

PLAYER Paraphernalia



IMPERIAL DRUID
(DRUID ARCHETYPE)

#19

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PLAYER PARAPHERNALIA #19

By the Knotty-Works



Welcome to the nineteenth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces a druid archetype with an oriental orientation, the Imperial Druid. A new domain is introduced and new Foo templates are also detailed below.

The Imperial Druid (Archetype)

Nature is not void of hierarchies of leadership and command. All things have a natural order and the Celestial Court is responsible for dictating that order and ensuring that this order is maintained. The Imperial Druid functions as an extension of this court, acting both as an agent and ambassador to the powers of the Celestial Court.

The Imperial druid may call upon others of the Celestial Court including spirits and local Kami while performing her duties. As she progresses, the Imperial druid also begins to take on aspects of the continual and eternal nature of the Celestial Court, eventually turning into a lifeless effigy of her dedication to the supernatural nobility she served during her life.

Class Abilities

Class Skills: The Imperial druid adds **Knowledge** (nobility) to her list of class skills.

Alignment: The Imperial druid must be Neutral Good in alignment.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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Weapon and Armor Proficiencies: The Imperial druid is proficient with any weapon with designated for the monk as well as the club and shortspear. The Imperial druid has no limitations regarding the wielding of metal weapons.

The Imperial druid is not proficient with any type of armor or shield. If the Imperial druid wears armor, she loses the ability to Wild Shape.

Imperial Bond (Ex): The Imperial druid gains an Imperial bond that takes one of two forms.

The first form allows the Imperial druid to select one cleric domain, granting the druid the domain powers and domain spells normally granted to a cleric of equal level. The Imperial druid may choose from the following domains (or associated sub-domain): **Air**, **Earth**, **Fire**, **Good**, **Celestial Court** (see below), **Nobility**, or **Water**. The Imperial druid may not use the domain spell for her spontaneous spell casting ability.

The second form allows the druid to form a close bond with an **animal companion** as a normal druid. However, the animal selected also gains the minor Foo creature template (see new templates below) at 1st level. Once the druid reaches 8th level the animal companion replaces the minor Foo creature template with the full Foo creature template and at 18th level the animal companion becomes a lesser Imperial Foo creature (see new templates below), replacing the template gained at 8th level. The Foo template replaces both the Evasion and Improved Evasion abilities granted to normal



animal companions as it progresses with the druid.

Imperial Ties (Ex): The Imperial druid can improve the attitude of non-evil [fey](#), non-evil [outsiders](#), and non-evil incorporeal spirits by making a [Diplomacy](#) check, adding her druid level and her Charisma modifier to the result.

The Imperial druid may also use this ability to improve her intimidation of evil [fey](#), evil [outsiders](#), and evil incorporeal spirits by making an [Intimidate](#) skill check, adding her druid level to her Charisma modifier to the result.

The intended target of this ability must have a minimum Intelligence of 3.

The Imperial druid gains a +2 bonus to any skill checks involving [Knowledge](#) (nobility).

This ability replaces the [Nature Sense](#) and [Wild Empathy](#) class abilities.

Spontaneous Summoning Spirits (Sp): The Imperial druid may convert any non-domain specific spell (if the first option is chosen for the Imperial Bond) into the respective [Summon Nature's Ally](#) spell of the same level. However, the Imperial Druid has some additional allies that may be called upon as well.

First, all normal animals summoned will have the Minor Foo creature template applied to it by default. In addition, the Imperial druid may summon [Kami](#) (from Paizo's [Pathfinder](#)

one every four levels thereafter with a maximum hardness of 4 at 18th level. However, this ability comes at a cost, and the Imperial druid's movement rate is reduced by 5 feet at 10th level and by an additional 5 feet at 14th and 18th level, though the druid's movement rate cannot be reduced below 10 feet per round.

At 13th level, the Imperial druid may stand still as desired, appearing as a statue and gaining a +4 bonus to [Stealth](#) checks while hiding in plain sight.

At 15th level the Imperial druid gains the benefits of the normal druid class ability Timeless Body. However, instead of dying the druid simply turns into a lifeless statue.

If a [Stone to Flesh](#) spell is cast on the druid and she fails the saving throw, this ability is negated for a number of rounds equal to the level of the caster of the stone to flesh spell. While in its effect, the Imperial druid loses her natural armor bonus, her hardness rating, and the ability to appear as a statue.

These abilities are suppressed while the Imperial druid uses her Wild Shape ability.

This ability replaces [Woodland Stride](#), [Trackless Step](#), and a [Thousand Faces](#) class abilities and modifies the [Timeless Body](#) as noted.

Wild Shape (Su): The Imperial druid gains the ability to shift into the form of a small or medium animal at 4th level once per day for one hour per druid level as a standard action that does not provoke attacks of opportunity. The Imperial druid gains an additional use every even level after 4th level until 20th level, in which case the ability is at will. The effect is identical to the [Beast Shape I](#) spell and the Imperial druid may apply the Minor Foo template to the animal form gained.

At 6th level the Imperial druid may transform into a tiny or large animal as the [Beast Shape II](#) spell. The animal form chosen also gains the Minor Foo template. If the druid transforms into a small or medium animal, she may apply the normal Foo template to her new form.

At 8th level the Imperial druid may transform into a diminutive or huge animal as the [Beast Shape III](#) spell, also gaining the Minor Foo template. If the druid transforms into a tiny to large animal, she may apply the normal Foo template.

