

SAMO

ANIMIST



ANCESTRY	HUMAN (NEPHILIM)	BACKGROUND	ACOLYTE
SPEED	25 FEET	PERCEPTION	+11 (TRAINED)
SENSES	LOW-LIGHT VISION, APPARITION SIGHT		
LANGUAGES	COMMON, ORCISH, SKALD, VARKI		CLASS DC 21

STRENGTH	DEXTERITY	CONSTITUTION
STR +1	DEX +4	CON +0
INTELLIGENCE	WISDOM	CHARISMA
INT +2	WIS +4	CHA +1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	48	22*
FORTITUDE	REFLEX	WILL
+9*	+11*	+13*

* +1 status bonus against the effects of haunts, spirits, and incorporeal undead

STRIKES

MELEE	<ul style="list-style-type: none"> ♦ +1 striking war gavel +9 [+4/-1] (versatile P), 2d6+1 bludgeoning ♦ dagger +11 [+7/+3] (agile, finesse, thrown 10 feet, versatile S), 1d4+1 piercing
RANGED	<ul style="list-style-type: none"> ♦ dagger +11 [+7/+3] (agile, finesse, thrown 10 feet, versatile S), 1d4+1 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+8	+6	+5
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+6	+5	+8 ●
INTIMIDATION (CHA)	FARMING LORE (INT)*	HERBALISM LORE (INT)*
+5	+9 ●	+9 ●
MOUNTAIN LORE (INT)*	RIVER LORE (INT)*	SCRIBING LORE (INT)
+9 ●	+9 ●	+9 ●
LORE (OTHER; INT)	MEDICINE (WIS)	NATURE (WIS)
+6	+14 ●●	+11 ●
OCCULTISM (INT)	PERFORMANCE (CHA)	RELIGION (WIS)
+9 ●	+5	+14 ●●
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+9 ●	+8	+11 ●
THIEVERY (DEX)		
+8		

● = TRAINED ●● = EXPERT ●●● = MASTER

* Spirits' knowledge from apparition attunement.

FEATS AND ABILITIES

ANCESTRY ABILITIES	Extraplanar Supplication (<i>bane</i>), low-light vision, Musetouched
CLASS FEATS	Apparition's Enhancement, Apparition Sense, Embodiment of the Balance
SKILL FEATS	Battle Medicine, Student of the Canon, Unusual Treatment
GENERAL FEATS	Untrained Improvisation*
CLASS ABILITIES	animist spellcasting, apparition attunement (custodian of groves and gardens, vanguard of roaring waters), animistic practice (seer), invocation of sight, signature spells

* Abilities with an asterisk have already been calculated into Samo's statistics and do not appear elsewhere.

Numbers shown next to this symbol are added to a d20 roll.

EQUIPMENT

BULK	Current: 4, 6 L; Maximum: 6 Bulk
WORN	backpack, lesser cheetah's elixir, dagger, minor elixir of life (2), healer's gloves, healer's toolkit, sankeit, shining symbol, scroll of resist energy, +1 striking war gavel
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	2 gp, 1 sp

SPELLS

SPELL ATTACK	+11	SPELL DC	21
	ANIMIST SPELLS	APPARITION SPELLS	
CANTRIPS (AT WILL)	divine lance, guidance	rousing splash, tangle vine	
1ST RANK	<input type="checkbox"/> command, <input type="checkbox"/> fear	<input type="checkbox"/> (either harm, heal, protector tree, OR hydraulic push)	
2ND RANK	<input type="checkbox"/> cleanse affliction, <input type="checkbox"/> spiritual armament	<input type="checkbox"/> (either gentle breeze OR mist)	
3RD RANK	<input type="checkbox"/> heroism	<input type="checkbox"/> (either crashing wave OR safe passage)	
<input type="checkbox"/> FOCUS SPELLS	—	garden of healing OR river carving mountains	



WHAT IS AN ANIMIST?

You are a flexible spellcaster who blends your own magical power with that of bonded spirits and apparitions, bridging two worlds.

EQUIPMENT

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Cheetah's Elixir, Lesser** (alchemical, consumable, elixir) **Activate** \blacklozenge (manipulate) **Effect** Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a +5 status bonus to your Speed for 1 minute.

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** \blacklozenge (manipulate); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Healer's Gloves (invested, magical) These clean, white gloves never show signs of blood, even after they're used to stitch up wounds or treat other ailments. They give you a +1 item bonus to Medicine checks. This has already been factored into Samo's statistics.

