

Turn or Rebuke Creature Type (Su): An exorcist has the power to repel a single type of creature by channeling the power of the land much like a cleric's ability to turn undead (see Turn or Rebuke Undead, PHB, pg 159). Initially the exorcist can only choose creatures in the first list. As the exorcist gains strength, he gains the ability to overcome a wider variety of creatures. At 5th level and every 5 levels afterwards he able to choose another creature type that he can affect with his turning or rebuking power. Once this type is chosen it cannot be changed.

An exorcist may attempt to turn these creatures a number of times per day equal to 3 + his Charisma modifier. An exorcist with 5 or more ranks in Knowledge (nature) gets a +2 bonus on turning checks. This ability allows an exorcist to qualify for general or divine feats with a prerequisite of "Ability to Turn or Rebuke Undead." If the Feat specifically effects undead, replace the word "Undead" with the creature types the exorcist can affect

Creature types 1: Animals, Elementals*, Plants & Vermin

Creature types 2: Fey, Magical Beasts & Undead

Creature types 3: Outsiders**

* *Elementals must be chosen by subtype (Air, Earth, Fire or Water) individually.*

** *Outsiders cannot be turned on their home plane. Outsiders are never destroyed by and exorcist's turning ability. They are banished instead.*

Domain: Each exorcist draws their magic from the land differently. This affinity is highlighted by the domain he chooses. At first level the exorcist may pick one domain from the list below. Unlike a cleric, exorcists do not gain an additional spell per level but they do obtain the special ability granted by the domain. Domain spells are added to the list of spells they know and do not count against the exorcist's limit of spells known. They gain a second domain at 10th level.

	Air	Animal	Autumn	Balance
Special Ability	<i>Turn/Rebuke Earth creatures</i>	<i>You can use speak with animals once per day as a spell-like ability</i>	<i>Gain Self-Sufficient feat. +2 bonus on all WIS-based skill checks during fall</i>	<i>Once per day, as a free action, add your WisMod to AC for 1 round/level</i>
1	Obscuring Mist	Calm Animals	Sanctuary	Make Whole
2	Wind Wall	Hold Animal	Divine Protection	Calm Emotions
3	Gaseous Form	Dominate Animal	Grace	Clarity of Mind
4	Air Walk	Summon Nature's Ally IV	Eye of the Hurricane	Dismissal
5	Control Winds	Commune with Nature	Raise Dead	Sanctuary, Mass
6	Chain Lightning	Antilife Shell	Spellstaff	Banishment
7	Control Weather	Animal Shapes	Shield of the Archons	Word of Balance
8	Whirlwind	Summon Nature's Ally VIII	Surelife	Protection From Spells
9	Summon Elemental Monolith	Shapechange	Undeath's Eternal Foe	Weighed In the Balance
	Celerity	Cold	Darkness	Desert
Special Ability	<i>+10" land speed if no med/heavy armor and/or med/heavy load</i>	<i>Turn/Rebuke Fire creatures</i>	<i>Free Blind-Fight feat</i>	<i>Shape Sand. See Sandstorm</i>
1	Expeditious Retreat	Chill Touch	Obscuring Mist	Waste Strider
2	Cat's Grace	Creeping Cold	Blindness/Deafness	Black Sand
3	Fly	Corona of Cold	Blacklight	Haboob
4	Haste	Ice Storm	Armor of Darkness	Blast of Sand
5	Blink, Greater	Wall of Ice	Darkbolt	Flaywind Burst
6	Wind Walk	Cone of Cold	Prying Eyes	Awaken Sand
7	Cat's Grace, Mass	Control Weather	Nightmare	Vitrify
8	Cloud Chariot	Polar Ray	Power Word Blind	Desert Binding
9	Time Stop	Obedient Avalanche	Power Word Kill	Summon Desert Ally IX
	Earth	Fire	Hex	Hills
Special Ability	<i>Turn/Rebuke Air creatures</i> <i>*Earth Monolith</i>	<i>Turn/Rebuke Water creatures</i> <i>*Fire Monolith</i>	<i>See Hex.</i>	<i>Gain the Power Attack feat</i>
1	Magic Stone	Burning Hands	Bane	Shillelagh
2	Soften Earth and Stone	Produce Flame	Scare	Heroism
3	Stone Shape	Resist Energy (cold or fire)	Bestow Curse	Earthbolt
4	Spike Stones	Wall of Fire	Death Ward	Divine Power
5	Wall of Stone	Fire Shield	Enervation	Righteous Might
6	Stoneskin	Fire Seeds	Magic Jar	Stoneskin
7	Earthquake	Fire Storm	Eyebite	Aura of Vitality
8	Iron Body	Incendiary Cloud	Finger of Death	Bombardment
9	Summon Elemental Monolith	Summon Elemental Monolith	Soul Bind	Hero's Blade

