

The Storm

Spells

3rd level spells

Call Lightning (2) (evocation[electricity], 1 round, VS, medium, six lightning bolts, 6 min, SRyes) – standard to call down 5ft wide 30 ft high bolt of lightning that deals 3d6 electricity. (3d10 if storm).

Cloak of Winds (abjuration[air], VS, close, one living creature, 6min, SRyes) – Howling winds protect the target. They can move through windstorm or lesser winds. Ranged attacks against them take a -4. Tiny or smaller creatures FORT or be blown away 30ft and take 3d6 + 1d6 if they hit a solid object.

Remove Curse (abjuration, VS, creature touched, SRyes) – 1d20+6 vs. the DC of every curse on the target.

2nd level spells

Barkskin (transmutation, VSDF, living creature touched, 60 min) - +3 enhance to nat armor

Bull's Strength (transmutation, VSMDf, creature touched, 6min, SRyes) – +4 STR enhancement

Remove Paralysis (conjuration[healing], VS, close, up to 4 creatures, no more than 30ft apart, SRyes) –

One person is auto freed; 2 people get a Will with +4 resistance; 4 people get a Will with +2 resistance

Resist Energy (2) (abjuration, VSDF, 60min) – Resist 10 (acid, cold, electric, fire or sonic)

1st level spells

Liberating Command (transmutation, immediate, V, close, one creature, SRyes) – The target may make an Escape Artist check as an immediate with a +12 bonus.

Obscuring Mist (conjuration (creation), VS, 20ft radius from you, 6min) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Produce Flame (evocation[fire], 6min, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+5 fire dmg. Every time you use a touch, duration reduces by 1 minute.

Ray of Sickening (necromancy, VSM, close, ray, 6min, SRyes) – Black ray causes target to FORT or become sickened.

Remove Fear (abjuration, VS, close, two creatures, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

Windy Escape (transmutation[air], immediate action, VS, personal) – gain DR 10/magic vs. one attack and you are immune to any poison, sneak attacks, or crits from that attack. You cannot use it vs. an AoO from using a magical ability that provokes.

Spell-Like Ability

Feather Fall (transmutation, V, 1 immediate action, close, six medium or smaller freefalling creature, until landing or 6rds, SRyes) – Slows down falling rate to 60ft/rd.

Other Abilities

Liberation – for 6 rounds, you can act as if you were under *freedom of movement*. The rounds do not have to be consecutive.

Skymaster – for 6 minutes, you can act as if you were under the *fly* spell (60ft good fly speed, +7 total bonus to Fly checks). The minutes do not have to be consecutive.

Spontaneous Casting – you can spontaneously cast any non-domain spell as a *summon nature's ally* of the appropriate level.

Wild Shape – You can turn into an animal sized Tiny to Large or a Small elemental using *beast shape II* or *elemental body I*.

Gear

Boots of Freefalling – You can suppress your constant *feather fall* as a free action at the start of your turn, and you get a +4 bonus on Wisdom checks to navigate using subjective gravity.

Lesser Fire Elemental Metamagic Rod – Three times per day, you may use this rod to turn one of your damaging spells into solely fire damage or half fire, half its original element.

Feather Token (Fan) – Expend this token to form a huge flapping fan that can power a boat for 8 hours at about 25 mph. This is not cumulative with the existing wind. This can lessen existing winds. It does not function on land.

Horn of Fog – Use the horn to create a 10ft. square of *obscuring mist*. It moves at 10ft./rd in a straight line away from where you created it. Dissipates in 3 minutes, or 4rds in a moderate wind and 1 round in a strong wind.

Scroll of Dispel Magic (abjuration, CL 5, medium) – Make a dispel check (1d20+5). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Wand of Cure Light Wounds (20 charges) – Expend a charge to heal someone for 1d8+1. Undead are damaged with a WILL11 for half.

Resource Management

Daily Resources										
3rd	<i>call lightning</i>	<i>call lightning</i>	<i>cloak of winds</i>	<i>remove curse</i>						
2nd	<i>barkskin</i>	<i>bull's strength</i>	<i>r. paralysis</i>	<i>resist energy</i>	<i>resist energy</i>					
1st	<i>l. command</i>	<i>o. mist</i>	<i>p. flame</i>	<i>ro sickening</i>	<i>remove fear</i>	<i>w. escape</i>				
<i>feather fall</i>										
liberation										
skymaster										
wild shape										
<i>lesser fire elemental metamagic rod</i>										
Consumable Resources										
<i>feather token (fan)</i>										
<i>scroll of dispel magic</i>										
<i>wand of cure light wounds</i>										

Sample Summoning Statblocks

Eagle	CR 1/2
Summon Nature's Ally I	
N Small animal	
Init +2; Senses low-light vision; Perception +10	
DEFENSE	
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)	
hp 5 (1d8+1)	
Fort +3, Ref +4, Will +2	
OFFENSE	
Speed 10 ft., fly 80 ft. (average)	
Melee 2 talons +3 (1d4), bite +3 (1d4)	
STATISTICS	
Str 10, Dex 15, Con 12, Int 2, Wis 15, Cha 7	
Base Atk +0; CMB -1; CMD 11	
Feats Weapon Finesse	
Skills Fly +8, Perception +10; Racial Modifiers +8 Perception	

Dire Bat	CR 2
Summon Nature's Ally III	
N Large animal	
Init +2; Senses blindsense 40 ft.; Perception +12	
DEFENSE	
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)	
hp 22 (4d8+4)	
Fort +5, Ref +6, Will +3	
OFFENSE	
Speed 20 ft., fly 40 ft. (good)	
Melee bite +5 (1d8+4)	
Space 10 ft.; Reach 5 ft.	
STATISTICS	
Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6	
Base Atk +3; CMB +7; CMD 19	
Feats Alertness, Stealthy	
Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense	

Small Air Elemental	CR 1
Summon Nature's Ally II	
N Small outsider (air, elemental, extraplanar)	
Init +7; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)	
hp 13 (2d10+2)	
Fort +4, Ref +6, Will +0	
Defensive Abilities air mastery; Immune elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee slam +6 (1d4+1)	
Special Attacks whirlwind (DC 12)	
STATISTICS	
Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +2; CMD 15	
Feats Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	
Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11	
Languages Auran	
SPECIAL ABILITIES	
Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.	

Sample Wild Shape Statistics

Large Animal – Giant Vulture

CN Large outsider (native)

Init +2; **Senses** low-light vision, scent

AC 16, touch 12, flat-footed 14 (+1 deflection, +2 Dex, +4 natural, -1 size)

Ref +7

Speed 10 ft., fly 50 ft. (average)

Melee bite +4 (2d6+1)

Space 10 ft.; **Reach** 5 ft.

Str 13, **Dex** 14

CMB +6; **CMD** 19

Skills Fly +9

Tiny Animal – Hawk (familiar)

CN Tiny outsider (native)

Init +5; **Senses** low-light vision

AC 19, touch 18, flat-footed 14 (+1 deflection, +5 Dex, +1 natural, +2 size)

Ref +10

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +4 (1d4-2)

Space 2-1/2 ft.; **Reach** 0 ft.

Str 7, **Dex** 20

CMB +7; **CMD** 15

Skills Fly +18

Small Elemental – Small Air Elemental

CN Small outsider (native)

Init +4; **Senses** darkvision 60 ft.

AC 18, touch 16, flat-footed 14 (+1 deflection +4 Dex, +2 natural, +1 size)

Ref +9

Speed fly 60 ft. (perfect)

Melee slam +4 (1d4-1)

Special Attacks whirlwind (DC 12)

Dex 18

CMB +2

Skills Fly +23