☐ **Activate—Healer's Touch** \blacklozenge (manipulate) **Frequency** once per day; **Effect** You soothe the wounds of a willing, living, adjacent creature, restoring 2d6+7 Hit Points to that creature. This is a healing vitality effect. You can't harm undead with this healing.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

☐ **Scroll of Resist Energy** When holding this scroll, you can cast *resist energy* (see below). After you cast the spell, the scroll is destroyed.

Resist Energy $\blacklozenge\blacklozenge$ (concentrate, manipulate); **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Shining Symbol (divine, invested, light) If you worship a deity, this golden amulet transforms into your deity's religious symbol when you invest it. You gain a +1 item bonus to Religion. This has already been factored into Samo's statistics. The symbol casts dim light in a 20-foot emanation.

☐ **Activate—Spiritual Light** $\blacklozenge\blacklozenge$ (concentrate, light, revelation) **Frequency** once per day; **Effect** The light cast by the symbol becomes bright light for 10 minutes and shines through bodies to reveal hints of the spirits within. Creatures in the light receive a -1 status penalty to Deception and Stealth checks. You can Dismiss this activation.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait): A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate

damage type. For instance, a slashing weapon with versatile P can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Samo's feats and abilities are described below.

Apparition Attunement You serve as a conduit or bridge for otherworldly spiritual entities, called apparitions. You have bonded with two apparitions, the **custodian of groves and gardens** and the **vanguard of roaring waters**. These apparitions grant you knowledge in the form of Lore skills and additional spells you can cast with your apparition spellcasting; your custodian of groves and gardens grants you Farming Lore, Herbalism Lore, *tangle vine*, *protector tree*, *gentle breeze*, and *safe passage*, and your vanguard of roaring waters grants you Mountain Lore, River Lore, *rousing splash*, *hydraulic push*, *mist*, and *crashing wave*. During your daily preparations and whenever you Refocus, you can decide which of your apparitions is your primary apparition. You gain an additional focus spell from your primary apparition: If your primary apparition is the custodian of groves and gardens, you can cast *garden of healing*; if your primary apparition is the vanguard of roaring waters, you can cast *river carving mountains*.

Apparition's Enhancement \blacklozenge (animist, apparition, divine, spirit) **Frequency** once per turn; **Requirements** Your most recent action was to cast a non-cantrip spell; **Effect** Spiritual power encases your weapon or unarmed attack. Until the end of your turn, one wielded weapon or unarmed attack you have deals an extra 1d6 spirit damage and gains the divine trait, if it didn't have it already.

Apparition Sense You can see and interact with things others can't. You have apparition sight, an imprecise sense that allows you to detect the presence of invisible or hidden spirits, haunts, and undead within 30 feet of you.

You can allow a spirit or undead otherwise incapable of speech to speak through you as long as you are in direct contact with it. As an activity that takes 10 minutes, you can act as a link between disembodied souls and their mortal bodies. As long as you are in contact with both a spirit and a living body that belonged to it in life during that entire time, the spirit can use you to return to that body; this does not allow you to bring the dead back to life, but can assist in restoring a disembodied soul to a still-living body. If the body is occupied by another spirit or soul, that entity must succeed at a Will save against your spell DC or be cast from the body when its original owner is returned.

Animist Spellcasting You can cast divine spells using the Cast a Spell activity. Your magic is split between animist spells, which are spells from your own magic that you must prepare in advance, and apparition spells, which you can cast in any combination by drawing on your apparitions' magic. See the Spells section below for details on the spells you can cast.

Battle Medicine \blacklozenge (general, healing, manipulate, skill) **Requirements** You're holding or wearing a healer's toolkit; **Effects** You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Embodiment of the Balance Your place in the balance between the forces of life and entropy expands the spells you can pull from the spirit realms. You add *heal* and *harm* to your apparition spell repertoire, allowing you to cast them with your apparition spellcasting.

Extraplanar Supplication (nephilim) You call upon divine power to place a malediction upon your foes. You can cast *bane* once per day as a 1st-rank divine innate spell.

- **Bane** ◆◆ (concentrate, manipulate, mental) **Area** 10-foot emanation; **Defense** Will; **Duration** 1 minute; **Effect** You fill the minds of your enemies with doubt. Enemies in the area must succeed at a Will save or take a -1 status penalty to attack rolls as long as they are in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt another saving throw. *Bane* can counteract *bless*.

Invocation of Sight You shift your eyes easily to the spirit world, intuiting the needs of apparitions and other spiritual entities based on how they appear to you. You gain the Apparition Sense feat. You also gain a +1 status bonus to saving throws and AC against the effects of haunts and the abilities of spirits and incorporeal undead.

