

Weather Prophet Invented by Bearhug

Description:

The Weather Prophet is a Druid, which gets closely in touch with the Weather. Weather Prophets are quiet souls who prefer to live in Mountains instead of the Grove's in the forests that most other Druids prefer.

Weather Prophets are different from normal Druids. Mostly other Druid praise the Nature itself and gets the Powers from the Forest or whatever area they live in. Also, Weather Prophets do not get power from elementals of Earth, Fire and Water elemental, which all other Druids do. They only use the Air element to cover their need for spells.

Role:

Weather Prophets live high up in the mountains where he is closest to the Sky. He protects the Sky from air pollution and is given abilities by the Sky in return. He hates to see people burn pollutionary things and will avenge himself on those he knows to do such thing.

The Weather Prophet also has a more quiet side though. He don't mind living in towns for a few days and is less fanatical than other Druids. He is also helping local villagers to foresee the weather and doing the healing of sick people.

Branch Restrictions:

None.

Weapon Proficiencies:

Recommended---Staff

Secondary Skills:

Weather Sense, Healing.

None Weapon Proficiencies:

Bonus---- Survival (Mountain)

Recommended---- Tracking, Herbalism, Animal handling, Animal lore, Animal Training.

Special Benefits:

The Weather Prophet has the ability to call down lightning from the skies because of his close connection to the Sky. Therefore he will automatically gain the ability to cast the spell of *Call Lightning* once per day after he has reached 7th level, two times per day after 14th level and so on. Also he has the ability to charm Air Elementals. When he tries to do so, treat the charm as a *Dire Charm* spell, where the Air Elemental gains -2 to its saving throw.

Furthermore, he will be given ALL spells from the sphere of spheres of Healing and Weather as he reaches higher levels.

Special Hindrances:

Since the Weather Prophet has a very close connection to the Air, and since he has to be able to move around the mountain he live on very quickly, he can only Shapechange into the form of birds. This is mostly due to it being the easiest way to come around the mountain without falling into gaps and other dangerous things. Also the Weather Prophet will only receive 2 Weapon Slots in the start and no more after that.

Wealth Options:

Starting money is 3d10x2 gp. Weather Druids often lives among villagers and will therefore not need more money than other Druids normally would.