

The Sage's Archive: Stormbound - Playtest



This Playtest has Ended

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Introduction

Welcome to the Playtest for the Sage's Archive: Stormbound, presented by Cobalt Sage Creations! This book features a number of new additions to the Pathfinder Roleplaying game, including:

The Stormbound: an Akashic Veilweaver infused with the powers of an endless storm that enhances their innate akashic abilities while in combat. Gaining access to a unique veil known as the Storm veil, the stormbound uses their abilities to disrupt and control the flow of combat. Whether it be in melee using offensive veils, or in the back row assaulting their foes with their storms, the stormbound can be a formidable and dangerous ally or foe.

Two archetypes for the Stormbound: The devotee of the storm, a worshipper of the storms who channels both divine magic and veilweaving, and the wind whisperer, who gains the powers of the stormbound through a loyal storm spirit.

Two new prestige classes: The storm warrior, a weaver of storms who augments their command over the forces of nature with martial might, and the veilshifter, a veilweaver who through intense meditation has learned to rapidly and frequently change out their shaped veils throughout the day.

Forty new veils: featuring new options for veilweavers new and old. You will find new offensive options such as the *rapture of the gods*, utility veils that expand a veilweaver's capabilities such as the *tactician's tabard*, and an entirely new category of veils known as the Storm veil that affect an area around the veilweaver.

New feats and items for veilweavers old and new: such as the Shift Veil feat which allows a veilweaver to meditate throughout the day to swap a shaped veil, or the new Confluence feats which allow a stormbound to combine the effects of synergistic Storm veils.

Note: The following book makes use of the veilweaving system of magic originally printed in Dreamscarred Press' *Akashic Mysteries*. While this book has everything you need to create and play a Stormbound, including the rules for veilweaving, *Akashic Mysteries* will provide you with expanded character options and build variety.

Stormbound

Storms of great and wondrous destruction ravage the world, some infused with the very magic of the outer planes themselves. Among the outer planes, there is a place where the planes of air and water converge, known as the Elderstorm, this place of endless raging whirlwinds and lightning often infuses the storms of the natural world, empowering them with its boundless energy. When a creature is born during such a storm it is sometimes infused with a tiny sliver of the Elderstorm's fury and power. These few rarely realize the power they are born with, for it only manifests itself the next time they are exposed to the powers of the Elderstorm, most commonly by facing a storm infused with its energies unsheltered. Known as stormbound, these survivors and channelers of the ferocious might of the Elderstorm contain more magic than any singular beings body was designed to hold, and they use this pool of energy to create constructs of pure magic that clothe the stormbound known as *veils*. As the stormbound grows in strength, so too does their connection to the Elderstorm, further straining their body as it fuels them with essence in times of great stress.

Role: Stormbound are akashic veilweavers that tap into a wild and uncontainable pool of energy infusing their body to form magical constructs known as *veils* that they can use to shelter their allies, destroy their foes, and warp the very world around themselves, allowing them to control and dominate the battlefield through debilitating akashic effects, or to shape their storm into a weapon with which they can slay their foes.

Alignment: Any. While the abilities of the stormbound require a great deal of mental discipline, leading to many stormbound having an alignment that trends towards Lawful, these rare and powerful veilweavers come from all walks of life.

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Hit Die: d8.

Class Skills

The stormbound's class skills are Climb (Str), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Table 1-1 Stormbound

			Fort Save	Reflex Save	Will Save		Veilweaving	
Level	Base Attack Bonus					Special	Veils	Essence
1st	+0		+2	+0	+2	Veilweaving, stormweaving, weatherproofing, storm power	1+1	1
2nd	+1		+3	+0	+3	Chakra bind (Feet), shifting storms	1+1	2
3rd	+2		+3	+1	+3	Improved essence capacity +1, storm power	2+1	3
4th	+3		+4	+1	+4	Chakra bind (Hands)	2+1	4
5th	+3		+4	+1	+4	Storm power	3+1	5
6th	+4		+5	+2	+5	Chakra bind (Head)	3+1	6
7th	+5		+5	+2	+5	Storm power	4+1	7
8th	+6/+1		+6	+2	+6	Chakra bind (Wrists)	4+1	8
9th	+6/+1		+6	+3	+6	Improved essence capacity +2, storm binding, storm power	5+1	9
10th	+7/+2		+7	+3	+7	Chakra bind (Shoulders)	5+1	10
11th	+8/+3		+7	+3	+7	Storm power, twinveil storm	6+1	11
12th	+9/+4		+8	+4	+8	Chakra bind (Headband), improved stormweaving	6+1	12
13th	+9/+4		+8	+4	+8	Storm power	7+1	13

14th	+10/+5	+9	+4	+9	Chakra bind (Belt)	7+1	14
15th	+11/+6/+1	+9	+5	+9	Improved essence capacity +3, storm power	8+1	15
16th	+12/+7/+2	+10	+5	+10	Chakra bind (Neck)	8+1	16
17th	+12/+7/+2	+10	+5	+10	Storm power	9+1	17
18th	+13/+8/+3	+11	+6	+11	Chakra bind (Chest)	9+1	18
19th	+14/+9/+4	+11	+6	+11	Storm power	10+1	19
20th	+15/+10/+5	+12	+6	+12	Avatar of the elderstorm, chakra bind (Body)	10+1	20

Class Features

The following are the class features for the Stormbound.

Weapon and Armor Proficiency: Stormbound are proficient with all simple and martial weapons. Stormbound are proficient with light armor, medium armor, and shields, but wearing metal armor or using a metal shield impairs their ability to properly channel the storm that rages inside them. If the stormbound wears metal armor or uses a metal shield, they treat the essence capacity of their veils as 2 less (minimum 0). It takes half as much damage to sunder the stormbound's veils and those veils have half their normal hardness while the stormbound wears metal armor or use a metal shield.

Veilweaving: Stormbound control and channel the power of the storm that rages within their bodies, unleashing it in measured and controlled amounts in an effort to prevent the destruction of their body and the world that surrounds them. The stormbound uses this energy by shaping it into a magical creation known as a veil, which is drawn from the stormbound veil list. The stormbound knows and can shape any veil from this list. The stormbound can only shape a certain number of veils per day (see **Table 1: Stormbound**). The stormbound uses their Wisdom to determine their veilweaving modifier. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil, + the stormbound's veilweaving modifier. Veils are constructs of pure magic and, as such, are suppressed while in the area of an antimagic field or similar phenomena. At 1st level, the stormbound also gains access to her own personal pool of essence, which can be invested into veils and other receptacles to increase their power. The pool of available essence is listed in the stormbound's class table; the stormbound's character level, as noted in the Veil and Magic Interactions section on [[page X]], determines the maximum quantity of essence she can invest in any single veil. As a swift action, the stormbound can reallocate her essence investments into or between her veils and other essence receptacles. A stormbound must have at least 8 hours rest or meditation to achieve a clear and focused state and must meditate for one hour to shape her veils for the day. During this time she unshapes any previously formed veils and constructs the ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.

Stormweaving: The stormbound gains access to a unique veil slot: the Storm slot. The stormbound gains an additional shaped veil each day that must be used to shape a Storm veil (as denoted by the “+1” under Veils on **Table 1: Stormbound**). Storm veils have unique properties that they all share, which are detailed in depth in the Veilweaving section, on [[page X]]. Unlike normal veils, the stormbound cannot normally allocate essence to or from a Storm veil. At the beginning of each of her turns while in combat, the stormbound gains a single point of temporary essence, which can only be allocated to a Storm veil. This temporary essence can be allocated as a free action as soon as it is gained and lasts until combat ends, and then for 1 minute afterward. If she enters combat again before this minute has passed, the duration of the temporary essence is reset. If she chooses not to invest this essence when she gains it, or if she has no Storm veils that are valid sources to allocate it, that point of essence is immediately lost. While not in combat, the stormbound can meditate as a full-round action to draw the powers of the storm out, treating each round she meditates in this way as a round of combat. However, she can only generate a number of temporary essence in this way up to half of her maximum essence capacity, rounded up (minimum 1). If the stormbound has multiple Storm veils shaped or other receptacles that can accept this special essence, she can reallocate this essence normally between them as part of reallocating her essence normally.

Sidebar: What counts as combat?

In regards to her essence gained as part of her Stormweaving ability, combat counts as any situation where the stormbound finds themselves in serious peril, such as a fight, or in a particularly threatening and energetic situation where they might have something to lose, like a chase scene. A stormbound can never create “fake” combats, like pretending to fight their friend, to maintain their potential. A stormbound only gains essence as part of her

Stormweaving ability in particularly dangerous or exciting situations.

Ultimately, what is defined as a “combat” outside of a fight with monsters is up to the GM.

Weatherproofing: The stormbound has a natural attunement to the storms of the world, and can survive in almost any land, gaining the benefits of the *endure elements* spell as a constant effect. This intuitive ability, and intense training and focus allows them to control the raging fury of their Storm veils to shield their allies. As a free action on her turn, the stormbound can choose to grant limited immunity to the harmful effects of her Storm veils to a number of creatures up to her veilweaving modifier plus 1/2 her stormbound level (rounded down). This limited immunity persists until either the stormbound uses this ability again, or loses consciousness. This limited immunity grants the chosen creatures the effects of *endure elements* as a constant effect. If one of these creatures would be subjected to a saving throw from her Storm veils they are treated as automatically passing that saving throw, if they are subjected to an attack roll or combat maneuver from the effects of her Storm veils it is treated as a miss, and if they were to take damage from her Storm veils that damage is reduced to 0. These same properties apply to the stormbound as a constant effect, even if she would lose consciousness. If the stormbound loses consciousness other creatures lose the benefits of her weatherproofing ability until she regains consciousness. If one of her Storm veils imposes other penalties that do not require a saving through (such as a reduction in vision range, making its area difficult terrain, or filling the area with high winds) this ability does not protect against those penalties.

Chakra Binds: At 2nd level and every 2 levels thereafter, the stormbound unlocks chakra binds in the following order: Feet, Hands, Head, Wrists, Shoulders, Headband, Belt, Neck, Chest, and Body. Once a stormbound has unlocked a chakra bind, she may choose to bind a veil to that slot when shaping it to unlock its corresponding bind abilities.

Storm Power: Storms are natural phenomena, they provide water for plants and animals, change the shape of the world, and in some cases destroy it. The stormbound learns to emulate these aspects in the form of Storm Powers. At 1st level, and every 2 levels thereafter, the stormbound may select a single storm power that they qualify for. The list of storm powers available to the stormbound is located in the section titled Storm Powers on [[page X]].

Improved Essence Capacity: The stormbound's growth in power leads to an expansion of the essence capacity of her veils. At 3rd, 9th, and 15th level the essence capacity of all of the stormbound's essence receptacles increases by 1.

Shifting Storms: The energy that forms a stormbound's Storm veil is inherently chaotic and destructive, and only with great effort can the stormbound maintain control over it. This same chaos allows her to easily alter the nature and form of her shaped Storm veils. At 2nd level, when the stormbound rolls initiative, and at the beginning of each of her turns, she can unshape a single Shaped storm veil, and immediately shape a new one in its place. Doing so burns half the essence invested in the Veil (rounded up, minimum 1), and is done before she gains temporary essence for the turn from her stormweaving ability. If the Storm veil she unshapes was bound to her chakra, the new Storm veil she shapes in its place is also bound.

Storm Binding: At 9th level the stormbound gains the ability to bind veils shaped to the Storm slot.

Twinveil Storm: At 11th level the stormbound can shape and bind up to two veils which occupy the Storm slot. This ability otherwise functions as the Twin Veil feat.

Improved Stormweaving: At 12th level, the stormbound gains an additional point of temporary essence as part of her stormweaving ability at the beginning of each turn which she can allocate to her Storm veils.

Avatar of the Elderstorm: At 20th level the storm growing within the stormbound has reached its truest potential, combining with the stormbound to create a new being, an avatar of the elderstorm. Her type changes to outsider, with the native subtype. She gains Darkvision 60 feet (or increases her existing Darkvision by 60 feet). With her body utterly infused with akashic energy, she no longer needs to rest to reshape veils, but can re-assign her veils with an hour's meditation. She gains immunity to cold, electricity, and sonic damage.

Storm Powers

The following storm powers are available to be selected by a stormbound who meets their prerequisites. If a storm power has a saving throw component, its DC is equal to $10 + \frac{1}{2}$ your Stormbound level + your veilweaving modifier.

Clear the Skies (Su)

Benefits: You have learned how to temporarily halt storms in their tracks, and thwart the efforts of other stormbound. As a standard action, you can attempt to disrupt a single Storm veil, or spell that alters or controls the weather, in medium range (100 feet + 10 feet per stormbound level). You must make an opposed veilweaving check against the shaper of the targeted Storm veil. Both you and your target roll 1d20 and add your respective veilweaving level to each of your rolls, and compare the results. If you succeed on this opposed check you suppress the target Storm veil for 1d4 rounds, or for one minute if you beat the opposed check by 10 or more. If you use this ability against a spell, the caster of the spells rolls a caster level check to oppose your veilweaving check, rolling 1d20 and adding their caster level. If you succeed on the opposed check the spell is dispelled, if you fail you cannot use this ability against that spell again within the next 24 hours.

In addition, you can choose to suppress your own Storm veils as a free action on your turn. They are suppressed until you choose to unsuppress them again as a free action on your turn, or by unsuppressing a single Storm veil as an immediate action. While your Storm veils are suppressed using this ability, the weather in an area equal to that of your Storm veils become calm and normal for the season.

Distracting Current (Su)

Benefits: You can conjure forth a swirling current of winds to distract and hamper a foe. As a standard action, you can command the wind to twist around a creature with close (25 feet + 5 feet per two stormbound levels) range. This creature must make a Reflex saving throw. On a failed save the wind swirls around them for 1 minute, imposes a -2 penalty to attack rolls, AC, and Dexterity and Strength-based skill checks. A creature who succeeds on their saving throw suffers these penalties until the end of your next turn. Whether or not the save is successful, a creature cannot be the target of this storm power again for 24 hours. You can invest essence in this ability as if it were a Storm veil, increasing the penalties by -1 per essence invested.

Floating Breeze (Sp)

Benefits: You can use *feather fall* as an at-will spell-like ability with a caster level equal to your stormbound level. This ability is activated as an immediate action.

Fury of the Storm (Su)

Benefits: Your weapons are infused with the storm that rages within you. When using a veil with the [weapon] descriptor, or when using natural weapons granted by a veil, you may choose to use your Stormbound level in place of your base attack bonus when making attacks with those weapons, when determining the effects of veils that grant those weapons, and for determining how many attacks you gain as part of a full attack made using those weapons. Additionally, you may use your veilweaving modifier in place of your Strength modifier for damage rolls made using those weapons.

Icicle Splinter (Su)

Benefits: You gain the ability to fire a deadly shard of ice. As a standard action that requires one free hand, you can make a ranged touch attack against a foe within close (25 feet + 5 feet per two stormbound levels) range. This attack deals 1d6 + your Veilweaving modifier (minimum +0) cold damage, plus an additional 1d6 damage per 4 stormbound levels you possess beyond your first. Creatures within 5 feet of the struck target must make a Reflex saving throw or take 1 + your Veilweaving modifier cold damage, plus an additional 1 point of damage per 4 stormbound levels. You can invest this ability with essence as if it were a Storm veil, causing it to deal an additional 1d6 points of cold damage per essence invested, and an additional 1 cold damage to adjacent creatures per essence invested.

Inured to the Wind (Ex)

Benefits: Constant exposure to strong winds has left you with the skill and form required to better resist their push and pull. You are treated as one size category larger for the purposes of determining whether you are checked or blown away by wind, and you halve the penalties to ranged attack rolls and skill checks imposed by the wind.

Sonic Armor (Su)

Benefits: You gain the ability to focus the thunder of the storm growing within you into a shimmering field of sonic energy. As a move action, you gain a number of temporary hit points equal to your stormbound level. These temporary hit points last for 1 minute and do not stack with themselves or other sources of temporary hit points. If a creature hits you with a melee weapon while you have temporary hit points granted by this ability, before the damage is dealt they must make a Fortitude saving throw or take sonic damage equal to your current temporary hit points granted by this ability, and become deafened for 1 round. You can invest essence in this ability as if it were a Storm veil, causing it to grant an additional 3 temporary hit points per essence invested.

Soothing Rain (Su)

Benefits: You can conjure a briefly lived cloud of rain that soothes the wounds of a single creature. As a standard action that provokes attacks of opportunity, you can target a single living creature within close range (25 feet + 5 feet per two stormbound levels). A light rain mists down on that creature, healing them for 2d8 hit points. Each time a creature is healed with this ability beyond the first within 24 hours, the healing they receive is reduced by 1d8 per use beyond the first (reduced by 1d8 for the second, 2d8 for the third, and so on). You can invest essence in this ability as if it were a Storm veil, causing it to heal an additional 2d8 hit points per essence invested.

