

Aeromancer

The aeromancers were the undisputed masters of wind and sky, and they unlocked numerous secrets of wind magic. The vast majority of these secrets were lost when their civilization collapsed, but a few of their magical traditions have been preserved through the years. While the practice of aeromancy is rare, some scholars today are able to rival the aerial mastery of the ancient aeromancers.

The aeromancer is an archetype of the scholar class, available only to sylph scholars.

Wind Mastery (Su): At 2nd level, the aeromancer specializes in magic that manipulates the wind and sky. Whenever an aeromancer expends a point from her arcane reservoir to increase the caster level of a spell with the ice, lightning, or wind elemental descriptor, she increases that bonus by an additional 1. At 6th level, and every four scholar levels thereafter, the amount by which she increases the caster level of such spells further increases by an additional 1 (to a maximum additional caster level increase from this ability of 5 at 18th level).

Alternatively, if the aeromancer expends a point from her arcane reservoir to increase the saving throw DC of a spell with the ice, lightning, or wind elemental descriptor, she increases it by an additional 1. At 10th level, she increases it by an additional 2 instead.

This ability replaces the scholar exploit gained at 2nd level.

Wind's Embrace (Su): At 6th level, an aeromancer can expend 2 points from her arcane reservoir to call upon the winds to gently carry her through the air while protecting her from harm. She is affected as though by the spell *air walk* and is surrounded by protective winds that function similarly to a *wind wall* spell, except the effect surrounds only the aeromancer and moves with her wherever she goes. Both of these effects last for 1 minute.

This ability replaces the scholar exploit gained at 6th level.

Rebuking Gale (Su): At 12th level, by expending 3 points from her arcane reservoir, an aeromancer can release a powerful blast of wind to push back her foes. This takes the form of either a 20-foot-radius burst centered on the aeromancer or a 40-foot cone originating from the aeromancer's space. She can choose which form the wind takes each time she uses the ability. The affected area is filled with hurricane-force winds (75 mph) and inflicts 1d6 points of wind damage per scholar level, with a Reflex save (DC 10 + half of the scholar's level + her Intelligence or Wisdom modifier, whichever is higher) for half damage. This makes normal ranged attacks passing through this area impossible, imposes a –8 penalty on ranged attacks from siege weapons that pass through the area, and imposes a –12 penalty on Fly checks attempted within the area. Additionally, Large creatures in the area are in danger of being checked, and Medium or smaller creatures in the area are in danger of being blown away. The winds created by this ability last for 1 round.

This ability replaces the scholar exploit gained at 12th level.