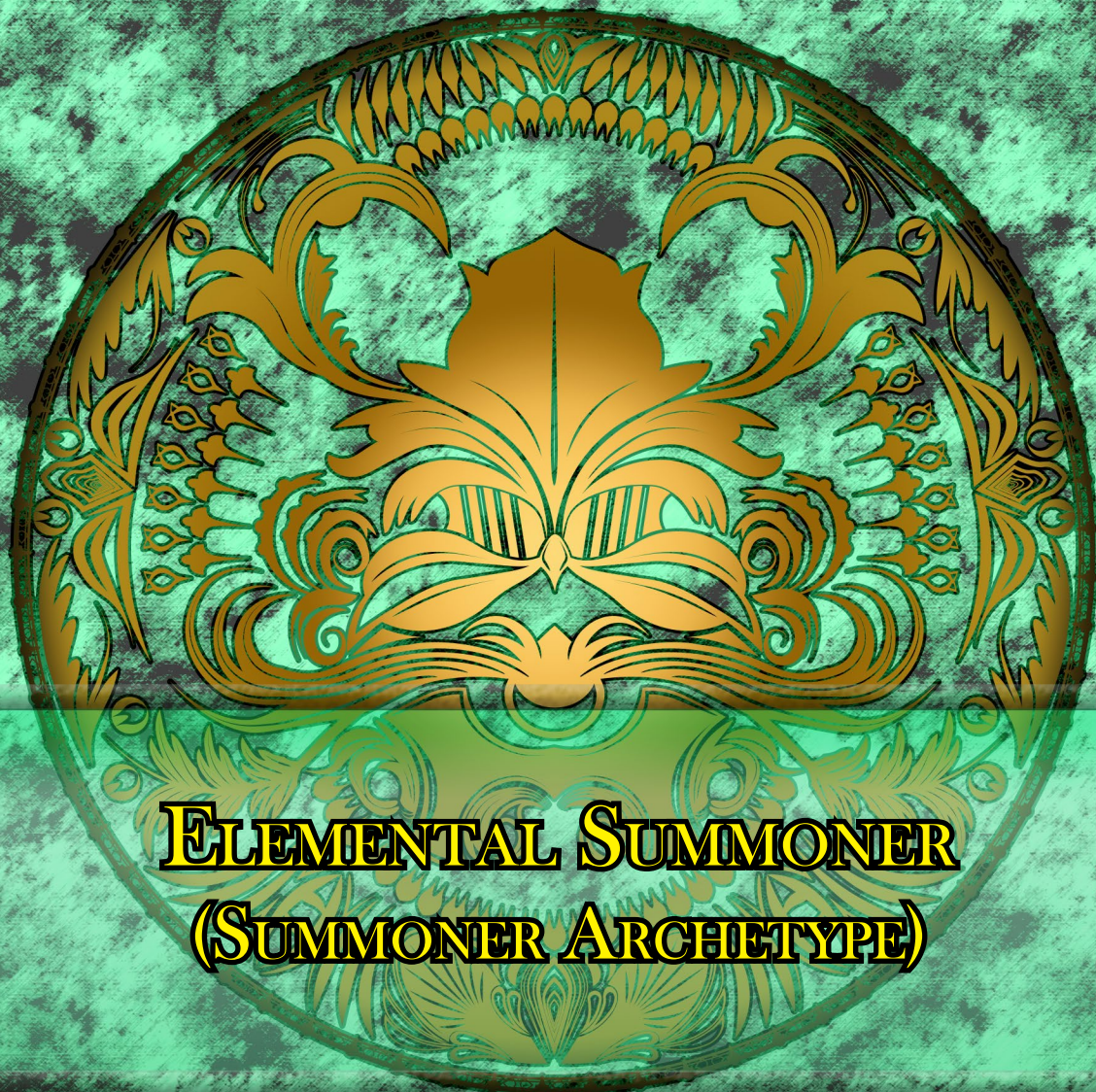


PLAYER Paraphernalia



ELEMENTAL SUMMONER
(SUMMONER ARCHETYPE)

#20



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PLAYER PARAPHERNALIA #20

By the Knotty-Works



Welcome to the twentieth 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 summoner archetype, the Elemental Druid. New eidolon evolutions are also introduced and Elemental Infusion templates are included.

