Shattered Skies

Campaign Setting

Wonderworker

Hybrid Class

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PUBLISHING

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Shattered Skies Campaign Setting

Wonderworker

Hybrid Class

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Wonderworker

There are works of magic that defy explanation, that captivate the spirit, and fill onlookers with awe-inspiring wonder. These often singular works of the arcane are authored by wonderworkers, peculiar folk with flighty habits and odd humor. Wonderworkers stand on the blurred border of the natural and the arcane, the logical and the mad. Born with mystically powerful imaginations, they wield the most awesome and primordial of spells. Usually dismissed as daft hedge mages or eccentric charlatans, wonderworkers are endowed with creative intellects that weave the impossible with the mundane world.

Role: To explore one's self and the wide world about. To ponder the habits of of all things living and elemental, dead and contrived. To behold the many wonders of existence and add to them.

Parent Classes: Druid and Wizard

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The wonderworker's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the wonderworker.

Weapon and Armor Proficiency

Wonderworkers are proficient with the club, dagger, sling, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wonderworker's movements, which can cause her spells with somatic components to fail.

Spells

A wonderworker arcane casts spells drawn from the druid and sorcerer/wizard spell lists, with the druid spells becoming arcane spells. A wonderworker must choose and prepare her spells ahead of time.

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

A wonderworker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: wonderworker. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A wonderworker may know any number of spells. She

Table: Wonderworker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Craft wondrous item, wonderful bond, wonderwork	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Wonderwork	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Wonderwork	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Wonderwork	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Wonderwork	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Wonderwork	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Wonderwork	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Wonderwork	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Wonderwork	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Wonderwork	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Wonderwork	4	4	4	4	4	4	4	4	4

must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour musing or some other frivolous activity. She must stay within the same general area during this hour, and cannot get any work done. While musing, the wonderworker decides which spells to prepare.

A wonderworker creates and stores her spells in her imagination, a part of her mind which contains latent forms of inventive genius and preternatural creativity.

If anyone knew exactly how wonderworkers work their magic, there would be nothing left to wonder.

Starting Spells A wonderworker begins play with an imagination containing all 0-level wonderworker spells plus three 1st-level spells of her choice. The wonderworker also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to her imagination. At each new wonderworker level, she gains two new spells of any spell level or levels that she can cast (based on her new wonderworker level) for her imagination.

Spells Gained at a New Level: Wonderworkers perform a certain amount of peculiar musing between adventures. Each time a character attains a new wonderworker level, she gains two spells of her choice to add to her imagination. The two free spells must be of spell levels she can cast.

Craft Wondrous Item: The wonderworker begins with Craft Wondrous Item as a bonus feat. The wonderworker does not need to meet the prerequisites for this feat. The

wonderworker treats her caster level as if it were two levels higher when creating wondrous items.

Wonderful Bond (Su): At 1st level, a wonderworker forms a bond with the wonders of the world. This bond can take one of two forms. The first is the possession of a special bonded item, granting the wonderworker one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. Wonderworkers also have access to a set of Animal and Terrain Domains. When determining the powers and bonus spells granted by this domain, the wonderworker's effective cleric level is equal to her wonderworker level. A wonderworker that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously.

Wonderworkers who select a bonded object begin play with one at no cost. Objects that are the subject of a wonderful bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wonderworker attempts to cast a spell without her bonded object worn or in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A wonderworker can add additional magic abilities to her bonded object as if she has the required Item Creation Feats and if she meets the level prerequisites of the feat. For example, a wonderworker with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see Craft Magic Arms and Armor feat). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wonderworker who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wonderworker prepares her spells. If the object of a wonderful bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wonderworker level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wonderworker can designate an existing magic item as her bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

The second option is to form a close bond with an magical beast companion. A wonderworker may begin play with any of the magical beasts listed in **Magical Beast Choices.** This magical beast is a loyal companion that accompanies the wonderworker on her adventures.

Unlike normal magical beasts of its kind, a magical beast's companion's Hit Dice, abilities, skills, and feats advance as the wonderworker advances in level. If a wonderworker receives an animal companion, familiar, eidolon, or phantom from another source, her magical beast will abandon her until the creature is dismissed from the wonderworker's presence.

