

Player Paraphernalia

KNOTTY
WORKS

SEASONS OF CHANGE
NEW CLERIC DOMAINS

#99

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #99

BY THE KNOTTY-WORKS



Welcome to issue ninety-nine of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces new domains based on the four seasons.

Divinely Cyclic Nature of Life

The true strength and majesty of nature is captured within the seasons she provides both as a guide and catalyst to life itself. From the joyous birth of spring to frozen song of winter, seasons not only set forth provisions for the cyclical nature of life, but also sets forth the determinate order for both the short term and long. While individual seasons present a beginning and ending, the very repetition of the seasons proves their enduring and unalterable nature they fall within. It is only natural that such forces also fall within the ideology of those that have the capability to witness and track such changes and uniformity over time. As such, the seasons would have provided the first and most primal notions of domains associated with deities worshiped by the earliest of societies.

In addition, the first wielders of magic would have also drawn inspiration and inferences from the forces of nature around them. Before there were the traditional schools of magic were developed a more primal relationship between the seasons and the acquisition and development of magic would have followed a more natural

development based on the elements around them. Many infer that this was the means to which the alternate elemental schools were formed, but even before the discovery of the elements the very fabric of nature in the four traditional seasons provided a firm foundation for the study and practice of magic.

Domains of the Seasons

While the *Advanced Player's Guide*[™] presents a Seasons sub-domain for the Weather Domain, the following presents a separate domain for each season. These domains would be appropriate for both clerics and druids.

In regards to accessibility, any deity that offers the Animal, Death, Healing, Plant, or Weather domain are likely to have at least one seasonal domain. Deities that offers one of the elemental domains (Air, Earth, Fire, or Water) may also offer the appropriate seasonal domain as well – such as Air for Spring, Fire for Summer, or Water for Winter – to their portfolio.

Vernal Domain

Birth and rebirth, spring represents both the promise and reward of life from the ashes of death and desolation. The vernal equinox ushers in the beginning of the new cycle of life and healing of both the earth and all that stems from it.

Granted Powers: The very forces of birth and rejuvenation pour through you to embrace the circle of life provided by nature.

Touch of Life (Su)

You may heal a number of hit points equal to your Wisdom modifier by touch as a **standard action**. You may use this ability a number of times per day equal to $\frac{1}{2}$ your class level (minimum of 1).

New Growth (Su or Sp)

At 8th level, you may produce an area of new growth to appear as a **full round action**. If used on a living creature, the recipient gains Regeneration 2 (cold) for a number of rounds equal to $\frac{1}{2}$ your class level.

You may also cast it on the ground, causing a patch of green to grow on any surface that does not cause damage (such as magma) in a 30 ft. radius about you. The area is treated as an *Entangle* spell that lasts for a number of rounds equal to your class level. You do not suffer the effects of the area and may pass through it unhindered.

You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st – *Remove Sickness*, 2nd – *Life Pact*, 3rd – *Daybreak Arrow*, 4th – *Reincarnate*, 5th – *Pillar of Life*, 6th – *Joyful Rapture*, 7th – *Regenerate*, 8th – *Europhic Tranquility*, 9th – *Mass Heal*

Summer Domain

The fullness of life, providing bounty and continual growth represents the nurturing aspects of summer. Summer is also known for its warmth and light with the pivotal solstice that drives out the remnants of the dark and cold from the previous winter.

Granted Powers: You harness the essence of summer through channeling both heat and vibrancy of life.

Inner Warmth (Ex)

You are immune to the cold effects of the environment up to -50 degrees Fahrenheit (-45 degrees Celsius). You do not

need to make any **Fortitude** saves for cold based environmental effects unless the temperature plunges below the -50 degree mark. You also gain cold resistance 1, which increases by 1 point at 4th level and every four levels thereafter.

Aura of Summer (Su)

At 8th level, you continually shed an aura of general warmth, granting everyone within 10 ft of you the benefits of your Inner Warmth ability. You may cause this aura to flare as a **swift action**, causing everyone within 60 feet to make a **Reflex** save or become **blinded** for 1d4 rounds. Undead within range of the flare suffer damage equal to 1d6 per 2 class levels you possess (**Reflex** save reduces the damage by half).