Imperial Druid Summon Nature's Ally List Additions

Summon Nature's Ally Spell Level	Additional Allies
III	Shikigami Kami
IV	Fukujin Kami
V	Kodama Kami
VI	Dosojin Kami
VII	Zuishin Kami
IX	Toshigami Kami

[Roleplaying Game Bestiary 3](#)) based on the level of the [Summon Nature's Ally](#) spell as listed in the table below.

Eternal (Su): At 2nd level the Imperial druid's skin begins to take on a stony appearance and she gains a natural armor bonus of +1. This bonus increases every four levels thereafter (6th, 10th, etc.) to a maximum bonus of +5 at 18th level.

At 10th level, the Imperial druid gains a hardness rating of 2 which increases by

At 10th level the Imperial druid may transform into a medium sized metallic dragon as the



Form of the Dragon I spell but may only use the breath weapon once for each transformation. The Imperial druid may apply the normal Foo template to any animal form chosen.

At 12th level the Imperial druid may take the form of a large metallic dragon as the *Form of the Dragon II* spell but may only use the breath weapon once for each transformation. The Imperial druid also gains the ability to apply the Lesser Imperial Foo template to small or medium animal forms used, choosing the spells as a sorcerer (see Lesser Imperial Foo template below) for this template upon reaching 12th level which cannot be changed. Spells cast from the Lesser Imperial Foo template are cast as a 3rd level caster regardless of the Imperial druid's actual level.

At 14th level the Imperial druid may apply the Lesser Imperial Foo template to tiny and large animal forms chosen. In addition, the Imperial Druid may use her breath weapon twice per transformation when in the form of a medium sized metallic dragon.

At 16th level the Imperial druid may apply the Lesser Imperial Foo template to any sized animal form chosen. She may also use her breath weapon twice per transformation when taking the form of a medium or large sized metallic dragon.

At 18th level the Imperial druid may apply the Lesser Imperial Foo template to any animal form taken. The Imperial Druid also gains the ability to take the form of a huge Metallic dragon as the *Form of the Dragon III* spell, capable of using her breath weapon once per transformation.

This ability modifies the druid's normal *Wild Shape* and the Imperial druid may not transform into an elemental or plant creature. Other limitations also apply per the normal *Wild Shape* rules, such as losing the ability to speak.

New Domains

Celestial Court

There is a natural hierarchy within the natural world and the Celestial Court represents the powers of delegation and leadership within that world. Specific deities may be associated with the Celestial Court, and any that are associated with nature are included as part of the Celestial hierarchy even if they do not participate with the court itself.

Granted Powers

Commune with Spirits (Sp): This power grants you the ability to commune with the spirits within the immediate area once per day. This effect is identical to the *Commune with Nature* spell except it does function in non-natural locations as well (i.e. towns, dungeons, etc.), and your effective caster level is equal to the class level that grants you access to this domain. The Information gained will be rather general in nature, specific information such as distance or particular abilities of a creature within the area cannot be discovered.

Call of Aid (Su): At 8th level you can request the aid of a spirit once per day plus an additional number of times equal to your Wisdom modifier. This effect is nearly identical to the *Summon Nature's Ally* but only one creature may be summoned. Use of this ability is a standard action and requires a verbal utterance but it does not provoke attacks of opportunity. The creature summoned gains the *Simple Celestial* template and its minimum Intelligence is 10. You may choose a creature from the spell list equal to ½ your class level (maximum of 9th level list when you reach 18th level).

The duration of the effect is one round per your class level. You may only have one creature summoned at a time, if you attempt to summon another creature while this power is effect, the first creature automatically dissipates. However, you may use other abilities or spells to summon other allies or monsters with no effect to the creature summoned with this power.

Domain Spells: 1st – *Call Animal*, 2nd – *Zone of Truth*, 3rd – *Mad Monkeys*^{UM}, 4th – *Divination*, 5th – *Atonement*, 6th – *Eagle Aerie*^{UM}, 7th – *True Seeing*, 8th – *Euphoric Tranquility*, 9th – *Overwhelming Presence*

UM Ultimate Magic

New 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 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.

Minor Foo Creature

CR +0

Senses: low-light vision

Abilities: +2 Intelligence.

AC: a minor foo creature gains a +1 bonus to its natural armor class.

Alignment: The creature can be any good.

Freeze (Ex): The foo creature can stand or sit immobile, appearing as a mounted piece of taxidermy. This grants the creature a +4 bonus to **Stealth** bonus to hide in plain sight, +8 if in a room with other mounted animals.

Stony Defense (Su): The foo creature may harden its skin as a move action, gaining a hardness of 5 until the end of its next turn. While hardened, the creature's normal movement rate is reduced by 10 feet and flight and swimming

is impossible. If the creature was in mid flight, it will begin to fall and if it was swimming, it will immediately begin to sink. The creature may use this ability 1/day per two hit dice (minimum of 1).

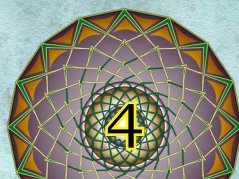
Lesser Imperial Foo

CR +4

The Lesser Imperial Foo gains all of the abilities of the normal Foo template with the following changes.

Ability Scores: All abilities scores gain a +4 bonus and the creature's Intelligence and Charisma scores must be at least 12.

Spell Casting (Sp): The lesser Imperial Foo creature can cast spells as a 3rd level Sorcerer, taking spells from either the Sorcerer or Cleric spell lists and gaining any bonus spells based on its Charisma. The lesser Imperial Foo creature also gains **Eschew Materials** as a bonus feat and all spells possessed by the lesser Imperial Foo are considered arcane spells.



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