Most magical beasts increase in size when their wonderworker reaches 4th or 7th level, depending on the companion. If a wonderworker releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of frivolous activity in the environment where the new companion typically lives. This ceremony can also replace a magical beast companion that has perished.

Table: Magical Beast Companion Base Statistics

Class Level	HD	BAB	Fort Save	Ref Save	Will Save	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
1st	1	+1	+3	+3	+0	2	1	+0	+0	1	Link, spell-like ability
2nd	1	+1	+3	+3	+1	3	2	+0	+0	1	-
3rd	2	+2	+3	+3	+1	3	2	+2	+1	2	Spell-like ability
4th	2	+2	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	3	+3	+4	+4	+1	5	3	+2	+1	2	-
6th	4	+4	+5	+5	+2	6	3	+4	+2	3	Magic attacks
7th	4	+4	+5	+5	+2	6	3	+4	+2	3	-
8th	5	+5	+5	+5	+2	7	4	+4	+2	3	-
9th	6	+6	+6	+6	+2	8	4	+6	+3	4	Ability score increase, spell-like ability
10th	7	+7	+6	+6	+3	9	5	+6	+3	4	-
11th	7	+7	+6	+6	+3	9	5	+6	+3	4	-
12th	8	+8	+7	+7	+3	10	5	+8	+4	5	-
13th	9	+9	+7	+7	+3	11	6	+8	+4	5	-
14th	9	+9	+8	+8	+4	12	6	+8	+4	5	Ability score increase
15th	10	+10	+8	+8	+4	12	6	+10	+5	6	Spell-like ability
16th	11	+11	+8	+8	+4	13	7	+10	+5	6	-
17th	11	+11	+9	+9	+4	14	7	+10	+5	6	-
18th	12	+12	+9	+9	+5	15	8	+12	+6	7	-
19th	13	+13	+9	+9	+5	15	8	+12	+6	7	-
20th	14	+14	+10	+10	+5	16	8	+12	+6	7	Ability score increase

Class Level
The character's wonderworker level.

HD
This is the total number of ten-sided (d10) Hit Dice the magical beast companion possesses, each of which gains a Constitution modifier, as normal.

BAB
This is the magical beast companion's base attack bonus. A magical beast companion's base attack bonus is the same as the magical beast''s HD. Magical beast companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will
These are the magical beast companion's base saving throw bonuses. A magical beast companion has good Fortitude and Reflex saves.

Skills
This lists the magical beast's total skill ranks. Magical beast companions can assign skill ranks to any skill listed under Magical Beast Skills. If a magical beast companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Magical beast companions with an Intelligence of 3 or higher can purchase ranks in any skill. A magical beast companion cannot have more ranks in a skill than it has Hit Dice.

Magical beast companions can have ranks in any of the following skills:

Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str).

All of the skills marked with an (*) are class skills for magical beast companions. Magical beast companions with an Intelligence of 3 or higher can put ranks into any skill.

Feats

This is the total number of feats possessed by a magical beast companion. Magical beast companions should select their feats from those listed under Animal Feats. Magical beast companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency).

Magical beast companions can select from the following feats:

Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Magical beast companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

Natural Armor Bonus

The number noted here is an improvement to the magical beast's companion's existing natural armor bonus.

Str/Dex Bonus

Add this value to the magical beast's companion's Strength and Dexterity scores.

Bonus Tricks

The value given in this column is the total number of "bonus" tricks that the magical beast knows in addition to any that the wonderworker might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the magical beast. The wonderworker selects these bonus tricks, and once selected, they can't be changed. A wonderworker can use the Handle Animal skill on magical beasts as if it were a normal animal.

Link (Ex): A wonderworker can handle her magical beast companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The wonderworker gains a +4 circumstance bonus on all Handle Animal checks made regarding an magical beast companion.

Spell-like Ability (Su): Magical beast companions do not gain the supernatural special abilities or special attacks of normal magical beasts (such as a basilisk's gaze attack). Instead, they gain spell-like abilities as manifestations of their powers as they progress.

As the magical beast gains hit dice, it gains spell-like abilities that reflect its own magical nature. At 1st level, the magical beast companion can use a spell-like ability, at will. This spell can be selected from any 0-level druid or wizard spell (orison or cantrip). Once this spell is selected, it cannot be changed.