Special: This storm power can be selected multiple times. For each time this power is taken beyond the first, a creature can be affected by the soothing rain an additional two times every 24 hours before the healing they receive is reduced.

Storm Lash (Su)

Benefits: You gain the ability to strike a nearby foe with a whip-like bolt of lightning. As a standard action that requires one free hand, you can make a melee touch attack against a foe within your natural reach plus 10 feet. This attack deals 1d8 + your Veilweaving modifier (minimum +0) electricity damage, plus an additional 1d8 damage per 4 stormbound levels you possess beyond your first. You can invest essence in this ability as if it were a Storm veil, causing it to deal an additional 1d8 points of electricity damage per essence invested.

Veilproofing (Su)

Prerequisites: Weatherproofing class feature

Benefits: Your weatherproofing class feature extends the immunities it provides to all veils you shape, not just your Storm veils.

Wind Spirit (Ex)

Benefits: You have attracted a benevolent spirit of wind that does its best to assist you. This spirit functions as the *unseen servant* spell with a caster level equal to your stormbound level, save that it is an extraordinary effect. It has a Strength score equal to 10 plus your Veilweaving modifier, has a fly speed of 30 feet (perfect) and ignores the effects of wind both magical and mundane. If the spirit leaves the spell's range, or is dissipated from damage by an area attack, it can be called again from the wind as a free action on your turn.

Special: This storm power can be selected multiple times. For each time this power is selected beyond the first, you gain an additional two wind spirits, and the Strength score of all of your wind spirits increases by 2.

Lifting Gale (Sp)

Prerequisites: 5th level stormbound, Floating Breeze

Benefits: You can use *levitate* as an at-will spell-like ability with a caster level equal to your stormbound level. At 13th level, you can activate this ability as a move action and can direct the affected creature or object up or down once per round on your turn as a free action.

Channel the Storm (Ex)

Prerequisites: 5th level stormbound

Benefits: Your body has adapted better to the storm growing within you than most others. You gain a pool of essence equal to half your maximum essence capacity that can only be invested in Storm veils.

Special: This storm power can be selected a second time, increasing the pool of essence granted by it to be equal to your maximum essence capacity.

Upbrearing Zephyr (Su)

Prerequisites: 5th level stormbound, Floating Breeze

Benefits: You control the air around you, allowing you to soar through the air. You gain a fly speed of 20 feet with poor maneuverability.

Special: This storm power can be selected multiple times. For each time it is selected beyond the first, its granted fly speed is increased by 10 feet, and its maneuverability increases by 1 step.

Widened Storm (Su)

Prerequisites: 5th level stormbound

Benefits: Your storm veils increase in area when invested with essence. For each point of essence invested in your Storm veils beyond the first, their radius increases by an amount equal to their base radius (normally Close range). These range increases function similarly to a range weapon's range increment. For each increment beyond the first, you treat the effects of the Storm veil as if it was invested with 1 fewer point of essence when determining its effects and saving throw DCs. For example, the Blizzard veil is invested with 3 essence, utilizing this storm power would cause it to have a total radius of 75 feet, divided into three 25 foot increments. At the farthest increment it is treated as being invested with 1 essence, the next closest would be treated as being invested with 2, and finally, the closest would be invested with 3.

Storm Sense (Su)

Prerequisites: 9th level stormbound

Benefits: You gain the ability to sense the locations of creatures and objects in the area of your Storm veil as the blindsense ability.

Erode the Land (Sp)

Prerequisites: 11th level stormbound.

Benefits: Your command over the wind and rain becomes so mighty that you can erode and shape the very land itself. You gain the ability to use *move earth* as a spell-like ability two times per day. The caster level for this ability is equal to your stormbound level.

Expanded Storm (Su)

Prerequisites: 11th level stormbound

Benefits: You gain the option to increase the radius of your Storm veils from Close to Medium range (100 feet + 10 feet per veilweaver level). You can choose whether your Storm veil's radius is Close or Medium range when you shape it, and whenever you invest essence in the veil.

Shifting Confluence (Ex)

Prerequisites: 11th level stormbound, any confluence feat

Benefits: When you shape your veils for the day you may replace any one Confluence feat you have with another Confluence feat you qualify for. You retain this feat until you choose to change it again as if you had selected the chosen feat when you leveled up.

Storm's Confluence (Ex)

Prerequisites: 11th level stormbound, twinveil storms class feature

Benefits: You gain a Confluence feat as a bonus feat.

Special: This storm power can be selected multiple times.

Storm Sight (Su)

Prerequisites: 13th level stormbound, Storm Sense

Benefits: Your ability to sense creatures within your Storm improves dramatically. You gain the blindsight ability, which applies only to the area of your Storm veil.

Calamitous Storm (Su)

Prerequisites: 17th level stormbound, Expanded Storm

Benefits: You gain the option to increase the radius of your Storm veils from Close to Medium or Long range (400 feet + 40 feet per veilweaver level). You can choose whether your Storm veil's radius is Close, Medium or Long range when you shape it, and whenever you invest essence in the veil.

Command the Storm (Sp)

Prerequisites: 17th level stormbound.

Benefits: Your ability to control the storm inside you has granted you insight into the weather of the natural world, allowing you to twist it to your whims. You gain the ability to use *control weather* at-will as a spell-like ability. The caster level of this ability is equal to your stormbound level.

Favored Class Options

- All:** Gain 1/6th of an Akashic feat.
- All:** Gain +1/5 point of essence.
- Belaran:** Increase the essence capacity of your Storm veils with the Cold or Fire descriptors by +1/8.
- Dwarf:** Increase the essence capacity of your Feet slot veils by +1/6.
- Elf:** Increase your effective veilweaver level by +1/4 (to a maximum effective veilweaving level equal to your hit die).
- Halfling:** Increase the essence capacity of your Feet slot veils by +1/6.
- Human:** Gain +1/5th of an akashic feat.
- Ifrit:** Increase the essence capacity of your Storm veils with the Fire descriptor by +1/8.
- Orc:** Add +1/3 point of damage to damage rolls made with a weapon descriptor veil, or with natural attacks granted by a veil.
- Oread:** Increase the essence capacity of your Storm veils with the Earth or Poison descriptors by +1/8.
- Sylph:** Increase the essence capacity of your Storm veils with the Air descriptor by +1/8.
- Undine:** Increase the essence capacity of your Storm veils with the Cold or Water descriptors by +1/8.

Archetypes

The stormbound may select one or both of the following archetypes, modifying their abilities in a variety of ways:

Devotee of the Storm (Stormbound Archetype)

Some who are not born with the power of the storms seek out such things, devoting their life and worship to the storms themselves. These rare few willingly subject themselves to storms in a hope to gain their blessings, and much to the chagrin of true stormbound, some do. These devotee's rarely gain the true ability of a stormbound, but do gain a fraction of their powers. Successful devotees of the storm originally hailed from the path of the druid or ranger, and maintain many of their abilities from their previous walk of life.

- Stormworship:** The devotee's worship of the storm grants them divine spellcasting. The devotee of the storm casts spells as a hunter of her stormbound class level, using her stormbound veilweaving ability score as her ability score to determine the spells she can cast and their saving throw DCs.
This replaces the storm power gained at 1st level.
- Diminished Blessing:** The devotee of the storm holds merely a fraction of the power of a true stormbound. A devotee of the storm gains a chakra bind at 2nd level, and every three levels thereafter, unlocking them in the following order: Feet, Hands, Wrists, Shoulders, Headband, Belt, Body.
This alters the stormbound's usual chakra binds.

Stormwalker: At 3rd level, the devotee of the storms gains protection against the power of all storms, and can survive in nearly all conditions. She gains Endurance as a bonus feat and gains a +4 bonus to saving throws, skill checks, and ability checks imposed by mundane storms.

This replaces the increases to essence capacity gained at 3rd, 9th, and 15th level.

Hidden Passage: At 9th level, the devotee of the storm's tracks are hidden by the storms whose power she channels. The devotee of storms leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired. This benefit extends to each ally under the effect of her weatherproofing ability as well.

Stormpath: At 11th level, the devotee of storms can sense and instantly transport herself between storms. The devotee of storms can sense all natural weather formations within 100 miles per stormbound level. As a full-round action, she can teleport herself and a number of touched creatures up to 1 + her veilweaving modifier to an area within a natural weather formation she can sense. A weather formation includes any inclement weather conditions, such as rain, fog or snow; a clear or overcast day does not count as a weather formation. At 19th level, the devotee of storms can sense weather formations at any range, limited to the planet she is currently on or limited to her current plane if she is on an outer plane. She can use this ability once per day at 11th level, gaining an additional use per day at 15th and 19th level.

Wind Whisperer (Stormbound Archetype)

Spirits of storms often roam the wilderness, bringing about change and destruction across their wild trek across the world. A small sect known as Wind Whisperers seek out these spirits, offering them a bond that will empower both of them. The storm spirits rarely accept these offers, for doing so weakens them initially, but the few that do become a powerful ally to the wind whisperer.

Spirit of the Storms: Rather than gaining their powers through being infused by a powerful magical storm, a wind whisperer gains their powers through a bond with a storm spirit. The wind whisperer uses his Charisma to determine his veilweaving modifier and gains a companion known as a storm spirit. This storm spirit has a mind of its own but will work alongside the wind whisperer to accomplish his goals, for the stronger the wind whisperer becomes, so too does the spirit. The storm spirit can shape veils, using its Wisdom to determine its veilweaving modifier, with the wind whisperer and the storm spirit sharing the pool of veils in which they can shape daily. The wind whisperer does not gain the Stormweaving ability; the storm spirit gains it instead. The storm spirit has its own essence capacity for its veils, and its own pool of essence separate from the wind whisperer. The wind whisperer gains half as many points of essence at each level rounded up, (minimum 1). For example, a 7th level wind whisperer and their storm spirit have a total of 4 veils available to be shaped, that can be divided between the two of them as they see fit. The wind whisperer could shape 3, and the storm spirit could shape 1, or one could shape 0 and the other 4, or any other combination. Whenever the wind whisperer gains access to a chakra bind, their storm spirit gains access to that bind as well. The storm spirit's essence and maximum essence capacity are based on the wind whisperer's level, not its own hit dice. For more information on the storm spirit, see its section below.

This modifies veilweaving and replaces stormweaving, stormbinding, twinveil storm, and the storm powers gained at 1st, 5th, 9th, 13th, and 17th levels.

Shared Weatherproofing: At 1st level both the wind whisperer's and the storm spirit gain the benefits of the weatherproofing ability, save that they apply to the storm spirit's Storm veils. The wind whisperer can grant other creatures partial immunity to the storm spirit's Storm veils as normal for the ability.

This modifies weatherproofing.

Storm Spirit

The storm spirit has the following base statistics:

Size Medium; **Type** Outsider; **Speed** 30 ft.; **AC** +4 natural armor; **Attack** slam (1d8); **Ability Scores** Str 16, Dex 14, Con 12, Int 7, Wis 17, Cha 11. The storm spirit is roughly humanoid in shape and appearance with eyes that glow with magic. Its body matches the composition of which Storm veil it has shaped. It is proficient with all simple and martial weapons, and can wield weapons and use magic items designed for a medium humanoid. A storm spirit cannot wear armor.

A storm spirits abilities are determined by the wind whisperer’s level. **Table: Storm Spirit Base Statistics** determines many of the base statistics of the storm spirit.

- Class Level:** This is the wind whisperer’s stormbound level.
- HD:** This is the total number of 10-sided (d10) Hit Dice the storm spirit possesses, each of which gains a Constitution modifier, as normal.
- BAB:** This is the storm spirit’s base attack bonus. A storm spirit’s base attack bonus is equal to its Hit Dice.

Table 2-1: Storm Spirit Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Armor Bonus	Str/Dex Bonus	Special	Essence
1st	1	+1	+2	+2	+0	4	1	+0	+0	Darkvision, storm link	1
2nd	2	+2	+3	+3	+0	8	1	+2	+1	Evasion, shifting storms	1
3rd	3	+3	+3	+3	+1	12	2	+2	+1		2
4th	3	+3	+3	+3	+1	12	2	+2	+1	—	2
5th	4	+4	+4	+4	+1	16	2	+4	+2	Ability score increase	3
6th	5	+5	+4	+4	+1	20	3	+4	+2	—	3
7th	6	+6	+5	+5	+2	24	3	+6	+3	Double slam	4
8th	6	+6	+5	+5	+2	24	3	+6	+3	—	4
9th	7	+7	+5	+5	+2	28	4	+6	+3	Stormbinding	5
10th	8	+8	+6	+6	+2	32	4	+8	+4	Ability score increase	5
11th	9	+9	+6	+6	+3	36	5	+8	+4		6
12th	9	+9	+6	+6	+3	36	5	+10	+5	—	6
13th	10	+10	+7	+7	+3	40	5	+10	+5	—	7
14th	11	+11	+7	+7	+3	44	6	+10	+5	Improved evasion	7
15th	12	+12	+8	+8	+4	48	6	+12	+6	Ability score increase, twinveil storms	8
16th	12	+12	+8	+8	+4	48	6	+12	+6	—	8
17th	13	+13	+8	+8	+4	52	7	+14	+7	—	9
18th	14	+14	+9	+9	+4	56	7	+14	+7	—	9
19th	15	+15	+9	+9	+5	60	8	+14	+7	—	10
20th	15	+15	+9	+9	+5	60	8	+16	+8	—	10

- Fort/Ref/Will:** These are the storm spirit’s base saving throw bonuses. A storm spirit has good Fortitude and Reflex saves.
- Skills:** This lists the storm spirit’s total skill ranks. A storm spirit can assign skill ranks to any skill. Storm spirits with Intelligence scores above the base value modify these totals as normal (a storm spirit receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A storm spirit cannot have more ranks in a skill than it has Hit Dice. The following skills are class skills for the storm spirit: Fly (Dex), Intimidate (Cha), Knowledge (geography) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the wind whisperer can choose 4 additional skills to be class skills for his storm spirit.
- Feats:** This is the total number of feats possessed by the storm spirit. Storm spirits can select any feat that they qualify for.
- Armor Bonus:** The number noted here is the storm spirit’s base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the wind whisperer. A storm spirit cannot wear armor of any kind, as the armor interferes with the storm spirit’s bond with the wind whisperer.
- Str/Dex Bonus:** Add this modifier to the storm spirit’s Strength and Dexterity scores.
- Essence:** The storm spirit’s pool of personal essence increases as the wind whisperer gains levels, independent of the storm spirits Hit Dice.

Special: This includes a number of abilities gained by the storm spirit as they increase in power. Each of these bonuses is described below.

Darkvision (Ex): The storm spirit has darkvision out to a range of 60 feet.

Storm link (Su): A wind whisperer and his storm spirit share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the wind whisperer and storm spirit to communicate at any time. In addition, magic items interfere with the wind whisperer's connection to his storm spirit. As a result, the wind whisperer and storm spirit share magic item slots. For example, if the wind whisperer is wearing a ring, the storm spirit can wear no more than one ring. In case of a conflict, the items worn by the wind whisperer remain active, and those used by the storm spirit become dormant.

Stormweaving: The storm spirit gains the stormbound's stormweaving ability, gaining the ability to shape a Storm veil and gain essence to invest it each round.

Evasion (Ex): If the storm spirit is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Shifting Storms: The storm spirit gains the stormbound's shifting storms ability.

Ability Score Increase: The storm spirit adds +1 to one of its ability scores.

Double Slam: The storm spirit gains a second slam primary attack.

Storm Binding: The storm spirit gains the ability to bind veils shaped to the Storm slot.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, a storm spirit takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Twinveil Storm: The storm spirit can shape and bind up to two veils which occupy the Storm slot. This ability otherwise functions as the Twin Veil feat.

Prestige Classes

While most veilweavers focus on only their single area of expertise, some expand their studies. Whether this expansion involves a study inwards upon the veils they shape, or outwards upon the world surrounding them, these individuals often achieve great and wondrous powers unknown to most practitioners of the akashic arts.

Storm Warrior

Stormbound are incredibly rare amongst veilweavers, though knowledge of their abilities is not. Many seek to emulate these abilities through an application of their own power, often with limited success. The rare few who succeed often rest on their laurels, using their gained ability for practical purposes, whereas some continue their training, delving into the knowledge of stormshaping for the purposes of war. These storm warriors use their power to shape Storm veils to dominate their foes and control the battlefield, becoming embodiments of the destructive forces of nature.

Role: The storm warrior is the destructive power of the storm given living shape, using their might and powers to control the battlefield and dominate their foes.

Alignment: Storm warriors can be of any alignment, though their desire for destruction often causes many of those who seek this path to trend towards evil or chaos.

Hit Die: d10.

Requirements

Base Attack Bonus: +4.