	Hunt	Jungle	Marsh	Moon
Special Ability	<i>Gain Track as a bonus feat</i>	<i>+10 Climb Skill in trees & can brachiate through heavy forest.</i>	<i>Deathward ability once per day for 1 rnd/lvl, instant action</i>	<i>Turn Lycanthropes</i>
1	Hide from Animals	Briar Web	Fengut	Faerie Fire
2	Bear's Endurance	Barkskin	Water Walk	Moonbeam
3	Snare	Junglerazer	Evard's Black Tentacles	Moon Blade
4	Locate Creature	Jungle's Rapture	Swamp Stride	Good Hope
5	Commune with Nature	Wall of Thorns	Flowsight	Moon Path
6	Find the Path	Vigorous Circle	Gatorswarm	Permanent Image
7	Control Weather	Animate Plants	Swamp Lung	Insanity
8	Discern Location	Deadfall	Restoration, Mass	Animal Shapes
9	Foresight	Shambler	Quagmire Vortex	Moonfire
	Mountain	Night	Ocean	Phantom
Special Ability	<i>Gives a +1 (Unnamed) Natural bonus to AC</i>	<i>Gain low-light vision. If you already have low-light vision you gain darkvision with a range of 30 ft.</i>	<i>Water breathing(SA) see spell. 10 rnd/level per day. Instant start/stop & multiple times per day up max rnds</i>	<i>Concentration not required for domain spells but only one active at a time</i>
1	Magic Stone	Sleep	Endure Elements	Animate Wood
2	Surefooted Stride	Deeper Darkness	Sound Burst	Calm Emotions
3	Meld into Stone	Deep Slumber	Standing Wave	Naturesong (same as Harmonic Chorus)
4	Magnetic Pulse	Phantom Steed	Freedom of Movement	Summon Elementite Swarm
5	Wall of Stone	Nightmare	Transformation of the Deeps	Inescapable Swarm
6	Stonehold	Shadow Walk	Otiluke's Freezing Sphere	Summon Greater Elemental
7	Stone Spiders	Waves of Exhaustion	Waterspout	Veil
8	Iron Body	Shadow Evocation, Greater	Maelstrom	Phantom Wolf
9	Avalanche of Devastation	Shades	Elemental Swarm (Water)	Phantom Bear
	Plains	Plant	Protection	Renewal
Special Ability	<i>Can enhanced 2 spells per Lvl as per Healing Lorecall</i>	<i>Rebuke Plant creatures</i>	<i>1/day for 1hr, grant, by touch, resistance bonus on next save = druid lvl.</i>	<i>1/day, if -1 TO -9 HP, regain 1d8 + your ChaMod hps (SA). If 1 attack drops \leq -10 hp, die before takes effect</i>
1	Cure Light Wounds	Entangle	Sanctuary	Charm Person
2	Divine Protection	Barkskin	Shield Other	Restoration, Lesser
3	Earthbolt	Plant Growth	Protection From Energy	Remove Disease
4	Cure Critical Wounds	Command Plants	Spell Immunity	Reincarnate
5	Sanctuary, Mass	Wall of Thorns	Spell Resistance	Atonement
6	Heal	Repel Wood	Antimagic Field	Heroes' Feast
7	Word of Balance	Animate Plants	Repulsion	Restoration, Greater
8	Restoration, Mass	Control Plants	Mind Blank	Polymorph Any Object
9	Heal, Mass	Shambler	Prismatic Sphere	Freedom
	Repose	River	Sky	Spring
Special Ability	<i>Death touch(SA) 1/day . Roll 1d6 per druid lvl. If the \geq creature's current hit points, it dies.</i>	<i>+5 Swim Skill. Suffer no penalty to attack or skills while in/under water.</i>	<i>Your fly speed (or glide speed) improves by 5 feet. Add Spot to your list of class skills</i>	<i>Cast Vigor spells at +1 caster level. +2 bonus on all Wisdom-based skill checks during spring</i>
1	Deathwatch	Deep Breath	Raptor's Sight	Cloudburst
2	Gentle Repose	Mark of Water	Summon Dire Hawk	Swim
3	Speak with Dead	Geyser	Enduring Flight	Strong Winds
4	Death Ward	Wall of Water	Aerial Alacrity	Vigor, Greater
5	Slay Living	Tidal Surge	Control Winds	Rushing Waters
6	Undeath to Death	Nixie's Grace	Wind Walk	Heal
7	Destruction	Heal	Reverse Gravity	Storm Tower
8	Surelife	Flashflood	Mastery of the Sky	Cocoon
9	Wail of the Banshee	Drown, Mass	Summon Devoted Roc	Death Ward, Mass

