

## Stormlord

*A stormlord is a geomancer who has harnessed the power of lightning to suit her needs.*

The stormlord is an archetype of the geomancer class.

**Lightning Ray (Su):** At 1st level, this ability functions like Geomancy except that it always deals lightning damage, but the status effects, depending on where the stormlord is standing, remain the same.

This ability modifies geomancy.

**Lightning Resistance (Ex):** At 2nd level, the stormlord gains lightning resistance of 5. This resistance increases by 5 for every four geomancer levels after 2nd. At 20th level, the stormlord gains immunity to lightning.

This ability replaces elemental resistance.

**Lightning Spells (Su):** Also at 1st level, a stormlord can change the elemental energy in any elemental spell she casts into lightning energy, as a free action.

This ability replaces nature sense.

**Lightning Travel (Su):** Beginning at 4th level, as a move action, a stormlord can travel by lightning, moving up to her movement speed in a straight line. Doing so does not provoke attacks of opportunity. In addition, any creatures within the line of movement take lightning damage equal to the stormlord's geomancer level + her Wisdom modifier and must make a Reflex save (DC 10 + half of the geomancer's level + her Wisdom modifier) to reduce the damage by half.

This ability replaces terrain movement.

**Lightning Rod (Su):** As a swift action, when the stormlord casts a spell with the lightning descriptor, she can designate one creature within line of sight. The spell's damage against that creature increases by 50%, as if affected by the Empower Spell feat. This additional damage is not subject to being reduced by lightning resistance. The spell can deal this additional damage only once, even if it could affect the target multiple times. The stormlord can use this ability once per day at 8th level and one additional time per day for every four geomancer levels she has beyond 8th.

This ability replaces nature's armor.

**Bend Bolts (Su):** At 9th level, a stormlord can redirect nearby lightning attacks. As an immediate action, the stormlord can shift the area or target of a lightning attack by 5 feet in any direction. If the lightning affects an area, the stormlord selects one square to be unaffected and an adjacent square to be affected (if this square is already in the area, this has no additional effect in that area). If the lightning affects a target, the stormlord selects an adjacent target. She cannot redirect lightning damage conducted to her by physical contact with an object or creature (such as a *shocking grasp* or a shock weapon). She can use this ability a number of times per day equal to her Wisdom modifier. For example, if she were in the line of a black mage's *lightning bolt*, she could have the spell skip her square and instead affect an adjacent square, even if this meant the spell did not form a continuous line. If another geomancer attacked her with *call lightning*, she could shift the targeted bolt to an adjacent square, hitting a creature in that square (if any).

This ability replaces nature's resilience.