Feats: Storm Scoured

Skills: Survival 6 ranks, Knowledge (nature) 4 ranks

Class Skills

The storm warrior's class skills are Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), and Survival (Wis)

Skill Ranks Per Level: 4 + Int modifier.

Class Features

Proficiencies: Storm warriors gain proficiency with martial weapons, heavy armor, and shields (but not tower shields).

Table 3-1 Storm Warrior

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Storm Veil Capacity
1st	+1	+1	+1	+0	Stormshaping, weatherproofing	2
2nd	+2	+1	+1	+1	Storm power	3
3rd	+3	+2	+2	+1	Bonus essence +1	3
4th	+4	+2	+2	+1	Storm power	4
5th	+5	+3	+3	+2	Stormbinding	4
6th	+6	+3	+3	+2	Bonus essence +2, Storm power	5
7th	+7	+4	+4	+2	Twinveil storm	5
8th	+8	+4	+4	+3	Storm power	6
9th	+9	+5	+5	+3	Bonus essence +3	6
10th	+10	+5	+5	+3	Improved stormshaping	7

Stormshaping: At 1st level, the storm warrior gains to their essence into destructive veils known as Storm veils. The storm warrior gains access to a unique veil slot: the Storm slot, and may shape a single Storm veil in this slot each day using the normal rules for shaping veils. Storm veils have unique properties that they all share, which are detailed in depth in the Veilweaving section, on [[page X]]. Unlike normal veils, the storm warrior cannot normally allocate essence to or from a Storm veil. At the beginning of each of her turns while in combat, the storm warrior gains a single point of temporary essence, which can only be allocated to a Storm veil. This temporary essence can be allocated as a free action as soon as it is gained and lasts until combat ends, and then for 1 minute afterward. If she enters combat again before this minute has passed, the duration of the temporary essence is reset. If she chooses not to invest this essence when she gains it, or if she has no Storm veils that are valid sources to allocate it, that point of essence is immediately lost. While not in combat, the storm warrior can meditate as a full-round action to draw the powers of the storm out, treating each round she meditates in this way as a round of combat. However, she can only generate a number of temporary essence in this way up to half of her storm veils essence capacity, rounded up (minimum 1). If the storm warrior has multiple Storm veils shaped or other receptacles that can accept this special essence, she can reallocate this essence normally between them as part of reallocating her essence normally. The storm warrior does not count as a veilweaver for the purposes of feats. The Storm veils she shapes that are granted by this class have an essence capacity determined by her storm warrior level (see Storm Veil Capacity on **Table 3-1 Storm Warrior**) rather than her total character level, and she uses her Wisdom modifier as her veilweaving modifier when determining the effects of these Storm veils and for any storm powers she gains as part of this prestige class. For all other purposes of her Storm veils besides their essence capacity, she treats her effective veilweaver level is equal to her character level. However, this effective veilweaver level does not count as a veilweaver level for anything besides her Storm veils.

Weatherproofing: At 1st level, the storm warrior can protect themselves and their allies from their Storm veils, as the weatherproofing ability of the stormbound class.

Storm Power: At 2nd level, the storm warrior gains a storm power, treating their storm warrior level as their stormbound level for the purposes of prerequisites. She gains an additional storm power at levels 4, 6, and 8.

Bonus Essence: At 3rd level, the storm warrior gains a point of essence, she cannot use this essence to invest her Storm veils, but can use it to invest any of their other essence receptacles. She gains an additional point of essence at levels 6 and 9.

Stormbinding: At 5th level, the storm warrior gains the ability to bind veils shaped in the Storm slot.

Twinveil Storm: At 7th level, the storm warrior can shape and bind an additional Storm veil, allowing both veils to share a single slot. This ability otherwise functions as the Twin Veil feat.

Improved Stormshaping: At 10th level, the storm warriors mastery of the storm that grows within her has reached its most potent state. At the beginning of each of her turns, she gains an additional point of essence with which to invest her Storm veils.

Veilshifter

Though intense meditation, study, and application of akashic theorem a veilweaver can learn to more easily center themselves, allowing the shifting and reshaping of akashic veils at a whim. These meditants are known as Veilshifters, and through their studies have learned to quickly shift the veils they have shaped into other forms, greatly increasing their versatility on and off the battlefield. As the veilshifter grows in power, so too does their mastery over the veils they shape, allowing them to easily shape multiple veils to the same chakra.

Role: The veilshifter is a versatile veilweaver that uses their mastery and knowledge of a variety of veils to solve any problem. They can easily change their strategy during combat using their veilshifting ability to overcome an enemies defenses, and more readily change their veils to solve problems outside of combat using their Shift Veil feat.

Alignment: Veilshifters can be of any alignment, through the intense meditation required to achieve the skills of veilshifting tends to favor those of non-chaotic alignments.

Hit Die: d6.

Requirements

To qualify to become a veilshifter, a character must fulfill all the following criteria.

Feats: Shift Veil

Skills: Knowledge (Arcana) 6 ranks.

Veilweaving: Must have an Essence Pool of at least 5, and the ability to have at least 3 veils shaped.

Class Skills

The veilshifter’s class skills are Knowledge (all) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Table 3-2 Veilshifter

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Veilweaving
1st	+0	+0	+0	+1	Veilshifting	+1 level of existing veilweaving class
2nd	+1	+1	+1	+1	Improved shift veil	+1 level of existing veilweaving class
3rd	+1	+1	+1	+2	Twin veil	+1 level of existing veilweaving class
4th	+2	+1	+1	+2	Improved shift veil	+1 level of existing veilweaving class
5th	+2	+2	+2	+3	Veilshifting	+1 level of existing veilweaving class
6th	+3	+2	+2	+3	Improved shift veil	+1 level of existing veilweaving class
7th	+3	+2	+2	+4	Twin veil	+1 level of existing veilweaving class
8th	+4	+3	+3	+4	Improved shift veil	+1 level of existing veilweaving class
9th	+4	+3	+3	+5	Veilshifting	+1 level of existing veilweaving class
10th	+5	+3	+3	+5	True shift veil, Twin veil	+1 level of existing veilweaving class

Class Features

Proficiencies: Veilshifters gain no proficiencies with any weapon or armor.

Veilweaving: At 1st level and every level thereafter, the veilshifter gains new veils shaped, binds, and essence as though he had gained a level in any one veilweaving class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained. If a character had more than one veilweaving class before he became an veilshifter, he must decide to which class he adds each level of veilshifter for the purpose of determining his veils shaped and binds known.

Veilshifting: At 1st level, the veilshifter may use a move action which provokes attacks of opportunity once per day to unshape one of his existing veils and instantly reshape the released energy into a new veil. The veil that he shapes using this ability cannot be bound to a chakra until he has spent one hour in meditation, even if the veil replaced this way was already bound. The veilshifter can use this ability one additional time per day for every four levels beyond 1st. Each time he gains an additional use of this ability, the number of veils that he can reshape with a single use of this ability increases by one (for example, at 9th level the veilshifter can reshape up to three veils each time he uses this ability). If the veilshifter has the veilshifting ability from another class, he adds his veilshifter level to that classes level to determine the number of uses per day of that classes veilshifting ability. For example, a character with 5 levels of vizier and 10 levels of veilshaper would count as a 15th level vizier for determining the number of uses of the vizier's veilshifting ability.

Improved Veil Shift: At 2nd level, the veilshifter's ability to change their veils using their Shift Veil feat improves, allowing them to unshape and shape an additional veil when they use the feat. The number of veils they can shape and unshape when using the Shift Veil feat increases by an additional veil at 4th, 6th, and 8th levels.

Twin Veil: At 3rd level, the veilshifter gains Twin Veil as a bonus feat. He gains this feat an additional time at 7th and 10th levels. Whenever the veilshifter rests and meditates to shape his veils for the day, he may change which chakra he chose with each of his Twin Veil feats. He must be able to bind veils to a chakra to choose it.

True Veil Shift: At 10th level, the veilshifter has gained true mastery over the shaping and unshaping of veils. When using his Shift Veil feat, the veilshifter can unshape any veils they have shaped, and then shape a number of veils equal to the number they unshaped.

Veilweaving

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized, created when a creature channels akashic energy through natural conduits in the body, known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielders life energy, known as essence, into a nearly infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other effects that draw upon essence are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, essence feat, or other ability. Investing essence or changing where essence is invested is typically a swift action.

Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, he has the potential to manifest and utilize any veil available to that class, though his facility with that veil may vary depending on the size of his essence pool and whether or not he has unlocked the associated chakra, enabling him to bind a veil or effect.

Binding is a process veilweavers and other wielders of essence learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of power, veilweavers learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the most potent abilities any veilweaver can learn.

Chakras and Veils

Every veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some veils can occupy one of two or more different equipment slots; you choose when you manifest your veil which of these slots you want it to occupy. Even if the veil can occupy more than one slot, you cannot have more than one instance of a given veil shaped at the same time. The available slots are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique veils and chakra slots not normally available.

Veils can be bound to a slot to increase their power once a character has reached a certain level of experience in manipulating essence. By binding a veil to that slot the veilweaver gains the most potent abilities from the veil by flooding it with even more of their inherent akashic energy. Once a character has gained the ability to bind veils to a particular slot, they can automatically bind a veil there as part of the process of shaping their veils for the day.

Veil and Magic Interactions

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the *gauntlets of the elderstorm*, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of essence, and as such can be targeted by effects like a sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested.

Veils can also be targeted by dispel magic, mage's disjunction, or similar spell effects, and are treated as a magic item when determining the effects. A veil successfully affected by a mage's disjunction is suppressed for the duration of the spell and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that they have an uninvested veil shaped, though *detect magic*, *true seeing*, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable, imposing a -5 penalty on Disguise checks to hide their presence or function.

Binding Essence: Some feats and veils will require you to bind, rather than invest, essence into them. When essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or until the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

Bonuses from shaped veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

Descriptors: Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Essence Capacity: However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other essence receptacles. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

Character Level	Essence Capacity
1st–5th	1
6th–11th	2
12th–17th	3
18th–20th	4

Identifying veils and effects: Information about a veil’s properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as veilweaving	DC 10
Identify a specific veil’s basic properties	DC 15
Identify a specific veil’s bind effects	DC 20

In areas where veilweaving is uncommon or otherwise unheard of, increase the DC of these checks by 5. Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.

Ongoing effects and unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while they have active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant’s Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes their veils. The veilweaver may willingly suppress the active effects of any veil they have shaped as a free action and resume them as a move action; the veilweaver may resume the effects of multiple veils as part of the same move action.

Per Day Abilities: Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier’s veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

Temporary essence: Some abilities may grant the veilweaver temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

[Armor] and [Weapon] Descriptors

A veil with either the armor or weapon descriptors has some part of the veil that creates or functions as a suit of armor or as a weapon. These akashic armor and weapons have a number of unique properties that differ from their metal kin, which are detailed out below.

Hardness & Sundering: Armor and weapons produced by the veil use the veilweaver’s veilweaving level for their hardness and have twice the veilweaver’s level in hit points. These hit points refresh at the start of the veilweaver’s turn. Armor and weapons created by a veil that have no hit points are destroyed, but may be recreated by the veil as normal. If the veil is sundered, armor and weapons created by that veil disappear.

Leaving the Veilweaver’s grip: Weapons created by veils with the [Weapon] descriptor cease to exist at the end of any turn that they are not within the veilweaver’s possession.

Size: Armor and weapon created by a veil with the [Armor] or [Weapon] descriptors are always sized appropriately for the wielder. When a weapon is created by a veil with the [Weapon] descriptor, the wielder may choose to have this weapon be smaller or larger than what’s appropriate for them, so long as they can wield a weapon at that size with reduced or no penalty. If the size they can wield with reduced or no penalty is not specified, then they may choose to have the weapon be within one size step within their current size.

Upgradable: You may enhance these veils with class features, items, spells, effects, or item creation feats, as though they were a suit of masterwork armor or a masterwork weapon. They may be targeted (and affected) by all spells and effects that affect armor or weapons (depending on their type as appropriate). When improving such an armor or weapon, the Veilweaver must be present and have the veil shaped for the entire duration in which the armor or weapon is being worked on (typically 8 hours in a single day). You may also improve the armor or weapon with special materials by paying the price modifier of that material; treat this armor as costing 500 gp, and treat this weapon as costing 100gp when calculating price multipliers. Enhancing a veil this way takes the same amount of time to enhance the armor or weapon as normal. A veilweaver must meditate in a relatively peaceful environment during this time but otherwise does not need to make any skill checks to upgrade this veil. Its enhancement bonuses, special materials, armor or weapon special abilities, and any effects of the veil are shared across all armor or weapons created with it (including limited use abilities). Armor and weapons cannot gain properties that they could not normally gain, such as impact on a ranged weapon, keen on a bludgeoning weapon, or brawling on medium or heavy armor. If the veil provides its own armor or weapon enhancement bonuses and armor or weapon special properties, the enhancement bonuses and special qualities do not stack. When they shape the veil, and whenever they reallocate essence, they may choose whether they use the veil's intrinsic bonus and special qualities or the armor or weapon descriptors bonus and special qualities. They may change this choice as a swift action, or whenever they would invest essence into their receptacles.

Multiple Weapons: If the veil can produce multiple weapons simultaneously, treat each weapon's enhancement bonus after the first as 1 lower (minimum 0), provided the veil has at least a +1 bonus. A weapon with an enhancement bonus of +0 is treated as a masterwork weapon, gaining the usual +1 enhancement bonus to attack rolls, but not to damage rolls.

Worn Armor and Armor Veils: A character who is wearing armor cannot shape a veil with the [armor] descriptor, nor can they have such a veil shaped on them by another veilweaver. While a character has an [armor] veil shaped they are considered to be wearing the armor of its specified weight for all purposes.

Proficiency: A veilweaver is always proficient in the armor or weapon they create with a [armor] or [weapon] veil. This does not grant them proficiency with those armor or weapons for other purposes.

Veils

In addition to the veils presented below, the stormbound adds the following veils from *Akashic Mysteries* to its veil list, veils marked with a * have been reprinted in this book from *Akashic Mysteries* for your convenience:

Aerial Nimbus, Bralani's Brooch, Cincture of the Dragon, Ditchdigger's Armlets, Eyes of the Hawkguard, Eyes of the Oracle, Gorget of the Wyrms, Horns of the Minotaur, Horselord's Greaves, Lavawalker's Boots, Mask of Elemental Adaptation, Polar Snowshoes, Storm Gauntlets*, Thurston's Bladewards, Vorpals Guards, and Wrathful Claws.*

Veil Descriptions

Aura of the Adaptable

Descriptors: See text
Class: Stormbound, Vizier
Slot: Shoulders, Chest
Saving Throw: None

A veil of pulsating essence enshrouds your body, twisting and churning with an inner potential for change.

Shaping this veil allows you to emulate the effects of another veil at a reduced potential for power. When you shape this veil, choose another veil that you can shape. This veil grants you the abilities of the chosen veil. The chosen veil counts as being shaped in the Shoulders or Chest chakras, even if it would normally be shaped and bound to another chakra. This veil gains the descriptors of the chosen veil. You cannot select a veil you already have shaped using this veil. If you shape a veil that you have chosen to emulate using the *aura of the adaptable*, you immediately lose the benefits of this veil until you change the veil that the *aura of the adaptable* is emulating.

As a move action, you may reduce the essence capacity of this veil by 1 (to a minimum of 0) to choose a different veil to emulate the effects of using the *aura of the adaptable*. You immediately lose the benefits of the

previously chosen veil, and any active effects with a duration longer than instantaneous caused by the previously chosen veil end. You then gain the effects of the newly chosen veil. The reduction to this veils essence capacity remains until you meditate for 1 hour, or you reshape your veils for the day. If you reshape this veil through another effect (such as the Vizier's veilshifting ability), the veil shaped in its place maintains this penalty until you meditate. If this ability is used additional times, the penalties stack.

Essence: Investing essence in this veil grants you the benefits for investing essence in the veil the *aura of the adaptable* in emulating.

Chakra Bind (Shoulders): [S10, V10] Binding this veil to your Shoulders chakra allows you to access the binding abilities of the veil the *aura of the adaptable* is emulating, depending on the binds available to the chosen veil. If the chosen veil can be bound to one of the Hands, Feet, or Head chakras, you may choose to gain the bind benefits of a single one of those chakra binds. This choice is made when the emulated veil is first chosen, or when this veil is bound.

Chakra Bind (Chest): [S18, V18] Binding this veil to your Chest chakra grants allows you to access further binding abilities of the veil the *aura of the adaptable* is emulating. In addition to the chakra binds available to the Shoulders chakra, you can choose to gain the binding benefits of one of the emulated veil's Wrists, Shoulders, Headband, or Belt chakra bindings.

Armlets of the Shaitan

Descriptors: Earth
Class: Stormbound, Vizier
Slot: Wrist, Shoulders
Saving Throw: None

Essence flows through your arms up to your shoulders, your limbs becoming the polished stone of a shaitan.

