Pathfinder turtle sage prestige class

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turtle sages have spent long years developing their innate magic

requirements

race: adamantoise

ability to cast 3rd level spells

feats: turtle song, defensive shell casting

skills: knowledge(arcane) 5+, spellcraft 5+

hit die: d6

alignment any lawful

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| level | bab | fort | reflex | will | special |
| 1 | 0 | 1 | 1 | 1 | +1 to pre-existing casting class, levels 0-3 turtle magic |
| 2 | 1 | 1 | 1 | 1 | +1 to pre-existing casting class, |
| 3 | 1 | 2 | 2 | 2 | +1 to pre-existing casting class, |
| 4 | 2 | 2 | 2 | 2 | +1 to pre-existing casting class, level 4 turtle magic |
| 5 | 2 | 3 | 3 | 3 | +1 to pre-existing casting class, |
| 6 | 3 | 3 | 3 | 3 | +1 to pre-existing casting class, |
| 7 | 3 | 4 | 4 | 4 | +1 to pre-existing casting class, level 5 turtle magic |
| 8 | 4 | 4 | 4 | 4 | +1 to pre-existing casting class, |
| 9 | 4 | 5 | 5 | 5 | +1 to pre-existing casting class, |
| 10 | 5 | 5 | 5 | 5 | +1 to pre-existing casting class, level 6 turtle magic, arcane perpetuation, tortoise wisdom |

class skills: appraise, all knowledge skills, swim

3+int mod skill points per level

turtle sages cast in the same manner as their starting magic using class(prepared or spontaneous), each turtle sage level increases the effective level of previous caster level for purpose of spells per day, and spells known(for spontaneous casters), additionally each level the turtle sage gains 1 additional spell known, they must choose to select this spell known from the spells available to their previous casting class, or from the turtle magic spell list (see below),if the previous casting class automatically knows all spells on their respective list, they must use this additional spell known to learn individual turtle magic spells up to what they can cast, spontaneous casters that gain a number of known spells each level may choose these spells off either their standard list or the turtle magic spell list, casters that use a spell book may add turtle magic to their spell book if they can find scrolls for the appropriate spells, regardless of previous casting class, turtle magic is always cast using the turtle sages wisdom modifier as her casting stat

turtle sages are considered arcane casters for all purposes

(the table above shows when turtle sages can learn various levels of turtle magic, however they must still have a high enough magic slot from their increased pre-existing caster levels to cast it)

at first level only, the turtle sage may exchange their normal bonus 1 spell known for 4 turtle magic spells known, none of which may be higher than second level

tortoise wisdom

upon reaching 10th level the turtle sage attains the normal limit for turtle magic, however many wish to continue, for each caster level she attains beyond this point(regardless of class), she gains access to an additional tier of turtle magic to learn spells off of, and gains 1 additional spell known to pick off any available list(they may not learn additional turtle magic from normal caster level progression like they can when gaining turtle sage levels, only by this additional spell known)

arcane perpetuation

the turtle sage's true power come not from the specific spells they know, but from their ability to cast almost infinitely, at 10th level, the turtle sage may spend a full round action building up their arcane energy reserves and make a self-sustaining loop of energy, this restores one of their spent spells slots used to cast an arcane spell each round(as well as the spell if a prepared caster) the spell slot level cannot be more than the turtle sages wisdom modifier, arcane perpetuation lasts for 1 round per 2 character levels possessed.

turtle magic

turtle magic is its own spell list, only classes that specifically call for the turtle magic spell list, or can learn from any arcane spell list, can gain access to it

0 level spells

blinding ray

create water

create food and water

dia

school: transmutation[holy]

Casting

casting time: swift action

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: none spell resistance: no

Description

target takes 1 hit point of damage each round and has its AC reduced by 2

know direction

poison

prestidigitation

read magic

water breathing

1st level spells

blink

control water

cure light wounds

defending bone

dragonvoice

instant armor

invigorate

life bubble

negate aroma

regenerate

resistance

slow

touch of the sea

turtle wax

school: conjuration[water, cold, earth]

