

Geomancer

Geomancers hold the power of nature and the elements. Geomancy is the art of channeling magical energy from many sources through the land itself. In the area she calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) she weaves ley lines—powerful connections to the land itself. The spells she casts through these connections with the earth are reflections of her own strength of will.

Role: Unmatched in the mastery of the terrain, geomancers use the terrain to inflict powerful elements and status effects upon their enemies and provide support to her allies.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 4d6 × 10 gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The geomancer's class skills are Climb (Str), Craft (Int), Fly (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Geomancy (1d6), Nature Sense, Spell Proficiency, Cantrips, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Ley Lines, Elemental Resistance 2, Eyes of the Storm, Geomancy Trick	2	1 st
3 rd	+2	+3	+1	+3	1st Favored Terrain, Armored Mage (light)	3	2 nd
4 th	+3	+4	+1	+4	Geomancy (2d6), Homefield Advantage, Terrain Movement, Geomancy Trick	5	2 nd
5 th	+3	+4	+1	+4	Clear Mind I, Geosynchronus, Endure Elements	8	3 rd
6 th	+4	+5	+2	+5	Ley Lines, Elemental Resistance 4, Geomancy Trick	11	3 rd
7 th	+5	+5	+2	+5	Geomancy (3d6), 2nd Favored Terrain	15	4 th
8 th	+6/+1	+6	+2	+6	Homefield Advantage (+10', Minute duration), Nature's Armor (+2), Geomancy Trick	20	4 th
9 th	+6/+1	+6	+3	+6	Nature's Resilience, The Earth Speaks	26	5 th
10 th	+7/+2	+7	+3	+7	Clear Mind II, Geomancy (4d6), Ley Lines, Elemental Resistance 6, Geomancy Trick	32	5 th
11 th	+8/+3	+7	+3	+7	3rd Favored Terrain, Timeless Body	39	6 th
12 th	+9/+4	+8	+4	+8	Homefield Advantage (+10'), Nature's Armor (+3), Geomancy Trick	47	6 th
13 th	+9/+4	+8	+4	+8	Geomancy (5d6), The Air Sings, Storm Lord	56	7 th

14 th	+10/+5	+9	+4	+9	Ley Lines, Elemental Resistance 8, Geomancy Trick	65	7 th
15 th	+11/+6/+1	+9	+5	+9	Clear Mind III, 4th Favored Terrain	75	8 th
16 th	+12/+7/+2	+10	+5	+10	Geomancy (6d6), Homefield Advantage (+10'), Nature's Armor (+4), Geomancy Trick	86	8 th
17 th	+12/+7/+2	+10	+5	+10	The Echoes Dance, Tongue of the Sun and Moon	98	9 th
18 th	+13/+8/+3	+11	+6	+11	Ley Lines, Elemental Resistance 10, Geomancy Trick	110	9 th
19 th	+14/+9/+4	+11	+6	+11	Geomancy (7d6), 5th Favored Terrain, Planar Acclimation	122	9 th
20 th	+15/+10/+5	+12	+6	+12	Clear Mind IV, Homefield Advantage (10 minute duration), Nature's Armor (+5), Earthen Ascension, Geomancy Trick	135	9 th

Class Features

All of the following are class features of the geomancer.

Weapon and Armor Proficiency: Geomancers are proficient with the following weapons: battleaxe, club, dagger, dart, longsword, quarterstaff, scimitar, scythe, sickle, shortspear, shortsword, sling, and spear. Geomancers are also proficient in light armor as well as shields (except tower shields).

Limit Breaks (Su): At 1st level, the geomancer receives the Limit Breaks (Elemental Torrent and Geocache).

Elemental Torrent (Su): This Limit Break produces a vertical column of random elements roaring downward upon an area within 60 ft. The area of effect is cylindrical (15-ft.-radius., 40-ft.-high). Enemies within the area of effect take 2d6 points of non-elemental damage + an additional 2d6 per four geomancer levels after 1st, a Reflex save (DC 10 + half of the geomancer's level + her Wisdom modifier) reduces the damage by half. Those who fail the Reflex must make a Fortitude save for each status effect (DC 10 + half of the geomancer's level + her Wisdom modifier) or be inflicted with Blind, Confuse, Curse, Petrify, Silence, and Slow status for 1 round + 1 round per four geomancer levels after 1st.