Shaping this veil causes your arms to take the form of stone and flowing sand, increasing your natural reach with your arms by 5 feet. This ability does not stack with other veils or spells that increase your natural reach, such as the *long arm* spell, but does stack with an increase in reach through size category increases, or feats such as Lunge.

Additionally, you gain a +1 insight bonus on melee attack rolls, melee damage rolls, and a +2 insight bonus on opposed Strength-based checks if both you and your foe are touching the ground. You take a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

Essence: For each point of essence invested in this veil the insight bonus to opposed Strength-based checks increases by 1. Every 2 points of essence invested in this veil increases the natural reach of your arms by an additional 5 feet and the bonus to attack and damage rolls increases by 1.

Chakra Bind (Wrist): [S8, V8] Binding this veil to your Wrists chakra allows your arms to surge outwards in a whirlwind of sand and blades as a full-round action, allowing you to make one melee attack roll against each enemy within your reach. You must make a separate attack roll against each enemy.

Chakra Bind (Shoulders): [S10, V10] Binding this veil to your Shoulder chakra allows you to pass through earth and stone as if it were water. You gain a burrow speed of 10 feet, plus 5 feet per essence invested in this veil. You gain the earth glide universal monster ability, allowing you to pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If you are protected against fire damage, you can even glide through lava. Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of your presence.

Bands of the Void

Descriptors: Teleportation
Class: Daevic, Stormbound, Vizier
Slot: Wrists, Belt
Saving Throw: Will

These bands of thin cloth contain tears in the reality of the world itself, portals in which only the void rests.

Shaping this veil allows you to warp space around you, using an extradimensional space within the veil to manipulate the locations of creatures or objects. As a move action, you can teleport a creature or object within 25 feet of you to any square adjacent to you. If the creature is unwilling, it may make a Will saving throw to resist this effect. If this teleportation would place the creature into dangerous terrain (such as in the air, into lava, or into the area of a hostile

spell) that creature receives a +4 bonus to its saving throw. You cannot teleport a held, wielded, or worn object with this veil. You also cannot teleport objects that are attached to another object (such as a door or window).

Essence: For each point of essence invested in this veil, the range at which you can affect creatures with this veil is increased by 10 feet, and the veils saving throw DC is increased by 1.

Chakra Bind (Wrists): [D7, S8, V8] Binding this veil to your Wrists chakra allows you to tear open a rift in space that leads to your own personal void. Creating this rift takes 1 minute of uninterrupted meditation, after which it opens in an adjacent square. The rift looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the rift, and the rift is shut and made invisible behind you when you enter. Your personal void is an extradimensional space of inky blackness with an area of 100 cubic feet. For each point of essence invested in this veil, the extradimensional space’s area expands by 10 cubic feet. The rift to this extradimensional space persists until you remove it by meditating for 1 minute, or when you unshape this veil. The extradimensional space contains air and is always a comfortable temperature for you. Items and objects stored within the extradimensional space remain there while it is closed or the veil is unshaped. When the rift is removed, or this veil is unshaped, suppressed or destroyed, all creatures currently inside the extradimensional space are instantly ejected to squares adjacent to where the rift was last opened. The rift can be sundered as if it was a veil, and successfully doing so suppresses this veil for 1d4 rounds. If you are killed, all items and creatures within the extradimensional space are ejected into adjacent squares.

Chakra Bind (Belt): [D13, S14, V16] Binding this veil to your Belt chakra grants you all the benefits of binding it to your Wrists chakra, and allows you to control the flow of time within the extradimensional space created by this veil. When you bind this veil, you can choose for time within the void created by the veil to flow from up to twice its normal speed (for example, for every two hours spent in this extradimensional space, only a single hour passes in the material plane) or as slow as half its normal speed (for every hour spent in the extradimensional space, two hours pass in the material plane).

Brume Treads

Descriptors: None

Class: Daevic, Guru, Stormbound, Vizier

Slot: Feet

Saving Throw: None

Mist swirls and coheres to your legs, forming knee-length boots that allow you to maneuver around obstacles much like the fog they are formed from.

You gain the ability to ignore the adverse movement effects of difficult terrain and can take 5-foot steps in difficult terrain. In addition, you gain a +2 insight bonus to Acrobatics checks.

Essence: For each point of essence invested in this veil, you gain a +5 enhancement bonus to your base land speed and the bonus to Acrobatics checks increases by 2.

Chakra Bind (Feet): [D2, G5, S2, V4] Binding this veil to your Feet chakra allows you to flow through the world like a living fog. You can always move at full speed while wearing armor, or if a spell or ability would impose a penalty on your movement speed, or increase the number of squares of movement required to move through an area. If something would render you immobile, this ability does not allow you to ignore that effect.

Cape of the Wanderer

Descriptors: Divination

Class: Daevic, Stormbound

Slot: Shoulders

Saving Throw: None

A billowing cape furrows out behind you, subtly pushing you in the direction you need to go.

Shaping this veil grants you supernatural insight into your current location, and nearby points of interest. You always know exactly where you are and have general information about your location. This information is usually no more detailed than a summary that locates you according to a prominent local or regional site. You also always know the direction you are facing. You gain a +2 insight bonus to the following actions, and can make any check that is granted a bonus by this veil untrained: Survival checks to avoid getting lost, to avoid natural hazards, and to navigate the wilderness; Knowledge (dungeoneering) checks made to navigate underground; Knowledge (geography) checks made

to recognize regional terrain features, and to know the location of nearby communities or noteworthy sites; Knowledge (planes) checks made to navigate on another plane, and to recognize your current plane.

Essence: For each point of essence invested in this veil, the bonus it provides to skill checks increases by +1.

Chakra Bind (Shoulders): [D10, S10] Binding this veil to your Shoulders chakra causes the veil to pull you in the direction of whatever location you seek. By spending ten minutes in meditation you can attune the veil to a single prominent specified destination, such as a city, keep, lake or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. The ability works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you when you use this ability. You gain the ability to sense the correct path that will lead you in the most direct physical route to your destination, knowing at appropriate times the exact path to follow or physical actions to take. For example, you can sense what cavern corridor to take when a choice presents itself. This ability ends once you reach your destination, or you unshape this veil.

Clouding Guise

Descriptors: Glamer

Class: Guru, Vizier, Stormbound

Slot: Head

Saving Throw: Will (see text)

A veil of shimmering diaphanous cloth shrouds your eyes and face, swaying in a breeze that does not seem to exist.

When you shape this veil your eyes glow with a faint blue light, allowing you to see through the effects of magical and normal clouds, fog and mist. While in an area of cloud, fog or mist, the veil obscures your appearance as *disguise self*, using this veil's saving throw in place of that of the spell. You choose the appearance taken under the effects of the veil's *disguise self* ability when you shape this veil, and you may use your veilweaving modifier in place of your Charisma modifier when making Disguise checks for this ability. Additionally, you gain a +2 insight bonus to Disguise checks. You can dismiss or resume this disguise as a free action any time on your turn.

Essence: For each point of essence invested in this veil, the bonus to Disguise checks granted by this veil increases by +2. If this veil is invested with 2 or more points of essence it produces a thin mist that surrounds you in a 10-foot aura. While providing no concealment, this mist allows the disguising properties of the veil to function as a constant effect.

Chakra Bind (Head): [G8, S6, V6] Binding this veil to the Head chakra causes it to lose the glamer descriptor. Creatures interacting with your illusionary effect from the veils *disguise self* do not receive a Will saving throw to recognize it as an illusion. You gain the ability to change the illusionary disguise provided by this veil as a standard action that provokes attacks of opportunity. In addition, this veil and your veils without essence invested in them do not automatically have their presence revealed by *detect magic*, *true seeing*, or similar effects.

Coronet of the Theologian

Descriptors: None

Class: Guru, Stormbound, Vizier

Slot: Head, Headband

Saving Throw: None

A simple crown of silver akasha rests upon your brow, expanding your mind to consider things it might once have not.

When shaped this veil expands your mind, allowing you to better grasp new concepts, and to unearth hidden meaning from what you already know. Shaping this veil grants you gain a +1 insight bonus to Intelligence-based skill checks and ability checks.

Essence: For each point of essence invested in this veil, the bonus it provides increases by +1.

Chakra Bind (Head): [G8, S6, V6] Binding this veil to your Head chakra allows you to gain sudden bursts of insight into otherwise hidden knowledge. As an immediate action, you can reroll a single Intelligence-based skill check or ability check, and take the higher of the two rolls. You can use this ability a number of times per day equal to 1 + your veilweaving modifier.

Chakra Bind (Headband): [G11, S12, V12] Binding this veil to your Headband chakra expands your mind to such a degree that you can connect ideas and logic together in ways that seem unintuitive to most. Whenever you roll an

Intelligence-based skill or ability check, you roll twice and take the higher result. Additionally, as an immediate action, before the results of the check are revealed, you can take a number of points of essence burn to increase the insight bonus provided by this veil by an amount equal to the essence burned. You can use this additional ability a number of times per day equal to your veilweaving modifier (minimum 1).

Crown of Elemental Mastery

Descriptors: Acid, Cold, Electricity, Fire, Sonic

Class: Guru, Stormbound, Vizier

Slot: Headband

Saving Throw: None

A brilliant crown of entwined elements grows from your brow, its crystalline form shifting color and structure.

While you have this veil shaped the elemental damage you deal becomes able to damage even the most resistant of foes. Your abilities and attacks ignore up to 5 points of their targets' acid, cold, electricity, fire, and sonic resistance.

Essence: For each point of essence invested in this veil, the amount of elemental resistance that can be ignored increases by 5.

Chakra Bind (Headband): [G11, S12, V12] Binding this veil to your headband chakra invests you with the ability to damage even the most resistant of foes. Your abilities and attacks treat foes with immunity to acid, cold, electricity, fire, or sonic as if they had Resistance 50 to that type instead. In addition, every time you deal damage to a creature with one of the above elements, that creature's resistance to that element is reduced by 5 for 1 minute. This penalty stacks with itself.

Diplomat's Clip

Descriptors: Divination

Class: Guru, Stormbound, Vizier

Slot: Neck

Saving Throw: Will (see text)

This clip of gleaming jewels fastens to your shirt, allowing you to speak to and understand any who knows a language.

This simple and unassuming veil allows you to speak with any creature who knows a language. As a standard action, you gain the ability to speak with and understand a single creature with 3 or more intelligence in close (25 feet + 5 feet per two veilweaver levels) range. When you speak it is in the language the target creature prefers most, and when that creature speaks you hear them speak in the language you prefer most. To other creatures, you and the target appear to speak in your own preferred languages. In addition, you gain a +2 insight bonus to Bluff and Diplomacy checks against the target creature. You may only affect a single creature with this ability at a time. Activating the ability again allows you to change the target. Moving further than close range from the target ends this effect. It can also be ended as a free action.

Essence: For each point of essence invested in this veil, the bonuses this veil provides increase by +1

Chakra Bind (Neck): [G14, S16, V14] Binding this veil to your Neck chakra grants you the benefits of the *tongues* spell as a constant effect. The insight bonus provided by this veil now applies to any creature who can hear you in close range, rather than just the selected target. If you choose to select a target as a standard action, that creature must make a Will saving throw or have its attitude improved by one step; if you are openly hostile to this creature, or engaging it in combat, they gain a +5 bonus to their Will saving throw. This ability lasts for 1 hour per veilweaver level at which point the affected target's attitude drops one step. Any improvements to the affected creature's attitude resulting from successful Diplomacy checks or other similar actions taken after the creature was affected by the ability remain. Once a creature has passed or failed their save against this ability they cannot be affected again for 24 hours.

Fauld of Elemental Summoning

Descriptors: Summoning

Class: Stormbound, Vizier

Slot: Belt

Saving Throw: None

Plates of elemental matter wrap themselves around your waist, tying you to an elemental bound to serve your commands.

As part of shaping this veil, you summon a single small elemental that serves your command. The type of elemental summoned is chosen when shaping this veil and must be selected from the following types: Air, Earth, Fire, Ice, Lightning, or Water. This summoned elemental is wholly under your command but must remain within 100 feet of you. If it leaves this area or is killed, or if you choose to relinquish your control over it as a move action, the elemental disperses and returns to its home plane. The dispersed elemental can be summoned again as a full-round action that provokes attacks of opportunity. While on its home plane, the elemental regains 1 lost hit point per minute.

Essence: For each point of essence invested in this veil, the elemental gains a +2 insight bonus to attack and damage rolls, AC, saving throws, and skill checks, as well as gaining 10 additional hit points.

Chakra Bind (Belt): [S14, V16] Binding this veil to your Belt chakra allows your summoned elemental to grow in power and size. The elemental you summon using this veil is now a huge elemental of the chosen type.

Gauntlets of the Elderstorm

Descriptors: See text

Class: Stormbound

Slot: Hands

Saving Throw: See text

Gauntlets of elemental matter form around your hands, surging with a power that sheathes your arm in a chaotic mass of energy drawn from the Elderstorm; a legendary place where the planes of air and water converge and storm reigns eternal.

When shaping this veil, choose one elemental type from the following list: air, cold, or electricity. This veil gains that descriptor. You gain a primary slam attack associated with the chosen elemental type that deals 1d6 points of damage (1d4 for Small creatures, 1d8 for large) plus additional damage depending on your chosen elemental: Air deals 1d6 bludgeoning, cold deals 1d4 cold, and electricity deals 1d4 electricity.

Essence: For each point of essence invested in this veil the damage it deals increases by 1 die of damage, based on your chosen elemental type: Air gains 1d6 bludgeoning, cold gains 1d4 cold, and electricity gains 1d4 electricity.

Chakra Bind (Hands): [S4] Binding this veil to your Hands chakra causes you to choose a second elemental type when shaping this veil. You gain a second primary slam attack associated with this second elemental type, as the veil's shaping benefits. When you invest 5 points of essence in this veil, and then for every 5 essence invested thereafter, the additional dice of damage dealt by this veil increase by 1 step (d4 > d6 > d8 > d10).

Gorget of the Stormking

Descriptors: Air, Cold, Electricity, Polymorph

Class: Daevic, Guru, Stormbound

Slot: Neck

Saving Throw: Reflex partial (see text)

A metallic gorget shimmers around your neck, its translucent exterior revealing a storm brewing within. This gorget was said to have been worn by the Stormking himself, granting him the powers and abilities of an elemental of the Elderstorm.

When you shape this veil you take on some of the aspects of an elemental. You reduce any bleed damage you take by 2 points (minimum 0) and gain a +1 insight bonus on saving throws versus effects that would paralyze, poison, or stun you. You gain resist 5 cold and electricity, and airborne creatures take a -1 penalty on attacks made against you.

Essence: For each point of essence invested in this veil the bleed damage you take is reduced by an additional 2, the insight bonus to saving throws is increased by +1, your resistance to electricity and cold is increased by 5. For every 2 points of essence invested, the penalty airborne creatures take when attacking you increases by an additional -1.

Chakra Bind (Neck): [D16, G14, S16] Binding this veil to your Neck chakra allows you to take on the form of an elemental of the elderstorm. You can take an elemental form, switch between elemental forms, or take on your original form as a swift action. While in an elemental form you have immunity to critical hits and precision damage. You can

take the form of an Air, Lightning, or Ice elemental of your base size. Your elemental form is humanoid in shape, and your equipment does not merge with you when you take an elemental form. The benefits you gain depend on the type of elemental form chosen. You do not gain any other abilities or properties of the chosen elemental besides what is listed here:

- Air: If the form you take is that of an air elemental, you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.
- Electricity: If the form you take is that of a lightning elemental, you gain a +2 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +3 natural armor bonus. You also fly 60 feet (perfect), darkvision 60 feet, and a +3 bonus on melee attack rolls if your opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).
- Ice: If the form you take is that of an ice elemental, you gain a +4 size bonus to your Strength, and a +5 natural armor bonus. You also gain darkvision 60 feet, the ability to climb icy surfaces as the *spider climb* spell, the ability to walk across icy surfaces without having to make an Acrobatics check, and the ability to move through ice and snow as the earth glide ability.

If you choose not to take an elemental shape, the latent elemental powers of the veil reinforce your body. You gain a 10% chance per point of essence invested in the veil to negate the effects of a successful critical hit or sneak attack, causing the damage to be rolled normally. This stacks with similar effects, such as the *fortification* magic armor property. Additionally, you gain a +4 size bonus to your Constitution and DR 5/-.

Hands of the Crafter

Descriptors: None

Class: Guru, Stormbound, Vizier

Slot: Hands, Wrists

Saving Throw: None

These soft gloves subtly transmute the objects you craft, improving your ability to create items and shape the world.

Shaping this veil grants you a +2 insight bonus to Craft checks, and to Spellcraft checks made to create magic items.

Essence: For each point of essence invested in this veil, the bonus it provides increases by +1.