At 3rd, 9th, and 15th level, the magical beast companion gains new spell-like abilities selected from the druid or wizard spell lists, each usable three times per day. The selected spell's level cannot exceed more than half the magical beast companion's hit dice. A magical beast companion's spell-like abilities are Constitution-based. The DC to save against a magical beast companion's spell-like abilities is 10 + 1/2 the creature's hd + Con bonus

Magic Attacks (Su): A magical beast companion's natural attacks now counts as magic for the purpose of overcoming damage reduction.

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

Magical Beast Descriptions

Each magical beast companion has different starting sizes, speed, attacks, ability scores, and special qualities. All magical beast attacks are made using the creature's full base attack bonus unless otherwise noted. Magical beast attacks add the magical beast's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. As you gain levels, your magical beast companion improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on **Table: Magical beast Companion Base Statistics**. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

A wonderworker can select the starting statistics of a standard animal companion to advance as a magical beast.

Ankheg

Starting Statistics
Size Small; **Speed** 30 ft., burrow 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus grab); **Ability Scores Str** 10, **Dex** 12, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10; **Special Qualities** Darkvision low-light vision, scent; **CMD** trip +2.

4th-Level Advancement
Size Medium; **Attack** bite (1d6 plus 1d4 acid and grab); **Ability Scores Str** +4, **Dex** –2, **Con** +2.

Basilisk

Starting Statistics
Size Small; **Speed** 20 ft., swim 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores Str** 15, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

4th-Level Advancement
Size Medium; **Attack** bite (1d8); **Ability Scores Str** +4, **Dex** –2, **Con** +2

Bulette

Starting Statistics
Size Medium, **Speed** 40 ft. Burrow 20ft; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores Str** 14, **Dex** 16, **Con** 10, **Int** 2, **Wis** 15, **Cha** 10; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement
Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores Str** +8, **Dex** –2, **Con** +4

Chimera

Starting Statistics
Size Medium; **Speed** 30 ft; **AC** +1 natural armor; **Attack** 3 bites (1d4); **Ability Scores Str** 13, **Dex** 17, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10; **Special Qualities** Darkvision 60 ft.,low-light vision, scent.

7th-Level Advancement
Size Large; **Speed** 30 ft Fly 50ft (poor); **AC** +2 natural armor; **Attack** 3 bites (1d6),) 2 claws (1d4); **Ability Scores Str** +8, **Dex** –2, **Con** +4

Cockatrice

Starting Statistics
Size Small; **Speed** 20 ft., fly 60 ft. (poor); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores Str** 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement
Ability Scores Str +2, **Con** +2.

Girallon

Starting Statistics
Size Medium; **Speed** 30 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 4 claws (1d4); **Ability Scores Str** 13, **Dex** 17, **Con** 10, **Int** 2, **Wis** 12, **Cha** 7; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

4th-Level Advancement
Size Large; **AC** +2 natural armor; **Attack** bite (1d6), 4 claws (1d6); **Ability Scores Str** +8, **Dex** –2, **Con** +4.

Griffon
Starting Statistics
Size Medium; **Speed** 40 ft. Fly 40ft (good); **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores Str** 13, **Dex** 17, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10; **Special Attacks** rake (1d4); **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement
Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores Str** +8, **Dex** –2, **Con** +4; **Special Attacks** grab, pounce, rake (1d6).

Kraken
Starting Statistics
Size Medium; **AC** +1 natural armor; **Speed** swim 60 ft., jet 240 ft.; **Attack** tentacles (1d4 plus grab), bite (1d4); **Ability Scores Str** 14, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement
Ability Scores Str +2, **Con** +2.

Manticore
Starting Statistics
Size Medium; **Speed** 40 ft. Fly 40ft (poor); **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4), sting (1d4); **Ability Scores Str** 13, **Dex** 17, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement
Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6), sting 1d6; **Ability Scores Str** +8, **Dex** –2, **Con** +4; **Special Attacks** grab, pounce.

Owlbear
Starting Statistics
Size Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d4); **Ability Scores Str** 15, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

4th-Level Advancement
Size Medium; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores Str** +4, **Dex** –2, **Con** +2.

Rust Monster
Starting Statistics
Size Small; **Speed** 20 ft.; **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores Str** 13, **Dex** 12, **Con** 13, **Int** 2, **Wis** 11, **Cha** 4; **Special Qualities** Darkvision 60 ft., low light vision; **CMD** trip +8.