Musetouched Your blood sings with the liberating power of the azatas, living embodiments of freedom from the wild realm of Elysium. You gain a +1 circumstance bonus to Escape. When you roll a critical failure on a check to Escape, you get a failure instead, and when you roll a success, you get a critical success instead.

Signature Spells You can cast any of your apparition spells at a higher rank by using a higher rank apparition spell slot. Any spells that have additional effects at a higher rank include a signature spell descriptor in the spell.

Student of the Canon You've researched many faiths enough to recognize notions about them that are unlikely to be true. If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get a failure instead. When attempting to Recall Knowledge about the tenets of your own faith, if you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

Unusual Treatment (general, skill) Your medical training extends to less obvious conditions. When you succeed against a DC 20 check to Treat Wounds, you can also reduce the value of one clumsy, enfeebled, or stupefied condition on the patient by 1. If you're able to treat more than one creature at once, choose only one to gain this benefit. A creature can benefit from Unusual Treatment only once per day. If the condition results from an affliction, the affliction isn't cured, though the condition is reduced as long as the affliction remains at that stage.

SPELLS

Samo can cast the following spells. Some of her spells are from her personal animist magic, and some are from her apparitions. Samo's animist spells must be prepared in advance, but she can choose which apparition spell to cast. Samo cannot use her animist spell slots to cast apparition spells or vice versa; her magics remain complementary and harmonious, yet as distinct as the two worlds from which they come.

Samo has additional spells on a scroll in her Equipment section and from her nephilim heritage in her Feats and Abilities section.

Cantrips

Samo can cast the below cantrip spells at will, regardless of whether they're animist spells or apparition spells.

Animist Spells

Divine Lance ◆◆ (attack, cantrip, concentrate, manipulate, sanctified, spirit) **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 4d4 spirit damage (double damage on a critical hit).

Guidance ◆ (cantrip, concentrate) **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Apparition Spells

Rousing Splash ◆◆ (cantrip, concentrate, manipulate, water) **Range** 60 feet; **Targets** 1 creature; **Effect** You cause a splash of cold water to descend on an ally's head, granting some temporary vigor. The target gains 3d4 temporary Hit Points, which last for 1 minute. The target is then temporarily immune to the temporary Hit Points from rousing splash for 10 minutes. The target can also attempt an immediate flat check to recover from a single source of persistent acid or fire damage, with the DC reduction from appropriate assistance.

Tangle Vine ◆◆ (attack, cantrip, concentrate, manipulate, plant, wood) **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 2 rounds. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a -10-foot circumstance penalty to its Speeds for 2 rounds. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

1st

Animist Spells

Samo can cast the following prepared animist spells, each once per day.

Command ◆◆ (auditory, concentrate, linguistic, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** until the end of the target's next turn; **Effect** You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Fear ♦♦ (concentrate, emotion, fear, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Apparition Spells

Samo can cast one apparition spell per day, which can be her choice of the below spells.

Harm ♦ to ♦♦♦ (manipulate, void) **Range** varies; **Targets** 1 living creature or 1 willing undead creature; **Effect** You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ (concentrate) The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

◆◆◆ (concentrate) You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area.

Signature Spell You can cast this spell in a higher-rank slot to heighten it and increase its power. For each additional rank, the amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.


Heal ♦ to ♦♦♦ (healing, manipulate, vitality) **Range** varies; **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

❖ (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

◆◆◆ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.


Signature Spell You can cast this spell in a higher-rank slot to heighten it and increase its power. For each additional rank, the amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Hydraulic Push  (attack, concentrate, manipulate, water) **Range** 60 feet; **Targets** 1 creature or unattended object; **Defense** AC; **Effect** You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Signature Spell You can cast this spell in a higher-rank slot to heighten it and increase its power. For each additional rank, the damage increases by 2d6.


Protector Tree  (concentrate, manipulate, plant, wood) **Range** 30 feet; **Duration** 1 minute; **Effect** A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square. If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations.


Signature Spell You can cast this spell in a higher-rank slot to heighten it and increase its power. For each additional rank, the tree has an additional 10 Hit Points.

2nd

Animist Spells


Samo can cast the following prepared animist spell once per day.


Cleanse Affliction  (concentrate, healing, manipulate) **Cast** 1 minute; **Range** touch; **Targets** 1 willing creature; **Effect** Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured. Although the reduction can't occur again, heightened versions of this spell attempt to counteract with each casting.