Chakra Bind (Hands): [G2, S4, V2] Binding this veil to your Hands chakra allows you to rapidly craft nonmagical and magical items. When using the Craft skill to create a nonmagical item you can perform one week's worth of work in one day. When crafting magical items, you only spend 4 hours of work per 1,000 gp in the item's base price (or fraction thereof), with a minimum of at least 4 hours. Potions and scrolls are an exception to this rule; they can take as little as 1 hour to create (if their base price is 250 gp or less). Scrolls and potions whose base price is more than 250 gp, but less than 1,000 gp, take 4 hours to create, just like other magic items. This process can be accelerated to 2 hours of work per 1,000 gp in the item's base price (or fraction thereof) by increasing the DC to create the item by 5.

Chakra Bind (Wrists): [S8, V8] Binding this veil to your Wrists chakra allows you magically shape materials in rapid time. You gain the ability to shape wood and stone as the *stone shape* spell a number of times per day equal to 1 + your veilweaving modifier. Your caster level for this ability is equal to your veilweaver level.

Ionizing Scarf

Descriptors: Electricity, Sonic, Teleportation

Class: Stormbound, Vizier

Slot: Neck

Saving Throw: Reflex half

This light and comfortable scarf floats in the air as a softly glowing aurora, never directly touching your skin or equipment. Small sparks occasionally arc from it into the air it floats upon.

Shaping this veil allows you to take the form of an ionized cloud before striking as a bolt of lightning upon your foes. As a standard action, you select a creature within close (25 + 5 feet per 2 veilweaver levels) range and become a storm of ionized clouds, and teleport to their square. You are untargetable, intangible, and cannot take actions while in this form, and you move with the selected creature. If the creature teleports, or you lose your ability to detect the creature, you

remain in the square you last detected it. At the beginning of your next turn, you coalesce as a bolt of electricity and thunder. If you are still in the creature's square, the selected creature must make a Reflex saving throw or take 1d6 electricity damage and 1d4 sonic damage, and become deafened for 1 round. A successful save halves the damage and negates the deafened condition. You then appear in an adjacent square to that creature in your normal form, or in your current square if you were no longer in the selected creature's square. This ability drains much of the energy of the veil, and it requires 1d4 rounds to recharge before it can be used again.

Essence: For each point of essence invested in this veil, the electricity damage dealt by this veil is increased by 1d6, and the range at which you can select a creature is increased by 10 feet. For every 2 points of essence invested in this veil the sonic damage dealt by the veil is increased by 1d4.

Chakra Bind (Neck): [S16, V14] Binding this veil to your Neck chakra focuses the electrical power of the veil when you use it, increasing its destructive abilities. When you coalesce as a bolt of electricity and thunder you explode in a 10-foot radius, plus 5 feet per essence invested in the veil. Each creature other than yourself within this area must make a Reflex saving throw against the veil, rather than just your initial target. If a creature fails their saving throw, they are blinded and staggered for 1 round, in addition to being deafened.

Lenses of the Seer

Descriptors: Divination

Class: Daevic, Guru, Stormbound, Vizier

Slot: Head, Neck

Saving Throw: Will negates

These thin-rimmed glasses of translucent akasha allow you to see the magical auras of living things, and detect a creature's potential for akasha.

Shaping this veil allows you to detect magical auras as the *detect magic* spell with a caster level equal to your veilweaver level. Using this ability is a standard action, and concentrating on the effect can be done as a free action each round. While this ability is active, you can concentrate on a single creature in the effects area as a standard action, you learn the number of veils that creature can shape in a day, what chakras they can bind, and their maximum essence pool.

Additionally, you gain a +2 insight bonus to Spellcraft checks to identify the properties of a magic item, identify a spell as its being cast, and to identify a veil and its effects. You can make these checks untrained while you have this veil shaped.

Essence: For each point of essence invested in this veil, the bonuses this veil provides increase by +1.

Chakra Bind (Head): [G8, S6, V6] Binding this veil to your Head chakra improves its ability to detect magical auras dramatically. Rather than gaining the ability to use *detect magic*, you gain *arcane sight* as a constant effect.

Chakra Bind (Neck): [D16, G14, S16, V14] Binding this veil to your Neck chakra grants you all the benefits of binding it to your Head chakra, and also your mastery over the detection of magical auras. You gain the ability to concentrate on a single object or creature within 120 feet, identifying its magical properties. For an item you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). For an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. If the creature has any shaped veils, you learn the veils they have shaped, whether their veils are bound to a chakra or not, and the amount of essence invested in each veil. This ability does not function when used on an artifact.

Lightdash Bindings

Descriptors: None

Class: Daevic, Guru, Stormbound

Slot: Hands, Feet

Saving Throw: none

Your hands and forearms trail with bright light, wisps of energy spiraling outwards to wrap around your body and weapons.

Shaping this veil allows you to infuse your body with light and dash in a straight line up to 20 feet as a standard action. This movement does not provoke attacks of opportunity. During this movement you are not impeded by difficult terrain and can bypass obstacles such as pits or water, even dashing up into the air if you so choose. If this movement doesn't

leave you standing on a solid surface, you fall. You can pass through creature's squares during this dash and do not provoke attacks of opportunity from this movement. Once during the dash, you can make a melee attack with a wielded weapon or natural attack against a single creature whom your dash passed through. This ability cannot be used if you are grappled, immobilized, or otherwise restrained.

Essence: For each point of essence invested in this veil, the maximum distance of the dash increases by 5 feet.

Chakra Bind (Hands): [D4, G2, S4] Binding this veil to your Hands chakra allows your dash to damage all those it passes through, allowing you to make a melee attack with a wielded weapon or natural attack against every creature your dash passes through. As a full round action, you can dash and make a single attack roll with a melee weapon and compare its attack roll to the AC of each creature whose square you pass through, dealing damage to each creature whose AC you hit. If this attack roll is a critical threat, roll a critical confirmation against each creature you pass through individually.

Chakra Bind (Feet): [D2, G5, S2] Binding this veil to your Feet chakra allows you to dash twice in quick succession. As a full round action, you can dash two times in a row, making a single attack against a creature you pass through as part of either dash.

Loreseeker's Gloves

Descriptors: Divination

Class: Guru, Vizier

Slot: Hands

Saving Throw: None

Simple gloves of brown cloth garb your hands, though that is just their outward appearance. When holding a book they ripple as if living, and glow faintly from countless tiny runes.

Shaping this veil allows you to quickly discern the contents of a book at a touch, or gain a vague understanding of a book by slowly leafing through it. As a standard action you can touch a single book, and immediately learn the name of its author, how long ago it was written (or printed), and a general idea of the topics or knowledge it contains. By spending 1 minute leafing through the book, you gain a brief but incomplete understanding of the book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow you to learn what topics the book discusses. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour.

Essence: For each point of essence invested in this veil, the time it takes leafing through the book is reduced by 1 round. If this would reduce the required time to 0, it only takes a standard action to use this ability.

Chakra Bind (Hands): [G2, V2] Binding this veil to your Hands chakra allows you to quickly read and learn from a book. You can read 5 pages of a book, plus 5 pages per point of essence invested in this veil, by spending one minute of time. This does not allow you to understand a book written in a language you do not speak, decipher codes, or memorize text, but it does allow you to comprehend the book as if you had read it in a normal amount of time. For each point of essence invested in this veil, the time it takes is reduced by 1 round. If this would reduce the required time to 0, it only takes a standard action to use this ability.

Mai'yr's Band

Descriptors: See text

Class: Guru, Stormbound, Vizier

Slot: Wrists, Headband

Saving Throw: See text

This unassuming brown cloth was once worn by a being who used the elements themselves as a weapon, commanding them to rise up and wage war on the world.

When shaping this veil, choose one energy type from the following list: air, cold, earth, electricity, or fire. The veil gains that descriptor. You gain the ability to conjure a solid mass of the chosen element and can launch it as a blast of power at a single target within medium range (100 feet + 10 feet per veilweaver level) as a standard action. If you chose cold, electricity or fire, this blast is a ranged touch attack that deals 1d6 + your veilweaving modifier damage; the type of damage dealt is the type chosen when shaping this veil. If you chose air, this blast is a ranged attack that deals 1d10 + your veilweaving modifier bludgeoning damage. If you chose earth, this blast is a ranged attack that deals 1d8 + your

veilweaving modifier piercing or slashing (chosen when you use the ability) damage. These elemental blasts count as a type of ranged weapon for the purpose of feats such as Weapon Focus. You are never considered to be wielding or gripping the blast for the purposes of feats and abilities, and you can't use Vital Strike feats with these blasts.

Essence: Each point of essence invested in this veil increases the damage of the blast, depending on the type of energy chosen: Cold, electricity, and fire deal an additional 1d6 damage per essence. Air deals an additional 1d10+1 damage per essence. Earth deals an addition 1d8+1 per essence. In addition, for each point of essence invested in this veil, you gain a +1 insight bonus to attack rolls made with this veil.

Chakra Bind (Wrists): [S8, V8] Binding this veil to your Wrists chakra allows you to fire multiple blasts in a volley of elemental fury. As a full round action you can make as many blast attacks as your base attack bonus allows, plus any extra attacks granted by spells or abilities such as *haste* that increase the number of attacks one makes as part of a full attack action, but not the Two-Weapon Fighting line of feats, or similar effects.

Chakra Bind (Headband): [G12, S12, V12] Binding this veil to your Headband chakra allows you to focus elemental energy in your mind's eye, and project it outwards in a devastating blast as a standard action. If you chose cold, electricity or fire this blast is a 60-foot line of energy. Each creature in this line must make a Reflex saving throw or take damage as if struck by your elemental blast. A creature who succeeds on this saving throw takes half damage. If you chose air, this blast is a 15-foot burst within medium range. All creatures in this burst must make a Fortitude saving throw or take damage as is struck by your air elemental blast. A creature who succeeds on this saving throw takes half damage. If you chose earth, this blast is a 30-foot cone of either slashing or piercing (chosen when using the ability) earth. Make an attack roll with your earth elemental blast against each creature in the area. On a miss, a creature still takes an amount of damage of the chosen type equal to your veilweaving modifier, plus 1 per essence invested in this veil. A creature with the Evasion, or similar, ability ignores this damage on a missed attack roll.

Mask of Elemental Adaptation

Descriptors: See text
Class: Guru, Stormbound
Slot: Head
Saving Throw: Will (see text)

A mask forged of a single element shrouds your features from view and marks your mastery over that power.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, or sonic. The veil gains that descriptor. Whenever you would take damage from an effect which deals damage of one of the types other than your chosen element, the first 5 points of damage dealt to you is converted to your chosen energy type (for example, if you selected “cold” when shaping this veil and were then subjected to a fireball spell, the first five points of damage assessed after rolling your saving throw would be treated as cold damage instead of fire).

Essence: The amount of damage converted by this veil increases by 5 points per point of essence invested.
Chakra Bind (Head): [G8, S6] Binding this veil to your Head chakra wards you against elemental beings. Any creature with the Elemental subtype must succeed on a Will saving throw to make a melee attack against you. If the creature's subtype also matches the element chosen by you when shaping this veil (acid for creatures of the earth subtype and electric for creatures of the air subtype), the attacker takes a penalty to their saving throw equal to the amount of essence currently invested in this veil. If the attacker fails the save, they cannot complete their attack and the action is wasted. Once an attacker has successfully saved against this veil's effects, they no longer need to make any further saving throws against it for the next 24 hours.

Molten Scales

Descriptors: Armor, Fire
Class: Daevic, Stormbound
Slot: Shoulders, Chest
Saving Throw: None

Armor forged from large scales of some ancient volcanic beast, still glowing hot from its inner flame.

Shaping this veil grants you a suit of fiery scale mail infused with your essence. This armor grants a +5 armor bonus to your AC, has a maximum Dexterity bonus of +5, an armor check penalty of -2, and a 10% arcane spell failure chance. As a free action at the beginning of your turn, you can cause the scales that form this armor to become molten and

fluid, absorbing damage in exchange for the armor they provide. Doing so reduces the armor bonus provided by this veil by 2 until the beginning of your next turn, in exchange for granting 2 temporary hit points until the beginning of your next turn. This ability can be combined with other similar abilities of this veil, but cannot be used if it would reduce the bonus to armor (not including any enhancement bonus) provided by this veil below 0.

Essence: For each point of essence invested in this ability, the temporary hit points granted by this veil increase by +3.

Chakra Bind (Shoulders): [D10, S10] Binding this veil to your Shoulders chakra allows you to expel a cloak of molten ash from your armor. As a free action at the beginning of your turn, you can reduce the armor bonus provided by this veil by 2 until the beginning of your next turn to gain concealment (20% miss chance) until the beginning of your next turn. Any creature who attacks you with its body or a hand-held weapon takes 1d6 fire damage, plus 2 points per point of essence invested in the veil. This ability can be combined with other similar abilities of this veil, but cannot be used if it would reduce the bonus to armor (not including any enhancement bonus) provided by this veil below 0.

Chakra Bind (Chest): [D19, S18] Binding this veil to your Chest chakra grants you all the benefits of binding it to your Shoulders chakra, and allows you to convert your entire body into a mass of burning ash and fire. At the beginning of your turn, you can reduce the armor bonus provided by this veil by 2 until the beginning of your next turn to gain DR 10/- and becomes immune to poison, sneak attacks, and critical hits. You can't attack, cast spells with verbal, somatic, material, or focus components, or use the abilities of veils that require a standard or full-round action while in this form. You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands when you used this ability. You gain a fly speed of 5 feet, +5 feet per point of essence invested in this veil in this form. This ability lasts until the beginning of your next turn. As long as you begin your turn able to take actions, you can activate this ability to continue flying without the risk of falling. This ability can be combined with other similar abilities of this veil, but cannot be used if it would reduce the bonus to armor (not including any enhancement bonus) provided by this veil below 0.

Raiment of Swirling Fog

Descriptors: Air, Armor, Creation

Class: Stormbound

Slot: Shoulders, Chest

Saving Throw: None

Thick clouds swirl around you in a chaotic rhythm, obscuring your movement and position without impacting your own ability to see.

A solid armor of fog and cloud forms around you, obscuring your shape and dampening blows made against you. Shaping this veil causes clouds to obscure your location, causing attacks that would otherwise strike true to miss you. This veil counts as light armor, and grants a +3 armor bonus to your AC, has a maximum Dexterity bonus of +7, no armor check penalty, and a 5% arcane spell failure chance. Additionally, attacks made against you suffer a 20% miss chance from the concealment provided by these clouds. This veil conjures the clouds, and its miss chance is not negated by effects such as *true seeing* but can be defeated by other abilities or effects that allow one to see through clouds or fog. The miss chance from this veil stacks with the concealment granted by natural or magical clouds or fog, to a maximum miss chance of 50%.

Essence: The first point of essence invested in this veil, and every 2 essence invested thereafter, increases the miss chance of attacks made against you by 5%.

Chakra Bind (Shoulders): [S10] Binding this veil to your Shoulder chakra causes the clouds that swirl around you to swell in size and lift you and your allies from the ground. You, and a number of allies up to your veilweaving modifier within 10 feet + 5 feet per invested essence gain a fly speed of 10 feet, + 5 feet per invested essence. Creatures flying in this way automatically pass fly checks but are still subject to wind effects. If an ally leaves this abilities range, their fly speed persists until the end of their next turn.

Chakra Bind (Chest): [S18] Binding this veil to your Chest chakra causes you to gain the benefits of the Shoulder chakra, except that you and your allies can fly as if under the effects of the *overland flight* spell rather than the normal fly speeds provided by this veil.

Rapture of the Gods

Descriptors: Sonic, Weapon

Class: Daevic, Guru, Stormbound

Slot: Hands, Wrists

Saving Throw: None

A shield of hardened silvery askasha forms a shield upon your arm, inlaid with gold and silver imagery of a raging storm. It hums and whistles when moved, and when struck it rings true.

Shaping this veil grants you a heavy shield that vibrates with devastating sonic energy. This veil acts as a heavy steel shield sized appropriately for you. When used to make a shield bash it is treated as a light weapon and has a damage die of 1d8 (1d6 for small creatures, 2d6 for large). While you have this veil shaped, you gain the benefits of both the Two-Weapon Fighting and Improved Shield Bash feats, even if you do not meet their prerequisites.

Additionally, the shield gains an enhancement bonus to its Shield AC equal to its enhancement bonus to attack and damage rolls (maximum +5 bonus). If the shield is disarmed or otherwise removed or released from your grasp, it dissipates and can be reformed as a free action on your turn.

Essence: For each point of essence invested in this veil, shield bashes made using this veil deal an additional 1d4 points of Sonic damage.

Chakra Bind (Hands): [D4, G2, S4] Binding this veil to your Hands chakra lightens the shield dramatically, allowing it to be wielded with even greater finesse and skill. Whenever you make an attack with a different one-handed or light weapon as part of an attack action, you make a shield bash using this veil as a free action. In addition, when your base attack bonus reaches +6 you gain the benefits of the Improved Two-Weapon Fighting feat when making a full attack using this veil, and when your base attack bonus reaches +11 you gain the benefits of the Greater Two-Weapon Fighting feat as well.