Geocache (Su): This Limit Break allows the geomancer to change the terrain to suit her needs. For a duration of 1 round + 1 round per four geomancer levels after 1st, the geomancer can choose a terrain (under Geomancy) and it converts the terrain around the geomancer in a 30-ft.-radius. The geomancer can change the terrain once per round as a free action. This limit break requires only a swift action.

Spells: A geomancer casts geomancy spells which are drawn the geomancer spell list. The geomancer also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new geomancer level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, a geomancer can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the geomancer must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a geomancer's spell is 10 + the spell level + the geomancer's Wisdom modifier. In addition, a geomancer gains additional MP for having a high attribute (Wisdom).

Spell Proficiency (Ex): Geomancers are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Geomancy (Su): Starting at 1st level, a geomancer draws upon the power of the terrain she stands upon to defeat her foes. The geomancer can use this ability a number of times per day equal to her class level + her Wisdom modifier. Which geomancy power a geomancer may use depends upon what type of terrain she is standing on, as noted in the table below. What terrain type the geomancer is standing on is up to the final determination of the DM. The range of geomancy is 25 feet plus 5 feet every two geomancer levels, and requires a ranged touch attack to strike a target. If the attack hits, it deals 1d6 damage (of an elemental type, see below) plus her Wisdom modifier plus an additional 1d6 per three geomancer levels after 1st, centered on the target. Any adjacent creature to the target can make a Reflex save (DC 10 + half of the geomancer's level + her Wisdom modifier) to take half damage. Any creatures struck by the effect must make another save (DC 10 + half of the geomancer's level + her Wisdom modifier). If the creature fails this save it takes a secondary effect based on the attack used. This secondary effect has a duration of 3 rounds plus the geomancer's Wisdom modifier, unless otherwise noted. A geomancer's class level is considered to be her caster level for the purposes of the Geomancy ability.

Table: Geomancy				
Power	Terrain	Special	Save	Element Damage
Blizzard	Snow, ice, and cold tundra	Frozen	Fort	Ice
Carve Model	Loose rock or worked stone outdoors	Silenced	Fort	Earth
Demon Fire	Worked stone, wooden, and other floors indoors	Sleep	Will	Fire
Gusty Wind	Flying or standing at the very edge of a high place	Squallied	Reflex	Wind
Hell Ivy	Grasses and other small plant growth	Entangled	Reflex	Non-Element
Kamaitachi	Man-made structures not otherwise specified	Disabled	Will	Wind
Lava Ball	Lava or fire	Burning	Reflex	Fire
Leaf Fall	Large plant growth: forest, tree canopy	Nauseated	Fort	Non-Element
Local Quake	Unworked stone	Staggered	Will	Earth
Pitfall	Packed or loose dirt, including roads	Weighted	Fort	Earth
Quicksand	Swamp, deep mud and marshland	Immobilized	Will	Water
Sand Storm	Sandy ground	Blinded	Fort	Wind
Short Circuit	Large machines or mechanical structures	Static	Will	Lightning
Water Ball	Water	Drenched	Fort	Water

Nature Sense (Ex): A geomancer gains a +2 bonus on Knowledge (nature) and Survival checks.

Cantrips: Geomancers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Geomancers begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Ley Lines (Su): At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and every 4 levels thereafter, the character may either choose a new terrain in which to receive the benefit (at +1), or increase her effective caster level in a previously chosen terrain by an additional +1.

Elemental Resistance (Ex): Starting at 2nd level, the geomancer gains an elemental resistance of 2 to earth, fire, ice, lightning, water, and wind. This resistance increases by 2 every four geomancer levels after 2nd level.

Eyes of the Storm (Ex): At 2nd level, a geomancer can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every four geomancer levels beyond 2nd.

Geomancy Tricks: As a geomancer gains experience, she learns a number of tricks that aid her. Starting at 2nd level, the geomancer gains one geomancy trick. She gains an additional geomancy trick for every two levels of geomancer attained after 2nd level. Unless specified otherwise, a geomancer cannot select an individual trick more than once.

Able Explorer (Ex): When making an Acrobatics, Climb, Fly, Ride, or Swim check in any of her favored terrains, a geomancer with this trick can make two skill checks and take the higher.

Adaptable Terrain (Ex): A geomancer with this trick can adapt and orient herself to new environments and new enemies. She gains a +1 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks whenever she is in a terrain she hasn't selected as one of her favored terrains. She leaves no trail and can't be tracked in any such terrain (though she can leave a trail if she so chooses). **Prerequisite:** A geomancer must be at least 8th level to select this trick.

