

# Healer Path: the Stonesister

**Description:** Originating from the rugged lands of Stromgarde, the Stonesisters are a fellowship of women who kept to the Old Ways of humanity – of myths and legends from the times that the Titans and the Keepers walked the earth. Though normally quite reclusive, they have previously come to the Alliance's aid in the past, channeling their nature- and stone-based magics to crush the Alliance's foes.

Clad in white robes trimmed with red and emblazoned with the ancient symbol of the triskelion, the stonessisters are adept at hindering their foes and healing their allies in equal measure. Following the Scourging of Lordaeron, the Stonesisters have again emerged into the world to protect what remains of the northern kingdoms of Azeroth.

**Gender:** Female.

**Races:** The Stonesisters are almost entirely human, but they may be willing to tutor allied races in their arts, particularly their long-time neighbors, the Wildhammer dwarves (who share a similar spiritual bent).

**Alignment:** Much like the druids, Stonesisters tend towards neutrality on one axis or another. Evil stonessisters are unheard of, and would consist only of defectors from their order.

**Affiliation:** Alliance or Independent. The Stonesisters maintain cordial relations with other Independent groups that protect nature, particularly the Cenarion Circle.

**Additional Class Skills:** Knowledge (nature) (Int), Sense Motive (Spt) and Survival (Spt). Stonesisters receive a +2 bonus on Craft (alchemy) and Spellcraft checks, as well as a +2 bonus on all Diplomacy checks with any creature of the Earth subtype.

**Spontaneous Casting:** Good-aligned stonessisters can spontaneously cast *cure* spells, while evil-aligned stonessisters can spontaneously cast *inflict* spells. Neutral stonessisters must choose either *cure* or *inflict* spells at 1st level, and the choice cannot be reversed later.

**Turn or Rebuke:** Regardless of alignment, all stonessisters may turn/destroy air elementals, and may also rebuke/command/bolster earth elementals.

**Domains:** Stonesisters have access to the Elements, Protection, and Healing domains.

**Spell List:** Stonesisters have access to all Healer-general spells, and the Stonesister path spell list is identical to the Shaman path spell list.

**Inspirations:** Stonesisters gain the following inspirations:

*1<sup>st</sup> level – Ancient Teachings (Ex):* At 1<sup>st</sup> level and every level thereafter, the stonessister selects one spell from the druid spell list. She may cast this spell as if it were on the stonessister spell list at the same level.

*4<sup>th</sup> level – Call Elemental (Su):* This ability is functionally identical to the Mage arcana of the same name (see pages 59-60 of the *World of Warcraft RPG*), except the Stonesister may only summon Earth elementals.

*8<sup>th</sup> level – Warding of Stone (Sp):* The Stonesister may use *Stoneskin* as a spell-like ability once per day, as a caster of her stonessister class level. She gains an additional use of this ability at 12<sup>th</sup> and 16<sup>th</sup> level.

*12<sup>th</sup> level – Purge (Su):* This ability is functionally identical to the Shaman inspiration of the same name (see page 72 of the *World of Warcraft RPG*).

*16<sup>th</sup> level – Stone and Storms (Ex):* When a Stonesister prepares any spell with the Earth or Electricity descriptors with a metamagic feat, it takes up a spell slot two levels lower than normal, to a minimum of its normal level.