Casting

casting time: 1 round

components: V

Effect

range: touch

target: single creature

duration: 5 rounds + 1 round per caster level

saving throw: reflex, harmless spell resistance: no

Description

the target gets covered in a shiny sludge, this sludge provides a +4 circumstance bonus to AC, CMD vs grapple, reflex saves and swim checks, it also provides the target the ability to spend a swift action to “slide” up to the target's full move without provoking an attack of opportunity

turtle moon walk

school: enchantment[holy]

Casting

casting time: 1 round

components: V

Effect

range: touch

target: single creature

duration: 5 rounds + 1 round per caster level

saving throw: reflex, harmless spell resistance: no

Description

the target of this spell gains a +5 circumstance bonus to perform checks

2nd level spells

blast barrier

corruption resistance

dia II

school: transmutation[holy]

Casting

casting time: swift action

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: none spell resistance: no

Description

target takes 1d2 hit point of damage each round and has its AC reduced by 4

drunkard's breath

elemental touch

impede speech

kinetic reverberation

mage armor

monstrous physique

negative reaction

shield

spell resistance

stoneskin

surmount affliction

turtle speed

school: transmutation[water]

Casting

casting time: 1 round

components: V

Effect

range: touch

target: single creature

duration: 5 rounds + 1 round per caster level

saving throw: reflex, harmless spell resistance: no

Description

doubles the move of the target for the duration, applied after armor penalties and bonuses/penalties from feats/class features

water clear focus

school: abjuration[water]

Casting

casting time: 1 round

components: V

Effect

range: personal

target: single creature

duration: 5 rounds + 1 round per caster level, or until expended(see below)

saving throw: reflex, harmless spell resistance: no

Description

a caster with this effect becomes very resistant to having her casting interrupted, while in effect, if something would happen to cause the spell to fail(arcane spell failure, failed concentration check, etc) the spell succeeds anyway, after this occurs, there is a 30% chance the effect of water clear focus will persist, this % chance is increased by 2 for each round in its duration remaining, else it is expended and the effect ends, water clear focus cannot stop effects such as stun or silence during casting, and these effects still interrupt casting, however if they do, they do not expend water clear focus

3rd level spells

cure moderate wounds

dragons breath

dragon turtle shell

entropic shield

erode defenses

heal

illusory wall

jitterbug

monstrous physique II

murderous command

natures ravages

natures exile

passwall

phalanx

school: transmutation[force]

Casting

casting time: 1 round

components: V

Effect

range: personal

target: self

duration: 1 minute + 1 round per caster level

saving throw: fort(harmless) spell resistance: no

Description

provides a protective field around the caster that reduces damage from all sources by 1 per caster level

sanctuary

unbreakable heart

vitriolic mist

water shield

wilderness soldiers

wrathful mantle

4th level spells

ablative barrier

absorb toxicity

cure serious wounds

dia III

school: transmutation[holy]

Casting

casting time: swift action

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: none spell resistance: no

Description

target takes 1d3 hit point of damage each round and has its AC reduced by 8

haste

kiss of the first world

lesser age resistance

moment of greatness

monstrous physique III

planar adaption

planetary adaption

spell immunity

turtle speed II

school: transmutation[water]

Casting

casting time: 1 round

components: V

Effect

range: touch

target: single creature

duration: 5 rounds + 1 round per caster level

saving throw: reflex, harmless spell resistance: no

Description

triples the move of the target for the duration, applied after armor penalties and bonuses/penalties from feats/class features

wall of thorns

wall of stone

wall of sound

5th level spells

age resistance

aid

aqualung

school: evocation[water]