Additional Geomancy (Su): A geomancer with this trick is able to produce an additional geomancy attack at a -5 penalty as part of a full attack. **Prerequisite:** A geomancer must be at least 8th level to select this trick.

Advantageous Terrain (Ex): When a geomancer with this trick is within one of her favored terrains, she can spend up to 3 consecutive rounds studying an area of terrain to gain the benefits below. Each round of studying terrain is a standard action. During the first round of studying terrain, the geomancer designates a 60-foot-radius-burst area from a single square within line of sight. Depending on how many rounds the geomancer spends studying the area, she or her allies gain the following benefits for 10 minutes per geomancer level she possesses.

- *1st Round:* Allies within line of sight and that can hear the geomancer gain a +2 bonus on initiative checks while within the advantageous terrain area.
- *2nd Round:* Allies within line of sight and that can hear the geomancer gain a +2 on Perception, Stealth, and Survival checks while within the advantageous terrain area.
- *3rd Round:* The geomancer's movement is not hampered by difficult terrain while within the advantageous terrain area. Furthermore, the geomancer can take 10 on Climb and Swim checks and checks to jump while within the area, even when in immediate danger or distracted.

Camouflage (Ex): A geomancer with this trick can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

Easy Terrain (Ex): While in a favored terrain, the geomancer gains a +10 movement bonus to base land speed. **Prerequisite:** The geomancer must be at least 6th level to select this trick.

Enhanced Geomancy (Ex): The geomancer chooses 1 geomancy power (for example: Pitfall, Water Ball or Blizzard) and increase damage dice to d8's. The geomancer can select this trick multiple times, but she must select a different Geomancy Power.

Extra Favored Terrain (Ex): The geomancer gains an additional favored terrain that she don't already have. **Prerequisite:** The geomancer must have two favored terrains to select this trick.

Extra Leylines (Ex): The geomancer gains an additional leyline that she don't already have.

Prerequisite: The geomancer must have two leylines to select this trick.

Geomancy Burst (Su): A geomancer with this trick makes geomancy attacks with a burst, extending from adjacent creatures to 10-ft.-radius burst. This geomancy trick can be selected more than once, increasing the burst radius by 5 feet each time.

Geostep (Su): A geomancer's connection with the earth is so great that she is able to move through it with unparalleled ease. With this trick, in a favored terrain she has chosen, she is able to teleport a distance equal to her movement speed as a move action. **Prerequisite:** A geomancer must be at least 12th level to select this trick.

Greater Additional Geomancy (Su): A geomancer with this trick is able to produce a third geomancy attack at a -10 penalty, as part of a full-attack. **Prerequisites:** A geomancer must be at least 16th level and have the additional geomancy geomancy trick to select this trick.

Greater Geomancy (Su): While in any of her favored terrains, a geomancer with this trick deals an extra 1d6 points of elemental damage when using geomancy. In addition, the DC of her geomancy effect increases by 1. This geomancy trick stacks with improved geomancy. **Prerequisites:** A geomancer must be at least 12th level and have improved geomancy geomancy trick to select this trick.

Hide in Plain Sight (Ex): While in any of her favored terrains, a geomancer with this trick can use the Stealth skill even while being observed. **Prerequisites:** A geomancer must be at least 12th level and have the camouflage geomancy trick to select this trick.

Improved Easy Terrain (Ex): Allies within line of sight of the geomancer gain a +10 movement bonus to base land speed while in one of her favored terrains. **Prerequisite:** The geomancer must have the easy terrain geomancy trick to select this trick.

Improved Geomancy (Su): While in any of her favored terrains, a geomancer with this trick deals an extra 1d6 points of elemental damage when using geomancy. In addition, the DC of her geomancy effect increases by 1. **Prerequisite:** A geomancer must be at least 6th level to select this trick.

Improved Quarry (Ex): The geomancer's ability to hunt her quarry improves. She can now select a quarry as a free action, and can now take 20 while using Survival to track her quarry, while moving at normal speed without penalty. Her insight bonus to attack her quarry increases to +4. If her quarry is killed or dismissed, she can select a new one after 10 minutes have passed. **Prerequisites:** A geomancer must be at least 16th level and have the track, swift tracker, and quarry geomancy tricks to select this trick.