The Elemental Summoner (Archetype)

By their very nature, summoners forge a link with another plane of existence with the ability to call forth an entity to serve as both a friend and ally. The elemental summoner gains an intrinsic link with one of the four elemental planes and may summon an elemental based eidolon. This link to his chosen elemental plane grants the summoner special benefits including the ability to summon hordes of tiny elementals or avoiding attacks from elementals and other native creatures from the plane of his focus.

Class Abilities

Elemental Focus: The elemental summoner must choose one of the four elements as his focus at 1st level. Once chosen, it cannot be changed. The element of focus limits many of his abilities to the same elemental type, but the summoner does gain some benefit as well.

When an elemental summoner casts a spell that is associated with his elemental focus (such as including the elemental type in the spell name or description), the summoner's effective caster

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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Elemental Opposition

Elemental Focus	Opposed Element
Air	Earth
Fire	Water

level is treated as one higher than his 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 summoner's effective class level one less than his current level (minimum of 1st level).

The elemental summoner also gains a bonus to his **diplomacy** equal to half his class level when dealing with outsiders native to the elemental plane of his focus. However, when dealing with an outside of the diametrically opposed elemental plan suffers a penalty of the same value instead. If the summoner is the target of a creature from the elemental plane of his focus, he may make a **diplomacy** check as a free action (treating the attacker as hostile) and if it succeeds the creature will not attack the summoner for 1d4 rounds. If the elemental summoner, the summoner's eidolon, or a creature summoned by the summoner attacks the creature, this effect is instantly removed and the summoner may not attempt another diplomacy check.

Elemental Eidolon: The summoner's eidolon has strong ties to the summoner's elemental focus. It must have at least one evolution point spent for the *Elemental Ties* evolution for the same



element as the summoner's focus. The only limitation to the eidolon's base form is that only Water based eidolon's may choose the aquatic base form. If other

Evolution	Limited to Element
Gills	Water
Swim	Water
Wing Buffet	Air, Fire
Flight	Air, Fire
Trample	Earth
Tremorsense	Earth
Burrow	Earth

3rd party products are used, then the following limitations to base forms are applicable:

Eidolons Unbound from Otherverse Games: The Avian base form is limited to the Air based eidolon, the Insectoid base forms are limited to the Earth and Fire based eidolon, and the Piscean base form is limited to the Water based eidolon.

Advanced Options Extra Evolutions by Super Genius Games: The Hut base form is limited to the Air and Earth based eidolons.

Otherwise all other evolutions are available unless such an evolution is intrinsically tied to an element. For example, *Gills* and *Swim* are tied with the element of water while *Flight* could be tied to both Air and possibly Fire.

Summon Elemental Monsters (Sp): When using the [Summon Monster](#) class ability, the elemental summoner may use the Minor Elemental-Infusion ability for any animal or monster that may have an alignment based template (celestial, entropic, fiendish, or resolute) based on the element focus chosen by the elemental summoner (see templates below).

The summoner may apply the Moderate Elemental-Infusion template if summoning a single monster from the [Summon Monster](#) List that is one level less than the maximum level the summoner has access. The summoner may apply the Major Elemental-Infusion template if summoning a single monster from the [Summon Monster](#) List that is at least two levels less than the maximum level the summoner can access.

The Moderate Elemental-Infusion template may be used when summoning multiple monsters from a list at least two levels less than the summoner's maximum. The summoner may apply the Major Elemental Infusion template when summoning multiple monsters from a summon monster list at least three levels less than the maximum spell level the summoner has access.



The summoner may instead summon a number of tiny elementals (see new monsters below) of the same type as his elemental focus. He may summon one tiny elemental per effective spell level of his Summon Monster ability beginning at 1st level. At 8th level this number increases to 1d2 tiny elementals per effective spell level of the Summon Monster class ability. And at 15th level this increases to 1d3 tiny elementals per effective spell level of the Summon Monster class ability. The elemental summoner may choose to summon less tiny elementals than allowed if desired (choosing either one or 1d2 elementals per effective spell level). When using this ability to summon larger elementals, the summoner may only produce elementals based on his elemental focus.

