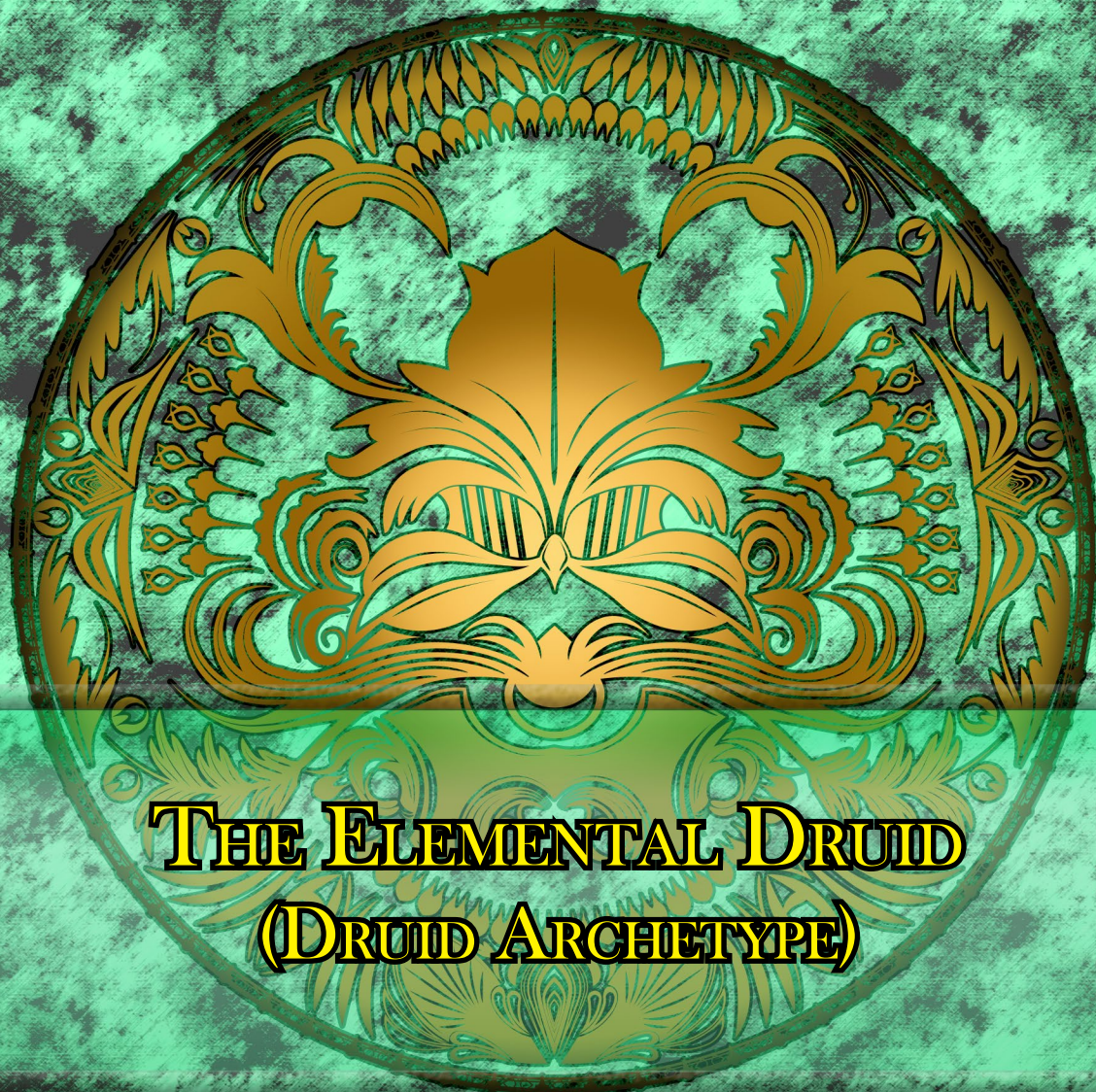


PLAYER Paraphernalia



THE ELEMENTAL DRUID
(DRUID ARCHETYPE)

#18



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Player Paraphernalia #18 The Elemental Druid (Druid Archetype) ©2015, The Knotty-Works; Author: John Buckley

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PLAYER PARAPHERNALIA #18

By the Knotty-Works



Welcome to the eighteenth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). The Druid core class intrinsically ties the Druid to the four elemental planes, especially at higher levels when the druid may actually take on the form of an elemental. This issue the Elemental Druid archetype is explored, including new monster templates and a new spell for use with this archetype.