Improved Stone Scouting (Ex): A geomancer's bonus on Perception checks to notice underground environmental hazards increases to +4. Additionally, the geomancer with this trick receives a check to notice these irregularities whenever she passes within 15 feet of them. **Prerequisite:** A geomancer must have the stone scouting geomancy trick to select this trick.

Improved The Air Sings (Ex): The geomancer increases the range of The Air Sings by 30 feet. **Prerequisite:** The geomancer must have the air sings ability to select this trick.

Improved The Earth Speaks (Ex): The geomancer increases the range of The Earth Speaks ability by 30 feet. **Prerequisite:** The geomancer must have the earth speaks ability to select this trick.

Improved The Echoes Dance (Ex): The geomancer increases the range of The Echoes Dance by 30 feet. **Prerequisite:** The geomancer must have the echoes dance ability to select this trick.

Infiltration (Ex): Once per day, a geomancer with this trick can choose a single terrain type that is not her favored terrain. For the next hour per geomancer level, she treats that terrain as if it were one of her favored terrains.

Live in Comfort (Ex): A geomancer is truly at home within her favored terrains. She knows all the signs of the wilderness. She rarely gets lost. She can easily live off the land in comfort, and can provide for companions. The geomancer with this trick can take 10 on any Survival check involving any of her favored terrains, even when in immediate danger and distracted. If the geomancer is not in immediate danger and distracted, she can take 20 even if the check has a penalty for failure. **Prerequisite**: A geomancer must be at least 10th level to select this trick.

Master Explorer (Ex): A geomancer becomes a master explorer. With this trick, she can move through any sort of terrain that impedes movement at her full speed, even if it is enchanted or magically manipulated to impede motion. **Prerequisites**: A geomancer must be at least 10th level and have the adaptable terrain, advantageous terrain, and subterranean stride geomancy tricks to select this trick.

Perfect Advantage (Ex): When using her advantageous terrain ability, a geomancer needs only to study the terrain as a standard action to gain all of the benefits. Furthermore, the area of her advantageous terrain increases to a 1-mile-radius spread from the single square within line of sight. **Prerequisites**: A geomancer must be at least 10th level and have the advantageous terrain and superior tactics geomancy tricks to select this trick.

Precise Geomancy (Su): Whenever the geomancer uses geomancy, she can select a number of squares equal to her Wisdom modifier that are not affected by the radius burst damage from her geomancy. If the geomancy misses, this trick has no effect. **Prerequisite**: A geomancer must have the geomancy burst geomancy trick to select this trick.

Quarry (Ex): A geomancer with this trick can, as a standard action, denote one target within her line of sight as her quarry. Whenever she is following the tracks of her quarry, a geomancer can take 10 on her Survival skill checks while moving at normal speed, without penalty. In addition, she receives a +2 insight bonus on attack rolls made against her quarry, and all critical threats are automatically confirmed. A geomancer can have no more than one quarry at a time. She can dismiss this effect at any time as a free action, but she cannot select a new quarry for 24 hours. If the geomancer sees proof that her quarry is dead, she can select a new quarry after waiting 1 hour. **Prerequisites**: A geomancer must be at least 8th level and have the track geomancy trick to select this trick.

Stone Scouting (Ex): A geomancer with this trick gains a +2 bonus on Perception checks to notice underground environmental hazards, including traps, potential cave-ins, and dangerous flora. A geomancer receives a check to notice these hazards whenever she passes within 10 feet of them, whether or not she is actively looking.

Subterranean Stride (Ex): A geomancer is never slowed by difficult terrain while underground. However, areas that are enchanted or magically manipulated to impede motion still affect her. **Prerequisite**: A geomancer must be at least 6th level to select this trick.

Superior Geomancy (Su): While in any of her favored terrains, a geomancer with this trick deals an extra 1d6 points of elemental damage when using geomancy. In addition, the DC of her geomancy effect increases by 1. This geomancy trick stacks with improved and advanced geomancy. **Prerequisites**: A geomancer must be at least 18th level and have improved geomancy and greater geomancy geomancy tricks to select this trick.

Superior Tactics (Ex): Once per day, after a geomancer and her allies roll initiative, the geomancer with this trick can arrange her and her allies' initiative rolls any way she wishes. If she has already taken 3 rounds to

scout out the terrain with her advantageous terrain ability and both she and her allies are within the effect area, they gain a +2 bonus to initiative checks. Using this ability is not an action. **Prerequisites:** A geomancer must be at least 6th level and have the advantageous terrain geomancy trick to select this trick.

