/2 the wielder's HD + the Wind severity level or become frightened for 1 round.

Construction Requirements

Craft Magic Arms and Armor, Weather sphere, Wind Lord; **Cost** +1 bonus

Windblast

Price +2 bonus; **Aura** faint evocation; **CL** 5th; **Weight** —

Description

On a successful critical hit with a windblast weapon, the wielder may make a bull rush attempt as a free action against the target and every creature in a 15-ft. cone originating from the wielder that includes the target. This bull rush is made at range, does not provoke an attack of opportunity, nor can the wielder move with the target. The weapon's enhancement bonus, along with any feats or talents the wielder has that modify bull rushes, applies to the bull rush. This special ability may only be added to melee weapons.

Construction Requirements

Craft Magic Arms and Armor, Weather sphere, Squamish; **Cost** +2 bonus

Specific Items

Staff of Sands and Storms

Price 200,000 gp; **Aura** Strong weather; **CL** 20th; **Weight** 100 lbs.

Description

This staff is carved from ancient wood, petrified with age until it is almost stone. The staff itself is supernaturally heavy; simply holding it and carrying it can be incredibly difficult. For those who can bear its weight and speak its command word, however, they find that an entire world's-worth of energy appears to be stored within it.

The staff of sands and storms is a +5 Weather staff in any hands, but it also holds up to 10 charges within it; the staff can be recharged at a rate of one charge per day by a caster holding it and spending a spell point. As a standard action its wielder can speak a command word to expend one charge, tapping into and unleashing the writhing energy stored inside the staff. Upon doing so, the staff unleashes a 1,200 ft. cone of severity level 7 weather of either Wind, Rain, Cold, or Heat (wielder's choice), which persists for 20 rounds. This weather is not considered created by the wielder's control weather, and cannot be combined with talents such as Storm Lord that add effects to the wielder's created weather. However, this extreme weather counts as a use of control weather with a caster level and MSB of 20 and an MSD of 31 for the purposes of battling for control with another caster.

A staff of sands and storms can be used for a retributive strike, requiring it to be broken by its wielder as a standard action. (This purposeful breaking does not require a Strength check) The weather within 1,200 ft. of the staff becomes severity level 7 wind, rain, and either cold or hot (50% chance of either) for 1 hour, and all creatures and objects within 2 squares of the broken staff take an amount of lightning damage equal to 20 x the number of charges in the staff. Creatures and objects 3 or 4 squares away take an amount of electricity damage equal to 15 x the number of charges, and those 5 or 6 squares away take an amount of electricity damage equal to 10 x the number of charges. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence (01–50 on a d%), but if she does not, the explosive release of spell energy instantly destroys her. Only certain items, including the staff of the magi and the staff of power, are capable of being used for a retributive strike.

Construction Requirements

Craft Staves, Weather sphere, Wind Lord, Cold Lord, Heat Lord, Rain Lord; **Cost** 100,000 gp.

Amulet of Emotional Weather

Aura Moderate weather; **CL** 10th; **Slot** neck; **Price** 45,000 gp; **Weight** 1 lbs.

Description

The amulet of emotional weather is a beautiful piece crafted from clear diamonds of multiple sizes. However, depending on the wearer's mood, they can change color to blue (sad), red (angry), green (happy), or yellow (scared). The amulet of emotional weather is considered a cursed item, and cannot be taken off except with the aid of magic such as the Break Enchantment talent from the Life sphere.

The emotional state of the wearer of an amulet of emotional weather becomes reflected in the weather around them. This is considered a casting of control weather with a caster level of 10; the weather within 200 ft. of the wearer will change at a rate of 1 severity level per round as normal, until it reaches severity level 5 in the determined category.

If the wearer feels particularly sad, the weather around them becomes rain severity 5. If they feel particularly angry, the weather becomes heat severity level 5. If they feel particularly happy, the weather becomes wind severity 5, and if they feel particularly scared, the weather becomes cold severity 5.