The Elemental Druid (Archetype)

Although attributed to the protection and veneration of nature, the elemental ties to druid cannot be ignored or discounted. After all, it can be argued that the natural world is built upon the elements of earth, air, water, and even fire. There are a few that take up the mantle of the druid in the cause of a single element above the others. The elemental druid's decision to devote her life to this cause impacts both her abilities and her view of life and nature. She forgoes many of the dispensations granted to her brethren in this pursuit, but ultimately this focus grants her abilities and powers that easily match those of her order.

Class Abilities

Elemental Focus: The elemental druid must choose one of the four elements as her focus at 1st level. Once chosen, it cannot be changed. The element of focus limits many of her abilities

to the same elemental type, but the druid does gain some benefit as well.

When an elemental druid casts a spell that is associated with her elemental focus (such as including the elemental type in the spell name or description), the druid's effective caster level is treated as one higher than her current class level (maximum of 20th level). However, each element as a diametrically opposed element and spells cast with the opposed elements (where element is in the spell name or within the spell description) are treated as if the druid's effective class level one less than her current level (minimum of 1st level).

Elemental Opposition

Elemental Focus	Opposed Element
Air	Earth
Fire	Water

Summon Elemental Allies: The elemental druid may apply the minor elemental infusion template based on her elemental focus for any animal summoned with the *Summon Nature's Ally* spell (either prepared or spontaneously cast).

If the elemental druid summons an animal from a lesser nature's ally list she may apply the moderate elemental infusion if the monster comes from any lesser nature's ally list. She can summon one animal from a lesser nature's ally list if it is only level lower, otherwise all summoned animals can be modified with the moderate infusion.

If the druid summons an animal from the nature's ally list that is at least two levels lower than then spell cast, she may apply the major

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elemental infusion to the animal summoned. Only one major elemental infused animal may be summoned from the list two levels lower than the spell cast. If the animals summoned are from a list at least three levels lower than the spell cast, all animals may have the major elemental infusion template applied.

The elemental druid is limited to summoning elementals based on her elemental focus, but she does add the Tiny Elemental to her Summon Nature's Ally I list (see new monsters below). Elementals summoned cannot have the Elemental Infusion template applied to them.

Elemental Bond (Ex): At 1st level, the elemental druid gains a special bond with her elemental focus which may take one of two forms.

The first form allows the druid to choose the cleric domain (or sub-domain) related to her elemental focus ([Air](#), [Earth](#), [Fire](#), or [Water](#)). Just as a cleric, the druid gains one additional domain spell slot per spell level and she must prepare this spell while she is preparing her other druid spells.

The second form allows the druid to select an [animal companion](#) with the same benefits as a normal druid animal companion. In addition, the animal companion gains the minor elemental infusion template for the druid's elemental focus at 1st level. This infusion changes to the moderate elemental infusion at 8th level and to the major elemental infusion at 16th level. The animal companion also changes per the standard animal companion advancement based on the type of companion chosen. The animal companion loses the Evasion and Improved Evasion special abilities granted to normal animal companions.

See Templates below for the individual infusion effects.

Elemental Language: The druid may add the appropriate elemental language based on her elemental focus as an bonus language option. This is not a free language, but it is available if the druid has the ability to learn additional languages.

Elemental Resistance (Su): The elemental druid gains a natural resistance to specific types of energy based on her elemental focus at 1st level. This resistance is equal to half her class level (minimum of 1 at 1st level). The elemental druid that focuses on air gains the electricity resistance, the earth focus grants acid resistance, the fire focus grants fire resistance, and the water focus grants cold resistance.