Swift Tracker (Ex): A geomancer with this trick can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. **Prerequisite:** A geomancer must be at least 8th level to select this trick.

Terrain Bond (Ex): A geomancer with this trick forms a bond with the land itself, enabling her to direct others in such terrain. When in her favored terrain, the geomancer grants all allies within line of sight and that can hear her a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with her, the geomancer’s allies leave no trail and can’t be tracked. The geomancer can choose for the group to leave a trail, or even for specific members of the group to leave a trail if she so desires. **Prerequisite:** A geomancer must be at least 8th level to select this trick.

Track (Ex): A geomancer with this trick adds half her geomancer level to Survival skill checks made to follow tracks.

Trailbreaker (Ex): A geomancer constantly works to obscure her trail. With this trick, she increases the Survival DC to track her, or a group of which she is a part, by an amount equal to half her geomancer level. This does not stack with similar abilities.

Wilderness Whispers (Su): A geomancer with this trick cannot be surprised and always acts as if she had rolled a natural 20 on any initiative check while within any of her favored terrains. A geomancer can always move at full speed while using Survival to follow tracks without penalty. **Prerequisites:** A geomancer must be at least 16th level and have the adaptable terrain, advantageous terrain, subterranean stride, master explorer, track, and swift tracker geomancy tricks to select this trick.

Favored Terrain (Ex): Starting at 3rd level, a geomancer may select a type of terrain from the table below. The geomancer gains a +2 bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. While on one of her favored terrains, the geomancer suffers no impairment to movement from difficult terrain (this does not extend to abilities that duplicates the effects of difficult terrain). In addition, while on one of her favored terrains, she leaves no trail and cannot be tracked unless she so desires.

At 7th level and every four levels thereafter, the geomancer may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the geomancer's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Geomancer Favored Terrains
Favored Terrains
Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains

Planes (pick one, other than Material Plane)
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A geomancer's limited focus and specialized training, however, allows her to avoid spell failure so long as she sticks to light armor and light shields. This training does not extend to medium armor or heavy shields. This ability does not apply to spells gained from a different spell-casting class.

Homefield Advantage (Su): At 4th level, a geomancer has learned to access her favored terrain, wherever she may be. Once per day, as a swift action, she may treat the area within a 30-ft radius burst centered on her as one of her favored terrain (chosen upon activation). This ability lasts for 1 round per geomancer level. She gains an additional use of this ability at 8th, 12th, 16th and 20th level.

At 8th level, a geomancer's homefield advantage radius increases by 10-ft.

At 12th level, the homefield advantage's radius increases by another 10-ft. The duration for this ability is now in minutes per geomancer level.

At 16th level, the homefield advantage's radius increases by another 10-ft.

At 20th level, the duration for this ability is now 10 minutes per geomancer level.

Terrain Movement (Su): Starting at 4th level, a geomancer can use the following movement powers which allows the geomancer to harness the power of the elements to traverse terrains easily. Each movement power can be used as a swift action, and lasts for a duration of 1 round per geomancer level. The geomancer can use this ability a number of times per day equal to 3 + her Wisdom's modifier.

- **Burrow:** A geomancer can tunnel through dirt, but not through rock. A geomancer cannot charge or run while burrowing. Geomancers can burrow at a speed of 10 feet + 10 feet per four geomancer levels after 4th.
- **Climb:** A geomancer has a +8 racial bonus on all Climb checks. The geomancer must make a Climb check to climb any wall or slope with a DC of more than 0, but he can always choose to take 10, even if rushed or threatened while climbing. The geomancer climbs at the given speed while climbing. If he chooses an accelerated climb, he moves at double the given climb speed and makes a single Climb check at a -5 penalty. A geomancer cannot run while climbing. He retains his Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a geomancer. Geomancers can climb at a speed of 10 feet + 10 feet per four geomancer levels after 4th.
- **Float:** A geomancer can traverse any terrain that would normally impede movement (water, lava, ice, etc.) without any problems. A geomancer floats 5 ft. off the ground and gently floats downward if off the ground more than 5 ft. Geomancers moves at half his own base land speed while floating.
- **Fly:** A geomancer can move through the air at the indicated speed if carrying no more than a light load. Geomancers has a +8 racial bonus on all Fly checks and can fly (perfect) at a speed of 20 feet + 20 feet per four geomancer levels after 4th.
- **Swim:** A geomancer can move through water at its swim speed without making Swim checks. He has a +8 circumstance bonus on any Swim checks to perform some special action or avoid a hazard. The geomancer can always can choose to take 10 on a Swim check, even if distracted or endangered. He can

use the run action while swimming, provided he swims in a straight line. Geomancers can swim at a speed of 10 feet + 10 feet per four geomancer levels after 4th.