You may cause your aura to flare a number of times per day equal to your Wisdom modifier (minimum of 1). You may use a **move action** to initiate or drop this aura as desired.

Domain Spells: 1st – *Sun Metal*, 2nd – *Burning Gaze*, 3rd – *Searing Light*, 4th – *Unbearable Brightness*, 5th – *Flame Strike*, 6th – *Sirocco*, 7th – *Scouring Winds*, 8th – *Sunburst*, 9th – *Winds of Vengeance*

Autumnal Domain

Autumn is a time normally associated with aging and death as life draws to a close. However, autumn is also a time of preparation and provision for the coming change in seasons. While life may be slowing and end for some, for others it is just a time of transition as winter looms.

Granted Powers: Gifted with wisdom of the ages and the foreknowledge of the pending desolation of what comes next, you gain insight both in the nature of death and the preservation of life it affords.

Bountiful Harvest (Su)

You may take a meal for a single individual and multiply it for a number of people equal to 3 + your Wisdom modifier. You may do this once per day at 1st level.

At 8th level, you may do this for two meals a day, and at 15th level you may do this for three meals per day.

Extra food may be saved for up to 24 hours before it spoils and becomes inedible.

Melancholia (Su)

At 6th level, you can cause one creature with an Intelligence of 3 or higher within 30 feet to become melancholy as a **standard action**. The chosen target is allowed a **Will** save with a DC equal to 10 + ½ your class level + your Wisdom modifier. If the target fails the saving throw, it suffers an initial -1 penalty to attack rolls, damage rolls, saving throws, and ability or skill checks.

At the beginning of its turn, the target is allowed a new **Will** save (with the penalty caused by the melancholy) and if the saving throw fails the penalty increases by 1 point. Once the target successfully makes its saving throw, the penalty does not increase and the effects of the current penalty wear off after 1d4 rounds.

The maximum penalty that may be caused by this effect is equal to ½ your class level and once reached, the effect wears off after 1d4 rounds as well.

You may use this ability 3 + your Wisdom modifier times per day, and a single target is only subject to this effect once every 24 hours regardless of the initial saving throw result. This is a mind-affecting effect.

Domain Spells: 1st – *Deathwatch*, 2nd – *Feast of Ashes*, 3rd – *Sands of Time*, 4th – *Rest Eternal*, 5th – *Threefold Aspect*, 6th – *Age Resistance*, 7th – *Creeping Doom*, 8th – *Horrid Wilting*, 9th – *Storm of Vengeance*

Winter Domain

Frozen and lifeless, winter represents the black void of death. However, as with all the seasons, winter also a period of transition, wiping away the old and making way for new life to come. While seen by most for its unforgiving and apparent desolate nature,

this season of unfettered cold represents more than just facets of death.

Granted Powers: You know that the frozen death that comes from winter is just the next step in the cycle of life. While many only see it for desolation, you see the life that lies within it and the protection it affords.

Veins of Ice (Ex)

You are immune to the heated effects of the environment up to 140 degrees Fahrenheit (60 degrees Celsius). You do not need to make any **Fortitude** saves for heat based environmental effects unless the temperature rises above the 140 degree mark. You also gain fire resistance 1, which increases by 1 point at 4th level and every four levels thereafter.

Hibernation (Su)

At 8th level, you may choose to enter a deep slumber that lasts for 8 hours. When you awaken from the sleep, any ability damage and lost hit points are restored to their normal maximum values. If your sleep is interrupted for any reason, you gain no benefit from this ability for that sleep period.

You may choose to grant this effect to another rather than yourself by invoking the effect as a **standard action** by touch. The recipient must be willing and immediately falls into a deep sleep for the next 8 hours.

Anyone under the effects of this ability can be actively woken by physical means, but will not wake up from loud noises.

At 12th level, you may grant hibernation to two individuals, and an additional person at 16th and 20th level.

Domain Spells: 1st – *Frostbite*, 2nd – *Frigid Touch*, 3rd – *Sleet Storm*, 4th – *Creeping Ice*, 5th – *Holy Ice*, 6th – *Cold Ice Strike*, 7th – *Ice Body*, 8th – *Polar Ray*, 9th – *Polar Midnight*

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