

## Blood Lily Acolyte

*These white mages form a bond with a flower that grows inside them, known as the Lily. This lily fuels the acolyte's powers.*

The blood lily acolyte is an archetype of the white mage class.

**Secret of the Lily (Su):** Upon the form of the blood lily acolyte, what appears to be a flower can be seen. This can range from simply an aura one may believe they see, to a marking upon the flesh, to even a literal crystal flower growing out of them.

At 1st level and every three white mage levels thereafter, the blood lily acolyte gains a new lily ability (see below). After each round of combat has ended for the blood lily acolyte, a lily grows upon her person. This lily can grow up to a maximum of three times. After the 4th round of combat, a blood lily grows, but only once. After combat has ended, the lilies and blood lily fade away after 1 minute plus an additional minute per two white mage levels after 1st. These lilies and blood lily can be spent on the following powers (which require only a swift action to use):

*Afflatus Misery (Su):* At a cost of 1 blood lily, the blood lily acolyte causes a target creature within 30 feet to take 1d6 points of non-elemental damage plus an additional 1d6 non-elemental damage per two white mage levels after 1st, all adjacent creatures must make a Reflex save (DC 10 + half of the white mage's level + her Wisdom modifier) for half damage.

*Afflatus Rapture (Su):* At a cost of 1 blood lily, the blood lily acolyte heals herself and all allies within 30 feet for 1d6 points of damage plus an additional 1d6 per two white mage levels after 1st.

*Assize (Su):* At a cost of 2 lilies, the blood lily acolyte can heal all allies within a 30-ft.-radius for 1d6 + her Wisdom modifier of damage. In addition, this also restores 1 MP to the blood lily acolyte. This healing improves by 1d6 for every four white mage levels after 1st and the MP restoration improves by 1 for every four white mage levels after 1st. This ability can be used a number of times per day equal to her Wisdom modifier.

*Asylum (Su):* At a cost of 1 lily, the blood lily acolyte can lay down a field of healing. All allies within a 30-ft.-radius gain Fast Healing 2 for a number of rounds equal to the blood lily acolyte's Wisdom modifier. This fast healing improves by 2 for every four white mage levels after 1st.

*Benediction (Su):* At a cost of 3 lilies, the blood lily acolyte can heal an ally within 30 feet for an amount of hit points equal to the blood lily acolyte's maximum hit points. This healing improves by +5 hit points for every four white mage levels after 1st.

*Divine Benison (Su):* At a cost of 1 lily, the blood lily acolyte bestows a barrier upon an ally within 30 feet that grants damage reduction 2/- and elemental resistance (to all) 3 for a number of rounds equal to her Wisdom modifier. These bonuses improve by 2 and 3 respectively for every four white mage levels after 1st.

*Plenary Indulgence (Su):* At a cost of 2 lilies, the blood lily acolyte can bestow a healing aura upon herself and her allies within 30 feet. Any healing spells cast by the blood lily acolyte upon herself or her allies within range are healed additionally for 1d6 + her Wisdom modifier of damage for a number of rounds equal to her Wisdom modifier. This healing improves by 1d6 for every four white mage levels after 1st.

*Temperance (Su):* At a cost of 1 lily, all healing spells cast by the blood lily acolyte are considered Empowered as per Empower Spell feat for a number of rounds equal to her Wisdom modifier. This ability can be used a number of times per day equal to her Wisdom modifier.

*Tetragrammaton (Su)*: At a cost of 1 lily, the blood lily acolyte can heal an ally within 30 feet for 1d6 + her Wisdom modifier of damage. This healing improves by 1d6 for every four white mage levels after 1st.

This ability replaces white magery, divine seal, divine veil and 1 mp spell.