The exact nature of what constitutes a strong emotion is determined by both the player and the GM; if the player says a particular situation would make his character feel happy this would trigger the amulet, and if the GM notes that the character is behaving particularly sad, they might note the amulet has activated. Other situations, such as magic or conditions that alter emotions, would also trigger the amulet; if the character is subject to an effect that renders them shaken, frightened, or panicked, this counts as being scared, while being under a mind-altering effect that grants a morale bonus would count as being happy. Spells such as overwhelming grief would count as being sad, while the rage class feature or the eliciter's touch of rage power would count as being angry.

A character can create an emotional state inside themselves to fool the amulet by making a DC 20 Perform (acting) check as a move action. In all other cases, the GM is the final arbiter of what constitutes feeling a respective emotion when such things are in dispute.

Construction Requirements

Craft Ring, Weather sphere, Severe Weather; **Cost** 22,500 gp.

Chapter 7

Bestiary

Cloud Sprite (CR 2)

A spot in the fog shimmers and coalesces into the shape of a tiny winged human, with a blue tunic and bluer skin.

XP 600

CN Tiny fey

Init +4; **Senses** low-light vision, mistsight; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural armor, +2 size)

hp 13 (3d6+3)

Fort +2, **Ref** +7, **Will** +6

Immune electricity

OFFENSE

Speed fly 40 ft. (good)

Space 5 ft.; **Reach** 0 ft.

MAGIC

Caster Level 3; **MSB** +3, **MSD** 13, **Concentration** +8

Tradition Conductive (Energy Focus (Electric), Shape Focus (default), Localized Weather); **CAM** Cha

Spell Points 6

Destruction – **DC** 18; **Range** medium; **Talents** Electric Blast, Extended Range

Weather – **Talents** Mist Form, Sodden, Zephyr's Flight

STATISTICS

Str 3, **Dex** 18, **Con** 12, **Int** 11, **Wis** 17, **Cha** 20

Base Atk +1; **CMB** -5; **CMD** 7

Feats Mantled Caster, Sphere Focus (destruction)

Skills Acrobatics +10, Fly +18, Knowledge (nature) +6, Perception +8, Survival +5, Stealth +10

Languages Common and Sylvan

SQ cloud meld

ECOLOGY

Environment clouds, fog banks

Organization solitary

Treasure incidental

There is some debate about the origin of cloud sprites. Some maintain that they are spontaneously generated by clouds and fog, while others have said that they reproduce as normal creatures. Whatever the case, cloud sprites are secretive, skittish creatures that do not make themselves available for questioning on the subject. When they perceive a threat, they almost invariably disappear into their misty environment, becoming invisible. Only when protecting something of value to them or if their invisibility is penetrated do they unleash miniature lightning bolts on predators or enemies.

A cloud sprite can be summoned via the Improved Familiar feat by a chaotic good, chaotic neutral, chaotic evil, or true neutral spellcaster of 7th level or higher.

Special Abilities

Cloud Meld (Su)

While in an area of precipitation of severity level 2 or above, a cloud sprite may turn invisible, as the spell greater invisibility, as a free action. This lasts as long as the cloud sprite remains within precipitation of severity level 2 or higher, or until it uses a free action to end this ability. While invisible, creatures using unusual forms of sensory perception such as blindsight or tremorsense cannot automatically foil the cloud sprite's use of Stealth; such creatures must make a Perception check as normal to detect it, though the cloud sprite does not gain a bonus to its check for being invisible.

Mistsight (Ex)

A cloud sprite can see through fog, smoke, precipitation, and other obscuring vapors as if they did not exist.

Dewdrop Fairy Swarm (CR 4)

What seemed at a distance to be a cloud of glittering gems now becomes clear as a swarm of tiny fey whose wings sparkle with dew and who carry rough weapons of iron nails.

XP 1200

N Diminutive fey (swarm)

Init +8; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 40 (9d6+9)

Fort +4, **Ref** +10, **Will** +3

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

Weaknesses swarm traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (2d6 plus distraction and drench, counts as cold iron)

Space 10 ft.; **Reach** 0 ft.