Clear Mind (Ex): At 5th level, a geomancer can regain his MP quicker. The geomancer must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The geomancer does not gain this recovery if he is asleep or unconscious. The geomancer regains 1 MP per hour. This increases by 1 for every five geomancer levels after 5th.

Geosynchronous (Su): Starting at 5th level, while in any favored terrain that the geomancer has chosen, she gains a +1 insight bonus to attack rolls and saving throws against creatures and a +1 insight bonus to all skill checks used in that terrain. These bonuses last as long as she remains in the specific location. These bonuses increase by +1 at every five levels gained after 5th.

Endure Elements (Su): As per the spell, a geomancer of 5th level is constantly protected against extremes of temperature.

Nature's Armor (Ex): At 8th level, a geomancer learns to use the natural cover her favored terrain provides. Whenever she is on one of her favored terrains, a geomancer receives a +2 natural bonus to AC. This bonus increases by 1 at 12th, 16th and 20th level.

Nature's Resilience (Su): At 9th level, whenever a geomancer is on one of her favored terrains, she gains a bonus equal to her favored terrain bonus on all saves against extraordinary, spell-like and supernatural abilities.

The Earth Speaks (Su): Starting at 9th level, a geomancer benefits from tremorsense out to 30 feet in any favored terrain she has chosen. The geomancer automatically senses the location of anything that is in contact with the ground and within range. If her favored terrain is water, she can also sense the location of creatures moving through water. If no straight path exists through the ground from the geomancer to those she is sensing, then the range defines the maximum distance of the shortest indirect path. She must herself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells, they're considered moving; they don't have to move from place to place for the geomancer to detect them.

Timeless Body (Ex): After attaining 11th level, a geomancer no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the geomancer still dies of old age when her time is up.

The Air Sings (Su): Starting at 13th level, a geomancer benefits from blindsense out to 30 feet while in any favored terrain she has chosen. Blindsense lets the geomancer notice things it cannot see, but without the precision of blindsight. The geomancer with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the geomancer cannot see has total concealment (50% miss chance) against her, and she still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of the geomancer. The geomancer is still denied her Dexterity bonus to Armor Class against attacks from creatures she cannot see.

Storm Lord (Ex): At 13th level, a geomancer is unaffected by natural and magical wind effects (such as the squall status effect). She also becomes immune to deafness and gains +2 bonus on saving throws against wind spells.

Tongue of the Sun and Moon (Ex): At 17th level, a geomancer can speak with any living creature.

The Echoes Dance (Su): Starting at 17th level, a geomancer benefits from blindsight out to 30 feet while in any favored terrain she has chosen. This ability makes invisibility and concealment (even magical darkness) irrelevant to the geomancer (though she still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object).

- Blindsight never allows a geomancer to distinguish color or visual contrast. She cannot read with blindsight.
- Blindsight does not subject a geomancer to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize a geomancer using her blindsight.
- Deafening attacks thwart a geomancer's blindsight.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Planar Acclimation (Ex): After attaining 19th level, a geomancer gains great power and manifests a portion of the raw energy of the universe with themselves. As such, they gain great power depending on which elemental plane of existence they choose. Whichever plane they choose, they become completely immune to all of the negative effects of the plane as if they were native to that plane and any spells that would be dampened because of the plane (Water spells in the Fire plane), are cast as normal spells by the geomancer. This ability can be switched, altering which plane the geomancer is acclimated to, every day, but it cannot be changed after she makes her decision for the day. In addition, regardless to which elemental plane the geomancer chooses, she cannot be banished by any means.

Earthen Ascension (Su): Also at 20th level, the geomancer transcends her mortal form. She is now considered an outsider and is immune to bleed, paralysis, poison, sleep effects and stunning. The geomancer is no longer subject to critical hits or flanking. Further, the geomancer no longer ages and removes any age related penalties she currently has.