4th-Level Advancement
Size Medium; **Attack** bite (1d8); **Ability Scores Str** +4, **Dex** –2, **Con** +2.

Sea Serpent
Starting Statistics
Size Medium; **AC** +5 natural armor; **Speed** Swim 30 ft.; **Attack** bite (1d8 plus grab); **Ability Scores Str** 14, **Dex** 16, **Con** 12, **Int** 1, **Wis** 12, **Cha** 8; **Special Qualities** Darkvision 60 ft., low-light vision.

7th-Level Advancement
Size Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores Str** +8, **Dex** –2, **Con** +4.

Stirge
Starting Statistics
Size Small; **Speed** 10 ft., Fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores Str** 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement
Ability Scores Str +2, **Con** +2.

Unicorn
Starting Statistics
Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** gore (1d8), 2 hooves (1d4); **Ability Scores Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

4th-Level Advancement
Ability Scores Str +2, **Con** +2

Warg
Starting Statistics
Size Large; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores Str** 17, **Dex** 12, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement
Ability Scores Str +2, **Dex** +2

Wonderwork (Su): At 1st, 2nd, and every even level thereafter, the wonderworker can create a wonderwork, which is a magical composition that comes in two forms. The first form of wonderwork is the creation a hybrid spell, effectively combining and amalgamating two spells into something new. The wonderworker adds this new spell to her list of spells known. Despite her number of spell slots, she can only cast this hybrid spell once per day. The rules for creating a hybrid spell are as follows:

The two spells must be of the same school, hereafter referred to as the "parent spells". Whichever spell's level is the highest determines the level of the new spell. Whichever spell's casting time is the longest determines the casting time of the new spell. The components of both spells are required to cast the new spell. Whichever spell's range is the shortest determines the range of the new spell. The type of target for the new spell must be selected from one of the two parent spells. Once the type of target is chosen, it cannot be changed. Whichever spell's duration is the shortest determines the duration of the new spell. The saving throw for the new spell can only be negated as denoted by the one parent spells (Fort, Reflex, or Will; choose one). If spell resistance applies to one of the parent spells, then spell resistance also applies to the new hybrid spell. The target is subjected to the combined effects of both spells. Note that magical increases to ability scores do not stack.

The following is an example of a hybrid spell combining Air Walk + Beast Shape II. (Note: Players are welcome to come up with creative names for their hybrid spells.)

Parent Spells: Air Walk and Beast Shape II

HOWLING WIND WALK

School transmutation [air and polymorph]; **Level** wonderworker 4
Casting Time 1 standard action
Components V, S, DF, M (a piece of the creature whose form you plan to assume)
Range touch
Target creature (Gargantuan or smaller) touched
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

In addition, this spell also functions as beast shape I, except that it also allows the subject to assume the form of a Tiny or Large creature of the animal type. If the form the subject assumes has any of the following abilities, they gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form the subject takes is that of a Tiny animal, they gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.
Large animal: If the form the subject takes is that of a Large animal, they gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.
The second form of wonderwork is the creation of a single wondrous item at only 50% the cost and 25% the time.

New Archetype

The following archetype is for the wonderworker hybrid class.

Meddlesome Magician

Even the most powerful spellcaster recognizes the power of social intrigue and mundane influence. Meddlesome magicians are ever involved in political affairs and warring conflicts, persuading heads of state and captains of industry to shape history itself. Many meddlesome magicians serve as grand advisors to kings or mayors. Others take more covert agency in the underbelly of society, utilizing trickery and guile to achieve their ends.

Skills: The meddlesome magician adds Bluff, Diplomacy, Intimidate, Sense Motive, and Sleight of Hand to his list of class skills.

Wondrous Skill (Ex): At 1st, 4th, 8th, 12th, 16th, and 20th level, the meddlesome magician gains 6 bonus skill points. This replaces the wonderwork gained at these levels.

Consummate Meddler (Ex): Whenever a target of a meddlesome magician's spell is threatened by an ally of the meddlesome magician, that target takes a -1 penalty to saves against that spell. This penalty increases by -1 at 5th, 10th, 15th, and 20th level. If the target is being flanked by at least two of the medddlesome magician's allies, this penalty increases by -1.

This replaces wonderful bond.

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