

Elemental Shaper

There's a group of geomancers that eschew geomancy to change their shape into elementals, called the Elemental Shapers.

The elemental shaper is an archetype of the geomancer class.

Wild Shape (Su): At 1st level, an elemental shaper gains the ability to turn herself into any Small elemental and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *elemental body I* spell, except as noted here. The effect lasts for 1 hour per geomancer level, or until she changes back. Changing form (to elemental or back) is a standard action and doesn't provoke an attack of opportunity.

An elemental shaper loses her ability to speak while in elemental form because she is limited to the sounds that a normal elemental can make, but she can communicate normally with other elementals of the same type as her new form.

An elemental shaper can use this ability an additional time per day at 4th level and every three levels thereafter, for a total of seven times at 19th level. At 20th level, an elemental shaper can use wild shape at will. As an elemental shaper gains in levels, this ability allows the elemental shaper to take on the form of larger elementals. Each form expends one daily usage of this ability, regardless of the form taken.

At 5th level, an elemental shaper can use wild shape to change into a Medium elemental. When taking the form of an elemental, the elemental shaper's wild shape now functions as *elemental body II*.

At 10th level, an elemental shaper can use wild shape to change into a Large elemental. When taking the form of an elemental, the elemental shaper's wild shape now functions as *elemental body III*.

At 15th level, an elemental shaper can use wild shape to change into a Huge elemental. When taking the form of an elemental, the elemental shaper's wild shape now functions as *elemental body IV*.

This ability replaces geomancy.