	Stone	Storm	Summer	Summoning
Special Ability	<i>Gain Damage Reduction x/- (X =1 per 4 lvls) *Earth Elemental Only</i>	<i>Gain electricity resistance 5</i>	<i>Gain Fire resistance 5. +2 bonus on all Wisdom-based skill checks during summer.</i>	<i>Add +2 to your caster level for all Conjuraton (summoning) or Conjuraton (calling) spells</i>
1	Fist of Stone	Thunderhead	Impede Sun's Brilliance	Summon Monster I
2	Halo of Sand	Gust of Wind	Sunstroke	Summon Monster II
3	Earthbolt	Call Lightning	Protection From Dessication	Summon Monster III
4	Stoneskin	Sleet Storm	Skin of the Cactus	Planar Ally, Lesser
5	Stone Shape, Greater	Ice Storm	Unearthly Heat	Summon Monster V
6	Summon Nature's Ally VI*	Call Lightning Storm	Sunbeam	Planar Ally
7	Ironguard	StormRage	Control Weather	Summon Monster VII
8	Earth Glide	Whirlwind	Sunburst	Planar Ally, Greater
9	Cast In Stone	Storm of Vengeance	Blinding Glory	Gate
	Sun	Thunder	Travel	Tundra
Special Ability	<i>1/day, can perform a greater turning against undead (anything turned or rebuked, is destroyed)</i>	<i>Immunity to natural and magical Deafness</i>	<i>Free Movement(SA) see spell. 1 rnd/level per day. Instant start/stop & multiple times per day up max rnds</i>	<i>Continuous Endure Elements</i>
1	Endure Elements	Orb of Electricity, Lesser	Longstrider	Snowsight
2	Heat Metal	Silence	Locate Object	Creeping Cold
3	Searing Light	Great Thunderclap	Fly	Sleet Storm
4	Fire Shield	Eye of the Hurricane	Dimension Door	Ice Storm
5	Flame Strike	Storm Prison	Teleport	Blizzard
6	Fire Seeds	Chain Lightning	Find the Path	Freeze
7	Sunbeam	Extract Water Elemental	Teleport, Greater	Control Weather
8	Sunburst	Stormrage	Phase Door	FrostFell
9	Prismatic Sphere	Summon Devoted Roc	Astral Projection	Conjure Ice Beast IX
	Water	Wind	Winter	Woodlands
Special Ability	<i>Turn/Rebuke Fire creatures * Water Monolith</i>	<i>No Spot/Search penalties in rain/snow. Normal movement through snow/ice. Wind effects (natural or magical) affect as if 1 size larger.</i>	<i>Normal move on snow/ice. +2 on all Wis-based skill checks during winter</i>	<i>Gain Fast Heal in forested terrain type. (FH2 per 6 lvls)</i>
1	Aura Agianst Flames	Cloudburst	Snowsight	Acorn of Far Travel
2	Fog Cloud	Gust of Wind	Creeping Cold	Splinterbolt
3	Water Breathing	Call Lightning	Sleet Storm	Creaking Cacophony
4	Control Water	Ice Storm	Ice Storm	Commune with Nature
5	Ice Storm	Binding Winds	Blizzard	Summon Nature's Ally V*
6	Cone of Cold	Cloud-walkers	Freeze	Transport Via Plants
7	Acid Fog	Control Weather	Control Weather	Animate Plants
8	Horrid Wilting	Whirlwind	FrostFell	Deadfall
9	Summon Elemental Monolith	Whirlwind, Greater	Iceberg	Unyielding Roots

Hex: You may create a spiritual bond between an item you have created (usually a doll or similar object) and a single enemy. Creating this item requires a sample of bodily material from the victim (blood, hair, skin, fingernails) or item that has significance to the victim (a ring, spellbook, weapon, favorite shirt). Spells cast on the effigy affect the victim. You may cast any spell with a range of touch on the creature without making a touch attack roll by casting the spell on the bonded object.

The victim receives a -2 circumstance bonus on its saving throw (if any) against the effect if body materials were used. If the item used to bond the object to the victim is not overly significant, the target could gain a circumstance bonus from +2 to +10 on its saves. If the idol is within long range (400 ft. + 40 ft/level) of your target there is no penalty, but for each increment of long range beyond this, the victim receives a +2 circumstance bonus to its saves

If the spell cast on the idol destroys the idol (see Substance Hardness and Hit Points, PHB pg 166), the bond is broken and the binding material cannot be used again. You may only have one such effigy active at any given time.