Spiritual Armament  (concentrate, manipulate, sanctified, spirit)
Range 120 feet; **Target** 1 creature; **Defense** AC; **Duration** sustained up to 1 minute; **Effect** You create a ghostly, magical echo of one weapon you're wielding or wearing and fling it. Attempt a spell attack roll against the target's AC, dealing 2d8 damage on a hit (or double damage on a critical hit). The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental to the creature (as determined by the GM). This attack uses and contributes to your multiple attack penalty. After the attack, the weapon returns to your side. Each time you Sustain the spell, you can repeat the attack against any creature within 120 feet.

Apparition Spells

Samo can cast one 2nd-rank apparition spell per day, which can be her choice of the below spells. She can also use this slot to cast a heightened version of any of her 1st-rank apparition spells instead.

Gentle Breeze  (air, concentrate, healing, manipulate, vitality)
Range 60 feet; **Area** 40-foot burst; **Duration** 10 minutes; **Effect** A light, soothing breeze flows through the area, making it easier to rest and recover. Medicine checks attempted to benefit living creatures in the area get a +2 status bonus. Any living creature in the area also gets a +2 status bonus to saving throws against afflictions and, if it remains within the area for the full duration, regains 10 Hit Points. In addition, the cool breeze reduces the temperature effects of heat by one step for any creature in the area.

Mist  (concentrate, manipulate, water) **Range** 120 feet; **Area** 20-foot burst; **Duration** 1 minute; **Effect** You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

3rd

Animist Spells

Samo can cast the following prepared animist spell once per day.

Heroism ♦♦ (concentrate, manipulate, mental) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Apparition Spells

Samo can cast one 3rd-rank apparition spell per day, which can be her choice of the below spells. She can also use this slot to cast a heightened version of any of her 1st- or 2nd-rank apparition spells instead.

Crashing Wave ♦♦ (concentrate, manipulate, water) **Area** 30-foot cone; **Defense** basic Reflex; **Effect** You summon a crashing wave that sweeps away from you. You deal 6d6 bludgeoning damage to creatures in the area. The water also extinguishes non-magical fires in the area.

Safe Passage ♦♦♦ (concentrate, manipulate) **Range** touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain; **Duration** sustained up to 1 minute; **Effect** You make passage through the area safe for a brief amount of time. Anyone passing through the area gains the following benefits against harmful effects of the terrain and environment, including environmental damage, hazardous terrain, and hazards in the area. The spell grants a +2 status bonus to AC and saves against such effects, and resistance 5 to all damage from such effects. Furthermore, the spell prevents anything in the area that's prone to collapse, such as a rickety bridge or an unstable ceiling, from collapsing, except under extreme strain that would collapse a normal structure of its type.

Safe passage protects only against harm, not inconvenience, and it doesn't reduce difficult terrain, remove the concealed condition caused by precipitation, or the like, nor does it protect against creatures within the spell's area.

FOCUS SPELLS

Samo can cast vessel spells. Vessel spells are a type of focus spell. It costs 1 Focus Point to cast a Focus Spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to treat with nearby spirits, meditate on resolving an issue pertaining to the balance of spirits and mortals, or tell a story.

Which focus spell Samo can cast depends on which apparition is currently your primary apparition (as selected during daily preparations). If your primary apparition is the custodian of groves and gardens, you can cast *garden of healing*; if your primary apparition is the vanguard of roaring waters, you can cast *river carving mountains*.

Custodian of Groves and Gardens

Garden of Healing ♦ (uncommon, animist, aura, emotion, focus, healing, mental); **Area** 10-foot emanation; **Duration** sustained up to 1 minute; **Effect** Spirits of comfort and respite swirl around you, trailing visions of growing grass and blooming blossoms. When you cast this spell and the first time you Sustain it on each subsequent round, you generate a pulse of renewing energy that heals each creature within the emanation for 3d4 Hit Points. The calm of this effect lingers; once this spell ends, any creature that has been affected by its healing gains a +1 circumstance bonus to saves against emotion effects for 10 minutes but does not receive any healing from additional castings of the spell while the bonus persists.

Vanguard of Roaring Waters

River Carving Mountains ♦ (uncommon, animist, focus, water); **Duration** sustained up to 1 minute; **Effect** Your apparition solidifies around you into roaring water and spraying mist. For the duration of this spell, you have lesser cover against ranged attacks and gain a +10-foot status bonus to each Speed you have. When you first cast this spell and each time you Sustain it, you can Stride up to your speed while your apparition fills each square you pass through with the lingering energy of a coursing river. These squares become difficult terrain until the start of your next turn. You can use *river carving mountains* while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.