Chakra Bind (Wrists): [D7, S8] Binding this veil to your Wrists chakra grants you all the benefits of the Hands chakra, and grants you the ability to counterattack foes who attack you. Once per round when you are attacked by a melee weapon or natural attack after the attack is resolved you may make a shield bash using this veil against that creature if it is within your reach. If you hit the creature and they take sonic damage from this veil, you make take a point of essence burn to force that creature to make a Fortitude saving throw. On a failed save, they are deafened for 1 minute and dazed until the beginning of their next turn. On a success, they are instead deafened for 1 round. If the creature is dazed in the middle of a full attack, they lose any additional attacks they have not made.

Robes of the Worldwalker

Descriptors: See text

Class: Guru, Stormbound

Slot: Body

Saving Throw: None

There was a stormbound who was said to have traveled every corner of the world and survived every land they walked. The Robes of the Worldwalker were designed so that others may follow their path in relative safety and comfort.

Drawing upon the adventurous spirit of the storied Worldwalker, this veil manifests as well worn traveler's robes. The insides of these robes glow with faint runes the color of a single element. When shaping this veil, choose two energy types from the following list: acid, cold, fire, electricity, sonic. The veil gains those descriptors. You gain resistance 5 to the chosen energy types. You gain a +2 insight bonus to Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; and Fortitude saves made to resist damage from suffocation. In addition, you may sleep in light or medium armor without becoming fatigued.

Essence: For each point of essence invested in this veil the resistance to the veils selected elements increases by 5, and the veils insight bonus increases by +2.

Chakra Bind (Body): [G20, S20] Binding this veil to the Body chakra causes the veil to gain the acid, cold, fire, electricity, and sonic descriptors and now provides its energy resistance to each of those types of energy. You gain the effects of *life bubble* as a continuous effect. You do not need to drink, eat or sleep, and you gain immunity to fatigue and exhaustion as long as the veil is shaped, and for 24 hours after you unshape it. Whenever you take energy damage in excess of your resistance provided by this veil, you recover 20% of the damage taken each round at the start of each of your turns over the next five rounds (rounded up, to a maximum of the energy damage taken).

Runecloth of Doorways

Descriptors: Teleportation

Class: Stormbound, Vizier

Slot: Wrists, Neck

Saving Throw: None

Long strips of runed cloth wrap themselves around your wrists, springing forth at your command to form a portal that connects two destinations.

Shaping this veil allows you to form a portal between two destinations. As a standard action, you can create a 5-foot diameter portal in an adjacent square, and a second connected portal within close (25 feet + 5 feet per two veilweaver levels) range. For every 2 points of essence burn you take when creating the portals, you can create an additional connected portal within range. You must have line of sight to the portal's destination. These portal persist for as long as you concentrate (a standard action on each turn), plus one round. A creature who steps into the portals square can choose to exit from any connected portal, teleporting the distance between them.

Essence: For each point of essence invested in this veil, you treat your veilweaver level as two higher for the purposes of determining the range at which you can place the connected portal. For every 2 points of essence, the maximum size of the portal you can create increases by 5 feet in diameter. You cannot reallocate essence invested in this veil while you have an active portal created by this veil.

Chakra Bind (Wrists): [S8, V8] Binding this veil to your Wrists chakra allows you to create connected portals within medium (100 feet + 10 feet per veilweaver level) range as a full-round action. Additionally, you no longer need line of sight to create a portal. The second portal is created exactly in the spot you desire – whether by simply visualizing the area or by stating direction.

Chakra Bind (Neck): [S16, V14] Binding this veil to your Neck chakra grants you all the benefits of binding it to your Wrists chakra, and allows you to open portals at much larger distances. You can now create connected portals within a range of 10 miles per veilweaver level by spending 1 minute in meditation. When creating portals at such vast distances you must have some clear idea of the location and layout of the destination, a name or general idea is not enough.

Sabatons of the Storm

Descriptors: Cold, Electricity, Sonic

Class: Daevic, Stormbound

Slot: Feet

Saving Throw: Reflex negates

Miniature storms rage around your legs, forming sabatons of elemental fury that leave behind devastation in your wake.

While you have this veil shaped your movement leaves behind a field of raging storm. Whenever you move through a square you create a storm in that square for 1 round. Any creature other than yourself who enters a space with a storm in it, or ends their turn in one of these spaces, takes 1d4 points of electricity, 1d4 points of sonic, 1d4 points of cold damage and must make a Reflex saving throw or have their movement speed reduced by half for 1 round. A creature can only be affected by this veil once each turn.

Essence: For each point of essence invested in this veil the storm you create when you move through squares persists for an additional round, and the electric, sonic, and cold damage the storm deals increases by one step each on the following scale: 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d8 > 2d10 > 2d12 > 3d8 > 3d10 > 3d12.

Chakra Bind (Feet): [D2, S2] Binding this veil to your Feet chakra allows you to release a burst of storm around you. As a standard action that provokes attacks of opportunity, you can fill every square in a 10-foot burst centered on you with storm. The radius of this burst increases by 5 feet for every 2 essence invested in this veil.

Shawl of Shifting Stars

Descriptors: Teleportation

Class: Stormbound, Vizier

Slot: Shoulders, Chest

Saving Throw: None

This shawl of silken akasha seems to contain within itself the night sky, shifting and moving independently of its wearer.

Shaping this veil allows you insight into the stars, and beyond it, the Astral Plane. You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions. Your vision penetrates any light pollution from nonmagical sources, though this ability does not function indoors or underground. You can see through forest canopies and similar natural obstructions, but only for the purposes of stargazing. Whenever you can see the night sky, you gain a +2 insight bonus to the following actions: Knowledge (geography) checks relating to the stars and planets; Knowledge (planes) checks relating to the Astral Plane; and Survival checks to avoid getting lost.

Essence: For each point of essence invested in this veil, the bonus it provides increases by +2.

Chakra Bind (Shoulders): [S10, V10] Binding this veil to your Shoulders chakra allows you to transport yourself, and other willing creatures, to and from the Astral Plane. This ability functions as the *plane shift* spell, save that you can only travel from the Material Plane to the Astral Plane, and vice versa. You may use this ability twice per day. For every 2 points of essence invested in this veil, the distance you arrive from your intended destination is reduced by one step on the following scale: 5d% > 4d% > 3d% > 2d% > 1d% > 0. If this distance is reduced to 0, you always arrive at your intended destination.

Chakra Bind (Chest): [S18, V18] Binding this veil to your Chest chakra grants you all the benefits of binding it to your Shoulders chakra, and also grants you the ability to travel between all the worlds of the cosmos. You gain the ability to transport yourself and other willing creatures to other planets, as the *interplanetary teleport* spell once per day. Additionally, this veils ability to *plane shift* allows you to travel to any plane, rather than just the Astral Plane.

Storm Gauntlets

Descriptors: Cold, Electricity, Sonic

Class: Stormbound, Vizier

Slot: Hands, Wrists

Saving Throw: None

These translucent akashic gauntlets contain the swirling force of a winter storm, allowing you to control the primal destructive force of nature itself.

You gain the ability to make a melee touch attack that deals 1 electricity, 1 sonic, and 1 cold damage. This touch attack can be used any time you could make a weapon attack.

Essence: For each point of essence invested in this ability, increase the electricity, sonic, and cold damage by one step each on the following scale: 1 > 1d3 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10 > 2d12

Chakra Bind (Hands): [S4, V2] Binding this veil to your hands chakra allows you to fire focused blasts of storm; in addition to the melee touch attack granted by this veil, you can also use a standard action to deliver this attack via a ranged touch attack with a range of 30 feet + 5 feet per point of Essence invested in this veil.

Chakra Bind (Wrists): [S8, V8] Binding this veil to your Wrists chakra allows you to apply the energy damage dealt by this veil as bonus damage to attacks made with any weapon you wield (including natural attacks). This bonus damage does not stack with similar weapon effects like shocking and frost.

Stormking's Vambraces

Descriptors: Electricity, Weapon

Class: Daevic, Guru, Stormbound

Slot: Hands, Wrists

Saving Throw: None

Glowing vambraces of cracking lightning and swirling cloud twist around your forearms. They are said to have once been part of the legendary Stormking's armor, allowing him to wield his primal powers of lightning as a weapon.

When this veil is shaped you gain the ability to manifest a bolt of crackling electricity into an open hand as a free action. This weapon-like veil acts as a trident sized appropriately for you, but instead of dealing piercing damage like a normal trident, it deals electricity damage. Additionally, it is treated as if it were a light weapon. If this trident is disarmed, or otherwise removed from your person against your will, it dissipates and can be reformed as a free action on your turn. You can create as many tridents as you have free hands, if you wish. If thrown, it dissipates after hitting or missing its target and can be reformed as normal thereafter.

Essence: For each point of essence invested in this ability, the trident deals an additional 1d6 points of electric damage and the range increment of the thrown trident increases by 5 feet.

Chakra Bind (Hands): [D4, G2, S4] Binding this veil to your Hands chakra grants the tridents you conjure the *distance* property. In addition, when making a ranged attack with a thrown conjured trident, you can choose to treat the weapon's damage die as if it were a 0 to make the attack roll against target's touch AC. This choice must be made before the attack is rolled. Any additional dice rolled as part of the attack (such as the bonus dice of electricity damage granted by investing essence, or magic weapon properties such as *shocking*) are rolled and deal damage as normal when using this ability.

Chakra Bind (Wrists): [D7, S8] Binding this veil to your Wrists chakra grants you all the benefits of the Hands chakra, and you gain the ability to use *lightning bolt* as a spell-like ability with a caster level equal to your total veilweaver level, and with a DC equal to the DC of this veil. You can use this ability a number of times per day equal to your 1 + your veilweaving modifier. If 6 or more essence is invested in this veil, this ability instead functions as *chain lightning*.

Tactician's Tabard

Descriptors: None

Class: Daevic, Guru, Stormbound, Vizier

Slot: Shoulders, Belt

Saving Throw: None

Wraps of cloth garb you, glowing with a pattern that shifts and churns as you shape your other veils. The tactician's tabard was developed centuries ago by a veilweaver who always worried their choices of veils in any given day would fail them, never wishing to suffer their feared fate.

When you shape this veil for the day you choose a single veil on your Veil List that you do not have shaped, storing it in the tabard. All veils chosen to be stored in this veil persist if the veil is unshaped, reshaped, sundered, destroyed or suppressed, until you rest and then meditates to shape new veils for the day. As a standard action, you can choose to take 1 point of Essence Burn to immediately unshape a single veil that you have shaped and store it in the tabard, and then shape a veil stored in the tabard. You cannot choose to shape a stored veil if it would be shaped in a slot where another veil is already shaped unless you can shape a second veil in that slot. You cannot choose to unshape the *tactician's tabard* using this ability. The veil that you shape using this ability cannot be bound to a chakra until you have spent one hour in meditation, even if the veil replaced this way was already bound. The point of Essence Burn inflicted by this ability cannot be used to burn essence allocated to this veil unless you have no other essence that can be burned.

Essence: For each point of essence invested in this veil, you may choose another veil to store in the tabard. Unlike most veils, you must designate the amount of essence you will invest at the time you shape your veils for the day, and you cannot change or reassign this essence until you rest and then meditate to shape new veils for the day. If this veil is unshaped, such as by the vizier's Veilshifting ability, or destroyed, all essence allocated to this veil is lost until either the veil is shaped again, or until you rest and then meditate to shape new veils for the day.

Chakra Bind (Shoulders): [D10, S10, V10] Binding this veil to your Shoulder chakra allows you to more quickly reshape veils using this veil. You can shape and unshape a stored veil as a move action, rather than a standard.

Chakra Bind (Belt): [D13, G17, S14, V16] Binding this veil to your Belt chakra grants you all the benefits of binding it to your Shoulders chakra, and unlocks the veils true potential. When you shape a veil using this ability in a slot you could normally bind a veil, you may treat that veil as if it was bound to that chakra for 1 round, plus 1 round per essence invested in this veil. After this duration, the shaped veil must be bound as normal by taking one hour of meditation.

Treantplate

Descriptors: Armor

Class: Daevic, Stormbound

Slot: Shoulders, Chest

Saving Throw: None

Essence takes the form of wood and vine infused with the ancient power of nature to armor your body.

Shaping this veil allows you to create a suit of wooden half-plate infused with essence. This half-plate grows and shapes itself to accommodate your movements, and is as hard and durable as steel. This armor grants a +8 armor bonus to your AC, has a maximum Dexterity bonus of +2, an armor check penalty of -4, and a 20% arcane spell failure chance.

Once per round when you take damage, you can recover a number of hit points equal to your veilweaving modifier (up to a maximum of the damage dealt). If this damage was electricity damage, you instead heal twice as many hit points.

Essence: For each point of essence invested in this veil the HP restored by this veil is increased by 2.

Chakra Bind (Shoulders): [D10, S10] Binding this veil to your Shoulders chakra allows you to channel the power of lightning through your treantplate to heal you. You gain immunity to electricity. Whenever you would take electricity damage, you are healed instead, healing 1 point of damage per 5 points of electricity damage you would have taken.

Chakra Bind (Chest): [D19, S18] Binding this veil to your Chest chakra grants all the benefits of the Belt chakra, and allows you to animate a single tree, as the *liveoak* spell. The caster level of this ability is equal to your veilweaving level. The treant created by this ability gains the benefits of this veil and treats it as being bound to its Shoulders chakra with a number of invested essence equal to the essence you have invested in this veil.

Visor of Stormsight

Descriptors: Divination

Class: Guru, Stormbound, Vizier

Slot: Head

Saving Throw: None

A vizor of flowing akashic energy forms itself around your eyes, allowing you to see through the effects of storms both mundane and magical.

While you have this veil shaped you can see more clearly in storms. If a storm would reduce your visibility (such as a sandstorm or a blizzard), you increase the range at which you can see by 5 feet, and you lessen any perception penalties imposed by the storm by 1.

Essence: For each point of essence invested in this veil, the range you can see during a visibility reducing storm is increased by 5 feet, and its perception penalties are reduced by an additional 1.

Chakra Bind (Head): [G8, S6, V6] Binding this veil to your Head chakra allows your eyes to pierce through storms. When in a storm that reduces visibility you can see beyond where your visibility normally ends. You treat all creatures beyond your visibility as if they had concealment (attacks have a 20% miss chance) and can pinpoint their locations without having to make any kind of check. In addition, you ignore the effects of wind on your ranged attack rolls and reduce the penalties to ranged attacks imposed by rain (and magical effects that function like rain, such as *the deluge* veil) by 1 per essence invested in this veil.

Winter's Somnolence

Descriptors: Cold, Weapon

Class: Daevic, Stormbound

Slot: Hands, Wrists

Saving Throw: Fortitude (see text)

Mist curls away from your fingers, crystallizing into a scythe of icy steel in your open hands. A frigid mist pools from the blade, chilling you to your very core.

Shaping this veil grants you a scythe imbued with the powers of winter itself. This weapon-like veil acts as a scythe sized appropriately for you, but the physical damage dealt by this scythe is half non-lethal cold damage. Against undead creatures, this non-lethal cold damage is instead lethal cold damage that bypasses all damage reduction, resistances, and immunities. A creature struck by this veil must make a Fortitude saving throw or have all of its modes of movement reduced by 5 feet for 1 round. This penalty stacks with itself. A creature who suffers a critical hit from this veil must make a Fortitude saving throw to avoid succumbing to hypothermia and falling asleep. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Constructs and undead are immune to this effect, as are creatures that are immune to cold damage.

If the scythe is disarmed or otherwise removed or released from your grasp, it dissipates and can be reformed as a free action on your turn.

Essence: For each point of essence invested in this ability, the weapon deals an additional 1d6 points of nonlethal cold damage to living creatures and an additional 1d6 points of lethal cold damage to undead. This bonus damage is multiplied on a critical hit.

Chakra Bind (Hands): [D4, S4] Binding this veil to your Hands chakra grants the scythe a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: disruption, frost, ghost touch, icy burst, keen, merciful, vicious, vorpal or wounding.

In addition, the duration of the movement slowing effect of this veil is increased by 1 round per essence invested in this veil.

Chakra Bind (Wrists): [D7, S8] Binding this veil to your Wrists chakra grants you all the benefits of binding it to your Hands chakra, and causes the deep sleep of winter to flow into those who have suffered winter's chill. Any creature who has taken non-lethal cold damage in the last round who ends their turn within 5 feet of you, +5 feet per two essence invested in this veil, must make a Fortitude saving throw or have their modes of movement slowed by 5 feet for a 1 round, plus 1 round per essence invested in this veil. This penalty stacks with all other movement penalties applied by this veil. If a creature has their highest movement speed reduced to 0 by this veil (excluding any movement speed penalties from other sources) they must make a Fortitude saving throw at the beginning of each of their turns that movement type remains at a speed of 0, or succumb to hypothermia and fall asleep.