At 2nd level the Druid may cast [Endure Elements](#) as a spell like ability 1/day. At 4th level this effect changes to [Communal Endure Elements](#), and at 10th level she may cast Mass Endure Elements 1/day.

At 4th level the elemental druid becomes immune to Sleep effects and gains a +4 bonus to all saving throws involving Paralysis, Poison, and Stun effects.

At 9th level the elemental druid gains immunity to all poisons. This immunity includes paralysis and stun at 11th level, and at 13th level the elemental druid gains immunity to the bleed effect.

This ability replaces [Wild Empathy](#), [Woodland Stride](#), [Resist Nature's Lure](#), [Venom Immunity](#), and [Thousand Faces](#) class abilities.

Elemental Sense (Ex): The druid gains a +2 bonus to [Knowledge](#) (planes) and [Survival](#) skill checks at 1st level. Knowledge (planes) is a class skill for the elemental druid, while she loses Knowledge (nature) as a class skill. This ability replaces [Nature Sense](#).

Elemental Travel Effects

Element	3 rd level Spell Effect	7 th level Spell Effect
Air	Air Step	Overland Flight
Earth	Slipstream	Earth Glide
Fire	Fire Walk*	Pass Through the Flame*
Water	Slipstream	Ride the Waves

*New Spell, see below

Elemental Travel (Sp): At 3rd level, the elemental druid may cast one of the following spells as a spell like ability 1/day based on her

elemental focus. She uses her class level as the effective caster level (not adjusted by her elemental focus). At 7th level, she may choose from more powerful spells for this effect, though she is still limited in the total number of uses per day.

She gains one additional use of this effect every three levels thereafter (6th, 9th, etc.).

Elemental Wild Shape (Su): At 4th level the druid may turn herself into any small or medium sized animal with the minor elemental infusion based on her elemental focus once per day for a number of hours equal to her druid class level. Otherwise this ability is identical to the druid Wild Shape class ability other than noted above and below, including effects, duration, limitations, and number of additional uses per class level.

At 6th level the elemental druid may use her wild shape to take the form a small or medium sized animal with the moderate elemental infusion template, a large or tiny animal with the minor elemental infusion template, or a small elemental limited to the element of her focus.

At 8th level the elemental druid may use her wild shape to take the form of a small or medium sized animal with the major elemental infusion template, a large or tiny animal with the moderate elemental infusion template, a huge or diminutive animal with the minor elemental infusion template, or a small or medium sized elemental limited to the element of her focus. The elemental druid may not take the form of a plant.

At 10th level the elemental druid may take the form of an animal from tiny to large size with the major elemental infusion template, a huge or diminutive animal with the moderate elemental infusion template, or a small, medium, or large sized elemental limited to the druid's elemental focus.

At 12th level the animal shape chosen will always have the major elemental infusion template and the elemental druid may take the form of huge or smaller elemental limited to the druid's elemental focus.

New Spells

The following two spells were created to fill the hole of spells that allow the caster to effect movement over or within flames.

Fire Walk

School abjuration

Level Cleric/Oracle 2, Druid 2, Inquisitor 2

Casting Time 1 standard action

Components V, S, F

Range Personal

Target you

Duration 1 minute/level (D)

Saving Throw Will (negates, harmless)

Spell Resistance no

This spell allows caster to walk or climb over flames as if they were a solid material. The caster gains fire resistance 5 plus 1 additional point per 2 caster levels for the duration of the spell. The spell caster will take damage from the heat and flames if they exceed the resistance gained by this spell.

Walking through a blazing fire is considered difficult terrain while blazing columns can be climbed through use of the climb skill. This spell will allow the caster to walk through flames as well unless the flames are magical in nature (such as a wall of fire), in which case the spell caster may climb over the flame.

Pass through the Flame

School conjuration (teleportation)

Level Cleric/Oracle 4, Druid 4, Inquisitor 4

Casting Time 1 standard action

Components V, S, F

Range long (400 ft. + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration 1 round

Saving Throw none

Spell Resistance no

The spell caster can enter any flame of equivalent size to a campfire or larger and step out of another fire within range of the spell. The spell caster gains a temporary fire resistance of 10 plus 1 additional point per 2 caster levels once the spell is cast until the beginning of her next turn. The spell caster does not have to see the fire at the desired destination but gains a general sense of any fires within range that will work for this spell. She appears within the center of the destination fire but may step into an adjacent space next to the fire if available.