Special Attacks crude cold iron weapons, distraction (DC 17)

MAGIC

Caster Level 9; **MSB** +9, **MSD** 9, **Concentration** +11

Tradition Rain dancing (Atmoturgy, Skilled Casting (Perform (dance)), Wild Magic, Focused Weather (Precipitation)); **CAM** Cha

Spell Points 11

Weather – DC 16; **Duration** Concentration; **Range** medium; **Talents** Calm Weather, Cloud Burst, Rain Lord, Severe Weather

STATISTICS

Str 1, **Dex** 18, **Con** 12, **Int** 11, **Wis** 5, **Cha** 14

Base Atk +4; **CMB** –; **CMD** –

Feats Ability Focus (distraction), Cantrips, Improved Initiative, Lightning Reflexes, Skill Focus (Perform [dance])

Skills Fly +30, Knowledge (nature) +12, Perception +9, Perform (dance) +17, Stealth +16, Survival +9

Languages Common and Sylvan

SQ drench, rain dance

ECOLOGY

Environment any wet environment

Organization solitary or frolick (2–5)

Treasure incidental

Individually, dewdrop fairies are all but harmless to larger creatures. Unarmored, wielding makeshift weapons of cold iron, and utterly diminutive, they are easily swept aside by most opponents. In massive swarms, however, they can kill by a thousand tiny cuts. Unfortunately, they lack any sort of discipline or even an attention span to speak of, and so tend to haphazardly attack whichever enemy is closest or attracts their ire. Dewdrop fairies become violent for a number of reasons. They are often conscripted by more powerful fey who arm them with nails or shards of cold iron so they can become a whirlwind of death for rival fey. They are also known to protect magic-rich territories on instinct and are particularly intent on putting out fires that threaten their demesnes. Their definition of “threaten”, however, is quite broad as they have a hard time distinguishing between the threat of a mad wizard flinging fireballs into dry undergrowth and a small, carefully built campfire.

Special Abilities

Shards of Iron (Ex)

The crude weapons wielded by the dewdrop fairies in the swarm allow its swarm damage to count as cold iron for the purpose of overcoming damage reduction. These weapons are extremely rough and, if wielded by a Diminutive creature, count as improvised piercing weapons that deal 1 damage. This small amount of cold iron is typically the only thing of value carried by the swarm’s members.

Drench (Ex)

Any non-magical flames within the dewdrop fairy swarm’s space at the end of its move are immediately extinguished. As a free action the dewdrop fairy swarm may make a magic skill check to dispel any magical flames (as the Counterspell feat) within the swarm’s space at the end of its turn. It takes no damage for entering any flames it extinguishes.

Rain Dance (Ex)

When using its control weather ability to create or alter precipitation, a dewdrop fairy swarm may concentrate on the effect as part of a move action used to move.

Templates

Meteorological Creature (CR $\frac{1}{2}$ 0-5)

Creating a Meteorological Creature

"Meteorological" is a template that can be applied to any creature.

CR: HD 1 or less, as base creature; HD 2-3 or less, as base creature + 1; HD 4-9, as base creature +2; HD 10-17, as base creature +3; HD 18 or more, as base creature +4; plus +1 for fallout or volcanic weather

Type: Animals and vermin with this template become magical beasts with the augmented subtype, but otherwise the creature type is unchanged.

Senses: A precipitation meteorological creature can see through magical and normal fog, mist, rain, snow, and similar obscurement.

Special Qualities

A meteorological creature gains the following:

Personal Climate (Su): A meteorological creature is constantly followed by a certain type of weather. This functions as the control weather base sphere ability, except that the creature doesn't need to concentrate on the effect and it can only create one type of weather. The meteorological creature has no control over the severity of the weather, which depends on the creature's Hit Dice. The range also depends on the creature's Hit Dice.

HD	Severity	Range
1	1	Medium
2-3	2	Medium
4-5	3	Long
6-9	4	Long
10-13	5	Extreme (1,000 ft. + 100 ft. per HD)
14-17	6	Extreme
18+	7	2 miles

The meteorological creature's MSD for this effect is 10 + its Hit Dice and its MSB and caster level are equal to its Hit Dice.

Adaptation (Ex): A meteorological creature is immune to the negative effects of weather created by its personal climate ability.

Feats: Meteorological creatures gain Mantled Caster as a bonus feat. They can also select Extra Magical Talent for (mantle) talents activated by their Personal Climate and Weather talents that modify their personal climate (but not its range or duration). They need not meet the prerequisites of this feat to select them.