Casting

casting time: 1 round

components: V

Effect

range: 30ft

target: cone

duration: see below

saving throw: fort, half damage spell resistance: yes, half damage

Description

the caster lets out a jet of high pressure water that does 1d8 damage per caster level, may be sustained with a move action, if sustained, all targets in range make another save and take additional damage, may be sustained for a max number of rounds equal to the caster's constitution modifier, targets in the juvenile age range take 2d12 damage per caster level instead

campfire wall

discern lies

fog cloud

gravity

school: evocation[air]

Casting

casting time: 1 round

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: Fort, half duration spell resistance: no

Description

the target become effected by immense localized gravity, cutting the target's movement in half, and denying them their dexterity or dodge bonuses to AC(a negative dexterity modifier is unaffected)

hallow

lesser restoration

monstrous extremities

monstrous physique IV

move earth

resurrection

seamantle

unhallow

wall of light

wall of iron

wind wall

6th level spells

atonement

bless water

cure critical wounds

cursed earth

curse water

deflection

dia IV

school: transmutation[holy]

Casting

casting time: swift action

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: none spell resistance: no

Description

target takes 1d4 hit point of damage each round and has its AC reduced by 16, if AC penalty would reduce target below 0 AC, the remaining penalty reduces any DR the target may have

greater age resistance

holy shield

invisibility

hidden knowledge

rune of durability

turtle speed III

school: transmutation[water]

Casting

casting time: 1 round

components: V

Effect

range: touch

target: single creature

duration: 5 rounds + 1 round per caster level

saving throw: reflex, harmless spell resistance: no

Description

quadruples the move of the target for the duration, applied after armor penalties and bonuses/penalties from feats/class features, if the target is on all fours(prone), move is quintupled instead and any penalty for moving on all fours(prone) is negated

wall of fire

wall of ice

7th level spells

blaze of glory

blasphemy

greater spell immunity

hardening

spark

unadulterated loathing

wall of lava

wandering star motes

wrath

8th level spells

addle

school: transmutation[fire]

Casting

casting time: 1 round

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: will, half duration spell resistance: yes, half duration

Description

reduces the save DC of effects from the effected target by 2 + 1 per 2 caster levels you possess, additionally all spells cast by the target have their casting time increased by 1 step (free>swift>move>standard>full> 2 full)

bullet shield

burst of speed

dia V

school: transmutation[holy]

Casting

casting time: swift action

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: none spell resistance: no

Description

target takes 1d6 hit point of damage each round and has its AC reduced by 32, if AC penalty would reduce target below 0 AC, the remaining penalty reduces any DR the target may have

displacement

howling agony

implosion

prismatic wall

tireless pursuit

true strike

9th level spells

antilife shield

burst of glory

finger of death

foresight

gravity II

school: evocation[air]

Casting

casting time: 1 round

components: V

Effect

range: 30 ft

target: single creature

duration: 1 minute + 1 round per caster level

saving throw: Fort, half duration spell resistance: no

Description

functions as the spell gravity, however movement of the target is cut in half again(1/4 actual) and dodge and dexterity bonuses to AC become penalties instead(an already negative dexterity modifier is doubled)

spontinaity

school: transmutation[force]

Casting

casting time: 1 round

components: V

Effect

range: personal

target: single creature

duration: 1 round + 1 round per 5 caster levels

saving throw: reflex, harmless spell resistance: no

Description

a caster effected by this spell greatly reduces the casting time of all their magic for its duration, all spells that require a move, swift, or immediate action may be cast as a free action, spells requiring a standard action may be cast as a swift, spells requiring a full round action may be cast as a move, finally any spell that requires more than a full round action to cast has it's casting time cut in half, this effect is applied to spells before effects such as quicken spell

temper

school: transmutation[force]

Casting

casting time: 1 round

components: V

Effect

range: personal

target: single creature

duration: 1 round + 1 round per 2 caster levels

saving throw: reflex, harmless spell resistance: no

Description

provides 1 additional swift, move and standard action each round for the duration, these additional actions may not be spent on a full round action, and may not be used to cast additional spells

tireless pursuers

tsunami

wake of light

wall of suppression