Storm Veils

Storm veils share a number of properties that differ from normal veils:

Area: The area of a Storm veil is a cylinder centered on the veilweaver, with a radius equal to 25 feet + 5 feet per two veilweaver levels, and a height of 50 feet + 5 feet per veilweaver level, or until it reaches a ceiling. This cylinder continues below the veilweaver to a maximum depth equal to its height, or until it reaches solid ground. A Storm veil's effects cannot bypass solid objects unless it specifies otherwise.

Sunder Immunity: Unlike normal veils, a Storm veil cannot be sundered or dealt damage, however it can still be suppressed by *dispel magic* or an *antimagic field*.

Unforgiving: The shaper of a Storm veil is not immune to any effects that a Storm veil creates that affect all creatures unless they have a class feature or ability that grants them such an ability.

The Blizzard

Descriptors: Cold

Class: Stormbound

Slot: Storm

Saving Throw: Fortitude (see text)

Freezing snow falls around you, a white curtain of bitter death that piles around your feet and chills you to the bone.

When you have at least 1 point of essence invested in this veil the area of your Storm fills with bitterly cold snow. At the end of your turn, each creature within the area takes 1d3 cold damage. If they take damage, they must make a fortitude saving throw or become fatigued until the end of your next turn. Additional applications of this effect do not worsen the fatigue condition to exhausted. Additionally, you can choose to have the area of the storm accumulate with snow, causing all squares of solid ground in the Storm's area to be treated as difficult terrain. This accumulation of snow can be stopped or started as a free action on your turn. When stopped, all accumulated snow melts at the end of your turn.

Essence: Each point of essence invested beyond the first increases the damage of the storm by 1d3.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes it to surge with a deadly chill. As a standard action that provokes attacks of opportunity, you can cause the Storm to swirl with a freezing wind, targeting every creature in its area with chilling snow. Each creature is affected by the veil's damage cold, and if they fail their Fortitude saving throw they take additional cold damage equal to your veilweaving modifier plus twice the number of points of essence invested in the veil and are exhausted until the end of your next turn instead of fatigued.

The Conflagration

Descriptors: Fire

Class: Stormbound

Slot: Storm

Saving Throw: Reflex (see text)

Smoke fills the sky around you, sparks and fire falling from the heavens in a constant rain.

Shaping this veil causes the sky above your storm to fill with smoke, ash, and fire. As a standard action, you can command a ball of ash and fire to fall and strike a single target in your storm's area. Make a ranged touch attack, using your veilweaving modifier in place of your Dexterity bonus. On a hit, the target takes 1d6 bludgeoning damage and must make a Reflex saving throw or catch on fire. A creature who catches on fire takes 1d6 fire damage immediately. In each subsequent round at the beginning of your turn, the burning creature must make another Reflex saving throw. Failure means they take another 1d6 points of fire damage that round. Success means they are no longer burning.

Essence: For each point of essence invested in this veil the initial damage dealt by the ball of ash and fire is increased by 1d6 bludgeoning or fire damage. For every odd-numbered point of essence, it deals 1d6 fire, for every even it deals 1d6 bludgeoning. For every two points of essence invested in this veil the saving throw DC of this veil increases by 1, and the damage a burning creature takes increases by 1d6.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra allows you to harness the true power of the conflagration, burning your foes and the world alike. As a full round action, you can call down a number of balls of ash and fire equal to 1 + 1 per 2 essence invested in this veil. You may only aim a maximum of two balls at any single target.

Alternatively, you can call down a single ball of ash and fire infused with explosive energy as a standard action. When the ball strikes or misses its target (dealing damage as normal for the veil on a successful hit), it explodes in a 20-foot radius. Creatures in this area take 1d6 + your veilweaving modifier fire damage, plus 1d6 additional fire damage per point of essence invested in the veil. A successful Reflex save halves this damage. If you hit the initial target, it takes a -4 penalty to this saving throw.

The Cyclone

Descriptors: Air

Class: Stormbound

Slot: Storm

Saving Throw: None

A tower of swirling air moves at your commanding, tossing your enemies aside like the toys of some vengeful deity.

Shaping this veil causes a cyclone that rages within the area of your storm, moving at your command. As a standard action you create a cyclone that has a radius of 5 feet, and a height of 30 feet + 10 feet per veilweaver level. It has a fly speed of 30 feet with perfect maneuverability. If it enters a space that contains a creature, the cyclone stops moving and bull rushes that creature. If a creature is protected from the effects of this veil, such as through the weatherproofing ability, it does not stop when entering their space. The CMB for this bull rush is equal to your veilweaving level plus your veilweaving modifier. On a successful attempt, the cyclone deals 2d6 bludgeoning damage and pushes the target in a direction of your choice. The cyclone does not follow a pushed creature. The cyclone also bull rushes any creature who enters its area, however, these creatures are pushed in the same direction they entered the cyclone from if they are successfully bull rushed. This cyclone persists for a number of rounds equal to your veilweaving modifier. The cyclone can be dismissed as a free action at any time during your turn.

The cyclone moves as long as you actively direct it (as a move action for you); otherwise, it does not move. If the base of the cyclone leaves the Storm's area it dissipates.

You can have a maximum number of cyclones created equal to your veilweaving modifier, but you may only actively direct one per action you spend to direct a cyclone.

Essence: For each point of essence invested in this veil the cyclone deals an additional 1d6 bludgeoning damage, gains a +2 insight bonus to CMB, and persists for an additional round.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra allows you to unleash the true destructive power of the cyclone. As a full-round action that provokes attacks of opportunity, you can conjure a cyclone of increased

strength and size. This improved cyclone can only be created a number of times per day equal to your veilweaving modifier. The cyclone's radius increases to 20 feet. When the cyclone enters a creature's space it stops moving, and that creature must make a Strength check with a DC equal to the veil's DC to avoid being sucked into the funnel of the cyclone; this deals 2d6 bludgeoning damage, +2d6 per point of essence invested in the veil. Once it deals this damage, the cyclone flings the creature it has sucked up 1d10×10 feet up and away from the cyclone in a direction of your choice, dealing 1d6 points of falling damage per 10 feet that the creature is flung. Gargantuan and larger creatures are not flung by the cyclone. If a creature enters the cyclone's area it must make this Strength check as well. You may only have a single improved cyclone active at any time.

The Deluge

Descriptors: Water

Class: Stormbound

Slot: Storm

Saving Throw: None

The air around you grows damp, your clothes to stick to your skin. The smell of an approaching rainstorm is all around you.

If at least one point of essence is invested in this veil, the clouds above the Storm begin to rain, lowering the light level within the storms area by 1 step (to a minimum of darkness). This change in lighting is from physical obstruction and does not counter light spells. Visibility is halved within the Storm's area, and ranged attacks take a -4 penalty to attack rolls. Creatures within the storm suffer a -4 penalty to Perception checks. This rain automatically extinguishes unprotected fires that are small or smaller (such as a torch, candle, or small bonfire).

Essence: For each essence invested in this veil beyond the first the penalty to Perception check and ranged attacks is worsened by 1, and the size of unprotected fires extinguished by the veil is increased by 1 step. When 5 or more essence is invested in this veil, visibility within the Storm is reduced to one quarter, and the ground within the Storm's area is treated as difficult terrain.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes the rain created by the veil to bolster the growth of living things. While at least 1 essence is invested in this veil, all land the storm passes over is effected as if by the enrichment property of the *plant growth* spell, and plant creatures within the Storm's area gain fast healing 1. As a standard action, you can use this potential of growth to ward up to a number of creatures equal to your Veilweaving modifier in the Storm's area, granting them 3 temporary hit points per essence invested in this veil. These temporary hit points stack with themselves to a maximum of 30 hit points, and last for 1 hour. These temporary hit points are lost is this veil is unshaped or destroyed, but not if it is suppressed.

The Devastation

Descriptors: Poison

Class: Stormbound

Slot: Storm

Saving Throw: Fortitude (see text)

Ash rains from the skies around you, poisoning the lands and those who walk them.

Shaping this veil causes the sky above your storm to cloud with ash.

When at least 1 point of essence is invested in this ability, toxic ash begins to fall within the storms area, lowering the light level within the storm's area by 1 step (to a minimum of darkness). This change in lighting is from physical obstruction and does not counter light spells. At the end of your turn, each creature takes 1d3 damage and must make a Fortitude saving throw or take a -2 penalty to AC, saving throws, ability checks, and skill checks until they leave the storm's area, plus one round. This penalty does not stack with itself. This is a poison effect, and the damage dealt is untyped and not subject to damage reduction or hardness. Creatures and objects who are immune to poison take no damage from this veil.

Essence: Each essence invested in this veil beyond the first increases the damage it deals by 1d3. For every 2 points of essence invested in this veil, the DC is increased by +1 and the penalties it imposes on a failed saving throw worsen by -1.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes the ash that falls within the storm to blight the lands it falls upon, and debilitate the creatures whose flesh is touched by it. While at least 1 essence is invested in this veil, all land the storm passes over is effected as if by the stunt growth property of the *diminish plants* spell. Additionally, any creature who fails their saving throw takes a -2 penalty to attack rolls and weapon damage rolls for 1 round and takes 2 points of Constitution damage in addition to the normal effects of the veil. The penalty to attack rolls and weapon damage rolls increases by -1 per two points of essence invested in the veil.

The Enshrouding

Descriptors: Air, Teleportation

Class: Stormbound

Slot: Storm

Saving Throw: None

The world around you becomes shrouded by a bank of thick fog, enshrouding the world so that none may see your presence.

Shaping this storm causes a 20-foot high mist to appear along the ground within the Storm's area. This mist imposes no penalties.

If at least 1 point of essence is invested in this ability, this mist congeals into a bank of fog. This fog obscures all sight, including darkvision, beyond 20 feet. A creature within 20 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 4 rounds. Doing so suppresses the veil for 1d4 rounds. This veil does not function underwater.

Essence: For each point of essence invested in this ability beyond the first the height of the fog increases by 5 feet, and the distance the fog obscures all sight reduces by 5 feet. If this would reduce the range one can see to 0 feet, creatures in the fog treat every other creature as having total concealment. When 6 or more essence is invested in this veil the fog becomes thick and difficult to move through. Creatures inside the fog move at half their speed, cannot take 5-foot steps, and take a -2 penalty to attack and damage rolls. Attacks made from outside the fog into the fog suffer these penalties as well. The penalty to attack and damage rolls increases by -1 for every point of essence invested beyond 6.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes the fog to swirl with chaotic patterns, seemingly having a mind of its own. You automatically know the locations of all creatures in the fog, as blindsense. As a standard action that provokes attacks of opportunities, you can cause the fog to abduct a single creature within it. This creature becomes lost in an extra-dimensional demi-plane of endless fog. Each round at the beginning of its turn it must make a Will saving throw to escape the fog. If it does so, or a number of rounds equal to your veilweaving modifier pass without the creature escaping, the creature appears in the space it inhabited before being trapped. If that space is occupied, it appears in a space adjacent to it. Only a single creature can be abducted by the fog at a given time, and if the veil is unshaped, suppressed, or destroyed the creature immediately escapes.

The Fulmination

Descriptors: Electricity

Class: Stormbound

Slot: Storm

Saving Throw: Reflex half

The clouds above you shift as if pushed by a wind that only they feel, lightning crackling ominously between their darkened peaks and valleys.

When you have at least 1 point of essence invested in this veil, the sky above your Storm to fills with thick black clouds, lowering the light level within the storm's area by 1 step (to a minimum of darkness). This change in lighting is from physical obstruction and does not counter light spells. In addition, a 5 foot wide, 30 foot long bolt of lightning strikes a point of your choosing within your Storm's area at the end of each of your turns. Any creature in the target square or in the path of the bolt is affected and must make a Reflex saving throw or take 1d6 electricity damage. A creature who passes this saving throw takes half damage. If you cannot take actions at the end turn of your turn, such

as if you are under the effects of the dazed condition or are unconscious, this bolt of electricity instead strikes the space of a random creature in your Storm's area, excluding yourself.

This veil does not function underwater.

Essence: For each point of essence invested in this veil beyond the first, the electricity damage dealt by the veil increases by 1d6.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra fills it with devastating electrical potential that cannot be contained. As long as a single point of essence is invested in this veil a number of lightning bolts equal to 1 per two essence invested in this veil strike at the end of your turn. Each bolt must target a different point, and a creature can only take damage from a single bolt each turn. These bolts target the space of random creatures if you cannot take actions at the end of your turn.

The Permafrost

Descriptors: Cold

Class: Stormbound

Slot: Storm

Saving Throw: Reflex (see text)

The air surrounding you chills noticeably, your breath fogging and your skin collecting a thin layer of frost.

Shaping this veil allows you to accumulate the water in the air into shards of ice which can be directed into a storm of ice and snow. As a standard action, you conjure a rain of icy shards in a 5ft radius cylinder within the Storm's area. This cylinder reaches to the top of the Storm. Creatures within this cylinder take 1d6 cold damage. Solid ground within this cylinder becomes slick and icy for 1 round. A creature must make an Acrobatics check with a DC equal to the veil's DC to move within this area. A creature moving at full speed increases this DC by 5, a creature running or charging increases this DC by 10, a creature moving at half speed does not increase the DC. A creature can take a 5-foot step without making an Acrobatics check. Failure means the creature can't move in that round, while failure by 5 or more means it also falls prone.

Essence: For each point of essence invested in this veil the damage dealt by the rain of icy shards is increased by 1d6 piercing or cold damage. For every odd-numbered point of essence it deals 1d6 piercing, for every even it deals 1d6 piercing. Additionally, the duration of the icy ground increases by 1 round per essence invested. For every two points of essence invested in this veil the radius of the cylinder created by this veil increases by 5 feet.

Chakra Bind (Storm): [S9] Bind this veil to your Storm chakra infuses it with the lingering powers of winter, allowing the icy ground it produces to freeze targets. A creature dealt damage by the rain of icy shards, or who ends their turn within the area of icy ground, must make a Reflex saving throw or become entangled until they leave the icy ground, or for 1 round if they are not on icy ground (such as a creature who was flying while struck by the rain of icy shards). If a creature who is already entangled by the icy shards fails another saving throw against this ability, they become entangled and immobilized. A third failed saving throw causes them to become staggered until they leave the icy ground. If they fail a fourth time, they become frozen as the *icy prison* spell with a caster level equal to your veilweaving level.

The Scouring

Descriptors: Earth

Class: Stormbound

Slot: Storm

Saving Throw: Reflex (see text)

A storm of sand and intense winds whirl around you, forming a scouring burst at your command.

When you have at least 1 point of essence invested in this veil the area of your Storm swirls with blinding sand, reducing the visibility of creatures within the area to 30 feet. This reduction in visibility applies to all forms of sense that rely on sight, such as darkvision or sight-based special senses, but not to senses that do not rely on vision such as the scent special ability. At the end of your turn, each creature within the area takes 1d3 slashing and piercing damage.

Essence: Each point of essence invested beyond the first increases the damage of the storm by 1d3, and reduces the visibility within the storm by 5 feet (minimum 5 feet).

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes it to surge with deadly power. As a standard action that provokes attacks of opportunity, you can cause the Storm to swirl with scouring sand, targeting every creature in its area with scouring sand. In addition to the damage dealt by the veil, each creature must make a Fortitude saving throw or take additional damage equal to your veilweaving modifier plus twice the number of points of essence invested in the veil, and become blinded until the end of your next turn.

The Sirocco

Descriptors: Air, Fire

Class: Stormbound

Slot: Storm

Saving Throw: Fortitude (see text)

A sweltering heat and burning wind cause the air surrounding you to shimmer and distort.

When you have at least 1 point of essence invested in this veil the area of your Storm is filled with blistering heat. At the end of your turn, each creature within the area takes 1d3 fire damage and must make a Fortitude saving throw or gain the sickened condition until they are cured of the damage dealt by this ability.

Essence: Each point of essence invested beyond the first increases the fire damage dealt by the storm by 1d3.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes it to surge with power, indiscriminately burning all who try to survive within the storm. As a standard action that provokes attacks of opportunity, you cause the area of your storm to surge with a powerful downdraft, targeting every creature in its area with the searing wind. In addition to the normal effects of this veil, a creature who fails the saving throw takes additional damage equal to your veilweaving modifier plus twice the number of points of essence invested in the veil and is knocked prone.

The Tempest

Descriptors: Air

Class: Stormbound

Slot: Storm

Saving Throw: See text

Wind surges around you in a tempest, turning and twisting to your whims.