Chapter 8

GM Advice

The Power of Weather

In many ways, the base Weather sphere abilities to control weather are effects for utility first instead of combat. With nothing but the base weather sphere, a caster could summon fog or rain to cover the party during stealth, or use winds to keep the arrows of a distant enemy away. Heat and cold can be managed during long travel to avoid the pitfalls of extreme environments, or to aid a settlement in times of drought or winter.

However, focused weather experts can sometimes find that weather is one of the trickier spheres to play with, both as a GM and as a player. First, it takes significant time to change the weather, meaning by the time you bring the wind or rain or heat to a severity where it will actually make a difference in combat, the battle may be over. Second, because it covers a wide area, only affects creatures while they are in the area, and is indiscriminate in who it affects, weather often hinders a tempestarian's allies as much as their enemies.

This handbook has tried to offer several tools to lessen these difficulties. Shrouds, as well as the Dehydration Pulse and Rain Bomb advanced talents help allow a Tempestarian to affect the course of a battle almost immediately. Shrouds also give the Tempestarian the ability to selectively target enemies and spare their friends, while Mantles make affecting allies with control weather a boon. Many tempestarians will thus find useful tools in this handbook, even if they prefer to stick to a more traditional strategy of changing the environment of the entire battlefield.

The challenges facing a GM when either a PC or an NPC uses the Weather sphere are deeper and more intractable. The same difficulties facing PCs can face NPCs, and so NPC tempestarians might be wise to pick some of the new talents available to them, though a canny DM with an intelligent NPC can get around these problems by careful encounter design. Some monsters are immune to the effects of weather, and some have other ways to avoid it. Bulettes, for example, burrow underground and are unaffected by weather while protected by a layer of earth, so a caster above ground might pummel the PCs with hail while bulettes pop up, attack, and disappear beneath the earth again.

The greater challenge comes from the sheer force available to tempestarians. With the right talents, they can batter entire battlefields with damage and control the conditions of a fight. While the individual damage done by Weather pales in comparison to the Destruction sphere, it is continuous and widespread. They can easily level structures and even entire settlements, and can do so from an early level.

To address this problem, this handbook has changed certain talents—Boiling Lord, Cold Lord, Heat Lord, Rain Lord, and Wind Lord—to be advanced magic. While GMs and groups of course have always had the prerogative to restrict the use of these talents if disruptive to play, this change encourages them to consider their power and reinforces the fact that the impact of weather needs to be considered carefully in a game where such game-altering power isn't easily available to PCs.

In addition, GMs are strongly encouraged to remember how structures are affected by weather. In addition to the lightning rod and storm shelter found in Section 6: Equipment (provided both for GMs and for players wishing to construct weather-resistant strongholds), structures built of hard materials such as stone are virtually impervious to damage from weather; objects take half damage from energy attacks before applying hardness, which when combined with the sheer number of hit points most structures possess, makes destroying them with weather an extremely difficult task.

Open Gaming License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual,

worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Class Guide © 2014, Paizo Publishing

Advanced Player's Guide © 2010, Paizo Publishing

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing

Pathfinder Roleplaying Game: Ultimate Equipment © 2012, Paizo Publishing

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing

Spheres of Power © 2014, Drop Dead Studios LLC

Spheres of Might © 2017, Drop Dead Studios LLC

Champions of the Spheres © 2017, Drop Dead Studios LLC

The Shapeshifter's Handbook © 2017, Drop Dead Studios LLC

The Destroyer's Handbook, © 2016, Drop Dead Studios; Author: Andrew Stoeckle

The Geomancer's Handbook, © 2015, Drop Dead Studios; Author: Derfael Oliveira

The Player's Guide to Skybourne © 2016, Drop Dead Studios; Author: Adam Meyers, Mike Myler, and David Silver

Designation of Product Identity:

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Drop Dead Studios game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

All Content is Copyright Drop Dead Studios 2012-2018.

The Tempestarian's Handbook

The Tempestarians Handbook is an expansion to the Weather sphere from the Spheres of Power magic system, for the Pathfinder Roleplaying Game. Within these pages you'll find new archetypes, new talents, new magic items, and new monsters for making the most of weather manipulation and it's possibilities in your games!

The Tempestarian's Handbook is book 19 in a 20 book series.



DROP DEAD STUDIOS