The spell caster can take along objects as long as their weight does not exceed the caster's maximum load.

The spell caster may bring along one additional medium sized or smaller creature for every three class levels possessed. Large creatures count as two medium creatures while huge creatures count as four medium creatures. Individual smaller creatures are still treated as medium



sized creatures and all recipients must be in physical contact with each other while passing through the flames. The fire resistance granted to the spell caster is also granted to other recipients though the value is half that granted to the spell caster.

This spell can not be used to pass through flame creatures such as elementals. If the fire used as either the source or destination is magical in nature, the caster must make a concentration check in order to successfully pass through the magical flames, otherwise the transportation effect does not function, though the fire resistance is retained until the beginning of the spell caster's next turn.

Elemental Infusion Templates

These templates offer acquired or inherited templates that can be applied to any living creature. Any creature that gains one of these templates retains its original base statistics and type. The creature gains the Elemental subtype though there are some differences in the traits gained and the creature does not gain the immunity to critical hits, flanking or precision based attacks. Infused living creatures still must eat, breathe, and sleep based on the original creature type.

The creature uses its Hit Dice as its effective casting level for all spell like abilities. Creatures that gain the Moderate or Major Elemental Infusions gain some additional elemental abilities listed in *italic*. These function identically to the normal elemental ability except where noted.

Note: Green Ronin Publishing's Advanced Bestiary also offers the Element-Infused Creature template. The templates below were designed to offer another method of granting creatures some benefits of the elemental type. If you have access to the Advanced Bestiary the Element-Infused Creature template is equivalent to the Moderate Infusion below.

Minor Infusion CR +0

Immune to Sleep effects, +2 vs Poisons

Air *air glide* and *obscuring mist* 1/day as spell-like abilities, +1 deflection AC bonus

Earth acid resistance 5, *mighty fist of the earth* 1/day spell-like ability applied to primary natural attack

Fire fire resistance 5, *flare burst* 1/day as a spell-like ability

Water swim movement equal to normal movement rate, *air bubble* 1/day as a spell-like ability

Moderate Infusion CR +1

Immune to Poison, Sleep, and Stun effects

Endure Elements 1/day spell like ability

Air *air mastery*, fly at its normal movement rate (good maneuverability), *gust of wind* and *obscuring mist* 3/day as spell-like abilities, +2 deflection AC bonus

Earth *earth mastery*, burrow at its normal movement rate, acid resistance 5, *binding earth* and *mighty fist of the earth* 3/day as spell-like abilities

Fire *burn* (as fire elemental) as one size category less (small creatures cause 1d2 points of damage and Reflex DC is 9), fire resistance 5, *burning gaze* and *flare burst* 3/day as spell-like abilities

Water *water mastery*, water breathing, swim with +10 feet to its normal movement rate, *drench* (as water elemental) 3/day as a spell-like ability

Major Infusion CR +2

Immune to Poison, Sleep, and Stun effects

Endure Elements permanently gained

Air *air mastery*, *whirlwind* 1/day as elemental of same size, fly with +10 to normal movement rate (perfect maneuverability), *obscuring mist* at will as a spell-like ability, *gust of wind* 3/day as a spell-like ability, +4 deflection AC bonus

Earth *earth mastery*, *earth glide* (as earth elemental), acid resistance 10, *mighty fist of the earth* at will as a spell-like ability, *binding earth* 3/day spell-like ability

Fire immune to fire, *burn* (as fire elemental of the same size) as a supernatural ability, *flare burst* at will as a spell like ability, *burning gaze* 3/day as a spell-like ability

Water *water mastery*, water breathing, swim with +30 feet to its normal movement rate, *drench* (as water elemental of the same size) at will as spell-like ability, *vortex* (as water elemental of the same size) 1/day as a supernatural ability

New Monsters

The following elementals are full elementals in their own right but only range from a foot or two in height.