The area of the storm is filled with a gentle 5 mph wind. You can change the direction the wind blows as a free action once per turn. The chosen direction cannot be up or down. The storm can be commanded to surge with the wind, allowing you to perform a bull rush maneuver against any creature within your storm's area as a standard action that does not provoke an attack of opportunity. Your CMB for this maneuver is your veilweaving level plus your veilweaving modifier. The target of this bull rush is pushed the direction that the wind is blowing, rather than away from you. This bull rush does not provoke an attack of opportunity.

Essence: For each point of essence invested in this veil the winds speed increases by 5 mph, and you gain a +2 insight bonus to CMB when using this veil. High wind speeds apply penalties within the storm, as normal for wind, however, you do not suffer the penalties to skill checks imposed by this wind, nor are you at risk for being checked or blown away.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra grants you fine control over the winds that surge around you, allowing you to manipulate objects and creatures. This functions as the *telekinesis* spell, save that its maximum range is your storm's area, its caster level is equal to your veilweaver level. If the *telekinesis* spell references your Intelligence or Charisma modifier, you may use your veilweaving modifier instead. You may use this ability a number of times per day equal to 1 + your veilweaving modifier.

Sidebar: Wind Speed

The effects of wind are repeated here for your convenience.

Ranged Weapon Penalty/Siege Weapon Penalty: These are the penalties that characters take when firing ranged weapons and siege weapons in wind of the listed strength. In windstorm-strength wind, normal ranged weapon attacks (either projectile or thrown) are impossible. This includes ranged attacks made via spells of the

conjunction school, but it does not include evocation ranged attacks or ranged attacks made as part of using a veil (unless that veil emulates a weapon). Siege weapons include all weapons of that type and boulders thrown by giants and other creatures with the rock throwing special attack.

Check Size: Creatures of the listed size or smaller are unable to move forward against the force of the wind unless they succeed at a DC 10 Strength check (on the ground) or a DC 20 Fly check if airborne.

Blown Away Size: Creatures of the listed size on the ground are knocked prone, roll 1d4×10 feet, and take 2d6 points of nonlethal damage, unless they succeed on a DC 15 Strength check. Flying creatures of the listed size are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed at a DC 25 Fly check.

Skill Penalty: This is the penalty for skill checks that can be affected by the wind. These penalties always apply on Fly checks and sound-based Perception checks, but GMs may also wish to apply them on Acrobatics checks, Climb checks, and any other ability or skill checks that could be adversely affected by winds.

Wind Strength	Wind Speed	Ranged Weapon Penalty/Siege Weapon Penalty	Check Size	Blown Away Size	Skill Penalty
Light	0-10 mph	—/—	—	—	—
Moderate	11-20 mph	—/—	—	—	—
Strong	21-30 mph	-2/—	Tiny	—	-2
Severe	31-50 mph	-4/—	Small	Tiny	-4
Windstorm	51+ mph	Impossible/-4	Medium	Small	-8

The Uproar

Descriptors: Sonic

Class: Stormbound

Slot: Storm

Saving Throw: Fortitude (see text)

Thunder quietly echoes around you, an ominous warning of the powers you command.

Shaping this veil allows you to cause a sudden peal of ear-piercing thunder to boom next to a creature within the Storm’s area. As a standard action, a single creature in the Storm’s area of your choice must make a Fortitude saving throw, or take 2d4 sonic damage, become deafened for 1 minute, and become flat-footed until the end of your next turn. On a successful save they take half damage, and are only deafened for 1 round.

Essence: Each point of essence invested in this veil causes it to deal an extra 1d4 points of sonic damage. When 5 or more points of essence are invested in this veil, a creature who fails its saving throw versus this veil is treated as staggered as well as flat-footed until the end of your next turn.

Chakra Bind (Storm): [S9] Binding this veil to your Storm chakra causes the thunderous rapture of the veil to grow in majesty. When you use this veil, you can choose whether to target only a single creature with it, or instead target every creature in a 15-foot burst within the Storm’s area. If you choose only a single creature, they take an additional 1d4 sonic damage per essence invested in this veil, and if they fail their saving throw they become permanently deafened, and flat-footed and staggered for 1 round.

Character Options

New Feats

This section contains feats for the Stormbound and other characters who wish to use some of the abilities features in this book. A new type of feat, marked with the Confluence descriptor, is presented below. These feats allow a veilweaver who can shape multiple Storm veils to combine their effects in a variety of ways.

Burning Ash (Confluence)

Ash and flames mix in the sky above your storm, raining poisonous flaming death upon your foes.

Prerequisite: Ability to shape two or more Storm veils, ability to shape *the conflagration* and *the devastation* Storm veils.

Benefit: When you have both *the conflagration* and *the devastation* Storm veils shaped, their abilities combine to form a storm of toxic, flaming ash. When a creature is struck by *the conflagration*, or caught in one of its explosions, they must make a Fortitude saving throw or take 1 Constitution damage, plus an additional point of Constitution damage per 3 essence invested in *the devastation*. The DC of this fortitude save is equal to the DC of *the devastation*. This is a poison effect. *The devastation* deals an additional 1d6 fire damage, plus 1d6 per 3 essence invested in *the conflagration*. This damage is halved if the creature succeeds on their Fortitude save versus *the devastation*.

Chilling Embrace (Confluence)

The world slows around you as the heat and life drain from everything within your storm, the calm sleep of winter taking hold.

Prerequisite: Ability to shape two or more Storm veils, ability to shape *the blizzard* and *the permafrost* Storm veils.

Benefit: When you have both *the blizzard* and *the permafrost* Storm veils shaped, their abilities combine to emulate the chilling embrace of a deadly winter storm. When a creature takes cold damage from *the blizzard*, the damage they take is increased by 1d3 cold damage per 3 essence invested in *the permafrost*. A creature who takes damage from the rain of icy shards of *the permafrost* must make a Fortitude saving throw using *the blizzard*'s DC, or suffer a -2 penalty to *the blizzard*'s saving throws for 1 round, plus 1 round per 3 essence invested in *the blizzard*. This penalty does not stack with itself. The radius of *the permafrost*'s cylinder increases by 5 feet per 3 essence invested in *the blizzard*.

Extra Storm Power

You have unlocked the latent powers from the storm dwelling inside you.

Prerequisite: Storm power class feature.

Benefit: You gain one additional storm power. You must meet all of the prerequisites for this storm power.

Special: You can gain this feat multiple times. Each time you take this feat, choose a new storm power.

Scouring Maelstrom (Confluence)

Your storm is a roaring maelstrom of sand and wind, the deserts wrath manifest to scour the world.

Prerequisite: Ability to shape two or more Storm veils, ability to shape *the scouring* and *the tempest* Storm veils.

Benefit: When you have both *the scouring* and *the tempest* Storm veils shaped, their winds combine to form a maelstrom of rending sand. The scouring sand of *the scouring* is accelerated by the confluence's devastating winds, dealing an additional point of damage per point of essence invested in *the tempest*. The wind of *the tempest* is accompanied by rending sands, empowering it. Successful bull rushes made using the veil deal damage to the target as if they were struck by *the scouring*'s scouring sands, and the effects of *the tempest*'s wind speed are empowered, as per the table **Scouring Maelstrom Wind Penalties**.

Scouring Maelstrom Wind Penalties

Wind Strength	Wind Speed	Ranged Weapon Penalty/Siege Weapon Penalty	Check Size	Blown Away Size	Skill Penalty
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Light	0-10 mph	-1/—	—	—	-2
Moderate	11-20 mph	-2/—	Tiny	—	-4
Strong	21-30 mph	-4/—	Small	Tiny	-8
Severe	31-50 mph	Impossible/-4	Medium	Small	-10
Windstorm	51+ mph	Impossible/-8	Medium	Small	-12

Selective Veils (Akashic)

Long hours of meditation and focus upon your shaping of veils has allowed you to reduce their effects against trusted allies.

Prerequisite: Veilweaver level 7th.

Benefit: When you shape your veils for the day, you may select a number of allies equal to your veilweaving modifier. These creatures take no damage from veils you have shaped, and if they must roll a saving throw against a veil you have shaped they are always treated as if they passed the saving throw when determining its effects. You gain 1 point of essence.

Shape Storm

You gain the limited ability to channel an aspect of the Elderstorm.

Prerequisite: Con 13 or veilweaver level 3rd, Wis 13.

Benefit: When this feat is selected, choose a single Storm veil. You can shape that veil using the normal veilweaving rules, allowing it to be shaped in the Storm chakra using one of your normal daily veils, and allowing you to invest essence in it as if it were a normal veil. If you do not have levels in a veilweaving class, you have total veils shaped of 1 and use your Wisdom to determine the DC's and effects of your veil abilities. If you gain any levels in a veilweaving class, your primary veilweaving attribute is determined by that class. Once chosen, the veil granted by this feat can never be changed. Your veilweaver level for this veil is equal to your character level. You cannot bind this Storm veil to the Storm chakra unless you gain the ability to do so from another source.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new Storm veil that you can shape using this feat.

Shift Veil (Akashic)

You have learned to meditate upon a single veil you have shaped, allowing you to shift and reshape its akashic energies.

Prerequisite: Veilweaver level 5th

Benefit: You can spend 1 hour in meditation to unshape a single veil you have shaped, and then immediately shape a new veil. You can bind this newly shaped veil if you are capable of doing so as part of this process. You gain 1 point of essence.

Shocking Exultation (Confluence)

Lightning and thunder arc and boom all around you, the world becoming a devastating onslaught of sound and light.

Prerequisite: Ability to shape two or more Storm veils, ability to shape *the fulmination* and *the uproar* Storm veils.

Benefit: When you have both *the fulmination* and *the uproar* Storm veils shaped, their abilities combine to form a devastating storm of thunder and lightning. The lightning of *the fulmination* is accompanied by a clap of damaging thunder, dealing an additional 1d4 sonic damage per 3 essence invested in *the uproar*, halved on a successful Fortitude saving throw using *the uproars* DC. A creature who fails this Fortitude save is dazzled and takes a -2 penalty to *the uproar's* saving throws for 1 round, plus 1 round per 3 essence invested in *the uproar*. This penalty does not stack with itself. The thunderous bursts of *the uproar* are accompanied by a flash of lightning, dealing an additional 1d6 electricity damage per 3 essence invested in *the fulmination*, halved on a successful Reflex saving throw against *the fulminations* DC. A creature who fails this Reflex save is dazzled and takes a -2 penalty to *the fulminations* saving throws for 1 round, plus 1 round per 3 essence invested in *the fulmination*. This penalty does not stack with itself.

Storm Scoured (Akashic)

Your body was scoured by the force of a particularly powerful or magical storm, awakening essence within you and allowing you to overcome even the most devastating of weather.

Prerequisite: Con 13 or veilweaver level 1, Wis 13.

Benefit: You can invest essence into this feat. For each point of essence invested in this feat, you reduce the miss chance imposed by natural and magical weather by 5% (to a minimum of 0%), reduce any penalties to Perception checks imposed by natural and magical weather by 1 (to a minimum of 0), and reduce the damage dealt to you by natural and magic weather by 2 (to a minimum of 0). These effects also apply to Storm veils used against you.

You gain 1 point of essence.

Rapid Shift (Akashic)

You have learned to meditate upon a single veil you have shaped, allowing you to shift and reshape its akashic energies.

Prerequisite: Veilweaver level 9th, Shift Veil or veilshifting class feature

Benefit: Once per day as a move action that provokes attacks of opportunity you can unshape one of your existing veils, and instantly reshape the released energy into a new veil. The veil that you shape using this ability cannot be bound to a chakra until you have spent one hour in meditation, even if the veil replaced this way was already bound.

You gain 1 point of essence.

Special: If you have the veilshifting class feature, you instead gain an additional use per day of that ability.

Winds of Flame (Confluence)

You have gained total mastery over the forces of wind and heat, your Storm laying destruction upon the world around you.

Prerequisite: Ability to shape two or more Storm veils, ability to shape *the cyclone* and *the sirocco* Storm veils.

Benefit: When you have both *the cyclone* and *the sirocco* Storm veils shaped, your storm becomes a cyclonic whirlwind of heat and fury. When a creature is successfully bull rushed by *the cyclone* the creature takes an additional 1d6 fire damage and is pushed an additional 5 feet per 3 essence invested in *the sirocco*. The fire damage dealt by *the cyclone* is dealt to any flammable objects and terrain the cyclone passes over, potentially causing particularly flammable objects to catch fire. If a creature fails its Strength check against the *cyclone*, they take an additional 1d6 fire damage and are flung an additional 10 feet per essence invested in *the sirocco*. The DC of *the sirocco*'s saving throw is increased by 1 per 3 essence invested in *the cyclone*. In addition, if a creature fails this saving throw it takes an additional 1d6 points of bludgeoning damage, and is pushed 5 feet in a direction of your choice per 3 essence invested in *the cyclone*.

New Items

Akashic Imbuement Gem

Aura Faint Transmutation; **CL** 5th;

Slot none; **Price** 2,000gp (weapon), 1,000gp (armor); **Weight** —

Description

This palm-sized gem is wrapped in rune-embroidered cloth and glows with an inner radiance.

An *akashic imbuement gem* can be enhanced as if it were a masterwork armor or weapon, chosen at the time of the gem's creation.

When a veilweaver shapes a veil with the [armor] or [weapon] descriptor, they can incorporate a single *akashic imbuement gem* of the appropriate type as part of shaping it, applying the enhancements applied to the *gem* to the armor or weapons created as part of the veil. Armor and weapons cannot gain properties that they could not normally

gain using an *akashic imbue ment gem*, such as *impact* on a ranged weapon, or *brawling* on a medium or heavy armor. If the veil provides its own enhancement bonus or has already been enhanced as a suit of armor or a weapon, the enhancement bonuses and special qualities provided by the *akashic imbue ment gem* do not stack. When they shape the veil, and whenever they reallocate essence, they may choose whether they use the veil’s intrinsic bonus and special qualities, the armor or weapon descriptors bonus and special qualities, or the bonuses provided by the *akashic imbue ment gem*. They may change this choice as a swift action, or whenever they would invest essence into their receptacles.

When the veilweaver unshapes the veil that the *akashic imbue ment gem* is incorporated with, or that veil is destroyed, the *akashic imbue ment gem* reappears in one of the veilweaver’s open hands, or on the ground in their square if they are unconscious or their hands are full.

Construction

Requirements Craft Magic Arms and Armor, creator must be able to shape a veil with the [armor] or [weapon] descriptor. **Cost** 1,000gp (weapon), 500gp (armor)

Crook of the Stormbinder

Aura Faint Enchantment; **CL** 5th;
Slot none; **Price** 4,000gp (Least), 16,000gp (Lesser), 32,000gp (Greater); **Weight** 5 lbs.
Description

This long wooden staff is carved with runes and sigils that glow with a faint blue light. When held by a veilweaver who has shaped a Storm veil, its light changes to match that of their veils.

As a standard action, the wielder of this staff may designate one of their storm veils they have shaped. The designated veil is treated as though it has additional essence invested into it based on the type of staff wielded (1 essence for least, 2 for lesser, and 3 for greater), and has its maximum essence capacity increased by an equal amount. A Storm veil can only benefit from one *Crook of the Stormbinder* at a time.

The *crook of the stormbinder* can be wielded as if it were a masterwork quarterstaff (or as a crook if the wielder is proficient), and can be improved as a magic weapon.

Construction

Requirements Craft Wondrous Item, creator must be able to shape at least one Storm veil. **Cost** 2,000gp (Least), 8,000gp (Lesser), 16,000gp (Greater)

Totem of the Storm

Aura Moderate Evocation; **CL** 15th;
Slot none; **Price** see text; **Weight** 5,000 lbs.
Description

Storm veils can be channeled through specific magical objects known as *Totems of the Storm*. These totems are normally crafted of wood and stone, and allow a shaper of Storm veils to manipulate the weather surrounding one. When shaping their veils for the day, a veilweaver who can shape Storm veils can choose to shape one on the totem, using one of their shaped veils for the day as normal. The totem expands the radius of the chosen storm veil, treats it as being bound to a veil slot, and invests an amount of essence into the veil depending on how the totem was constructed. The veilweaver cannot invest additional essence into the Storm veil shaped on the totem, and the Storm veil remains shaped on the totem until the veilweaver who shaped it chooses to unshape. If the veil shaped on the totem is disrupted, by an effect such as *dispel magic*, it is instead destroyed. The veilweaver can use the abilities of the Storm veil shaped on the totem as long as they are within the Storm’s area.

A *Totem of the Storm*’s price depends on its radius of effect, and the amount of essence it invests in the veil shaped to it. A *Totem of Storm* has a minimum radius of 1 mile, and can be created to invest between 0 and 7 essence. To create a *Totem of the Storm*, the crafter must spend a number of gold pieces equal to its radius in miles multiplied by 10 x the essence it invests x 5,000 gp. For the purposes of this equation, 0 essence counts as 0.5.

Construction

Requirements Craft Wondrous Item, creator must be able to shape at least one Storm veil. **Cost** see text