Tiny Air Elemental CR ½

XP 200



N Tiny **outsider** (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +4, **Will** +0

Defensive Abilities air mastery; Immune elemental traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee slam +6 (1d3)

Special Attacks whirlwind (DC 10, 5-10 ft.)

Space / Reach 0 ft./0 ft.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +1 (Disarm, Sunder, Trip)/ -1 all others; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Fly +19, **Perception** +4, **Stealth** +15

Languages Auran

SPECIAL ABILITIES

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a tiny air elemental.

ECOLOGY

Environment Plane of Air

Organization solitary, gang (5-8), enmasse (10-80)

Treasure none

Tiny Earth Elemental **CR** 1/2

XP 200

N Tiny **outsider** (earth, elemental, extraplanar)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** +2

Defensive Abilities Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +4 (1d4+2)

Special Attacks earth mastery



Space / Reach 0 ft./0 ft.

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 10

Feats Power Attack

Skills Climb +4, **Perception** +4, **Stealth** +12

Languages Terran

SPECIAL ABILITIES

Earth Glide (Ex): The tiny earth elemental can pass through any type of earth except metal with little hinderance, including lava if protected against fire damage. The passing of the tiny elemental does not leave a tunnel or hole nor any signs of its movement within the earth. If the move earth spell is cast in an area containing a tiny elemental, the elemental is expelled back 30 feet and must make a Fortitude save (DC 18) or be stunned for 1d4 rounds.

Earth Mastery (Ex): if the tiny earth elemental and its opponent are both touching the ground, the earth elemental gains a +1 bonus on attack and damage rolls. If the tiny elemental's opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

ECOLOGY

Environment any (Plane of Earth)



Organization solitary, gang (5-8), enmasse (10-80)

Treasure none

Tiny Fire Elemental CR ½

XP 200

N Tiny **outsider** (elemental, extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 17, touch 14, flat-footed 13 (+2 Dex, +3 natural, +2 size)

hp 5 (1d10)

Fort +3, **Ref** +4, **Will** +0

Defensive Abilities Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee slam +5 (1d3 -1 plus burn)

Special Attacks burn (1d4, DC 9)

Space / Reach 0 ft./0 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +1 (Disarm, Sunder, Trip)/ -2 all others; **CMD** 10

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +6, Escape Artist +6, Perception +4

Languages Ignan

SPECIAL ABILITIES

Burn (Ex): The tiny fire elemental deals fire damage in addition to damage from its slam attack. Any creature hit by the tiny fire elemental must make a Reflex save or catch fire, taking an additional 1d4 points of damage for the next 1d4 rounds. A burning creature can take a full round to try and smother the flames, gaining another Reflex save to stop the burn damage. If the burning victim drops and rolls on the ground, a +4 bonus is granted for the save.

Creatures that hit the tiny fire elemental with an unarmed or natural attack will also suffer burn damage and must also make the Reflex save or suffer the effects of the burning damage for 1d4 rounds as given above.

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, gang (5-8), enmasse (10-80)

Treasure none

Tiny Water Elemental CR 1

XP 200

N Tiny **outsider** (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 18, touch 13, flat-footed 17 (+1 Dex, +5 natural, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +4 (1d4+1)

Special Attacks drench, vortex (DC 10, 5–10 ft.), water mastery

Space / Reach 0 ft./0 ft.

STATISTICS

Str 12, **Dex** 12, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Perception +4, Stealth +13, Swim +13

Languages Aquan

SPECIAL ABILITIES

Drench (Ex): The tiny water elemental's touch can extinguish a medium or smaller non-magical fire. It can also attempt to smother small dispel magical fires it touches as dispel magic (as a 1st level caster).

Vortex (Su): A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex): The tiny water elemental gains a +1 bonus on attack and damage rolls if both the elemental and opponent are touching water, but suffers a -4 penalty on attack and damage rolls if either is touching the ground. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

ECOLOGY

Environment any (Plane of Water)

Organization solitary, gang (5-8), enmasse (10-80)

Treasure none



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