Otherwise this ability is identical to the [Summon Monster I](#) class ability including the number of uses per day, the duration per use, and the limitation that the Summoner may not use this ability while his Eidolon has been summoned.



Elemental Aspect (Su): At 10th level the summoner may sacrifice 2 points from his eidolon's evolution pool to gain the Minor Elemental-Infusion template for himself. He may add or remove this template at any point when he can change his eidolon's evolution. At 14th level the summoner may apply the Moderate Elemental-Infusion template and at 18th level the summoner gains the Major Elemental-Infusion template at the same cost of 2 evolution points. This ability replaces both the [Aspect](#) and [Greater Aspect](#) class abilities.

New Evolutions

Elemental Ties (Su) 1 to 6 points

This evolution ties the eidolon to a particular elemental plane. The eidolon may only have ties to a single elemental plane. The eidolon's connection to the plane grows in strength based on the number of evolution points spent on this evolution. The summoner may spend one point for this evolution and an additional point at 4th, 8th, 12th, 16th, and 20th levels. Once taken, the eidolon is treated as having the elemental sub type.

1-point (Su): Immunity to sleep effects, +4 save bonus versus paralysis, poison, and stunning.

2-points (Su): Immunity to sleep, paralysis, and stun effects, +4 save bonus versus poison and bleed effects.

3 - points (Ex): Immunity to sleep, paralysis, and stun effects, +4 save bonus versus poison and bleed effects. Flanking bonuses against the eidolon are reduced by half.

4-points (Su): Immunity to poison, paralysis, sleep, and stun effects, +4 save bonus versus bleed effect. The eidolon is not susceptible to flanking attacks.

5-points (Su): Immunity to bleed, poison, paralysis, sleep and stun effects. The eidolon is not susceptible to flanking attacks, critical hits are reduced by 1 (so x 2 is not effective, x 3 becomes x 2, etc.), and precision based attacks (such as sneak attack) reduce the number of dice used by half (2d6 and 3d6 would be 1d6, 4d6 would be 2d6, etc.).

6-points (Su): Immunity to bleed, poison, paralysis, sleep, and stun effects. The eidolon is not susceptible to flanking, critical hits, or precision based damage.

Air Mastery (Ex) 1 point

Prerequisites: Elemental Ties - 1 point (Air)

Airborne creatures take a -1 penalty on attack and damage rolls against the eidolon. These modifiers also include [bull rush](#) and [overrun](#) maneuvers.

Earth Mastery (Ex) 1 point

Prerequisites: Elemental Ties - 1 point (Earth)

The eidolon gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If the opponent or eidolon is airborne or waterborne, the eidolon suffers a -4 penalty to attack and damage rolls. These modifiers also include [bull rush](#) and [overrun](#) maneuvers for both attacks and defense.

Water Mastery (Ex) 1 point

Prerequisites: Elemental Ties - 1 point (Water)

The eidolon gains a +1 bonus on attack and damage rolls if both it and its foe are touching the water. If the opponent or eidolon is touching the ground, the eidolon suffers a -4 penalty to attack and damage rolls. These modifiers also include [bull rush](#) and [overrun](#) maneuvers for both attacks and defense.

Drench (Ex) 1 or 2 points

Prerequisites: Elemental Ties - 2 point (Water)

The eidolon can put out non-magical fires of equal size to itself or smaller. If two points are spent for this evolution, the eidolon may attempt to put out magical fires with its touch as the [Dispel Magic](#) (treating its caster level equal to its Hit Dice).

Burn (Ex) 3 points

Prerequisites: Elemental Ties - 3 points (Fire)

The eidolon deals fire damage in addition its normal damage per attack and creatures attacking the eidolon with natural or unarmed attacks also suffer fire damage. Anyone that suffers the fire damage must make a Reflex save or catch on fire, suffering fire damage for an additional 1d4 rounds. The burning victim may make a new Reflex save as a full round action - dropping prone and rolling on the ground grants a +4 bonus to the save - and provokes attacks of opportunity. The DC for the Reflex saving throw is equal to 10 + half the eidolon's Hit Dice and the damage caused is equal to a fire elemental of the same size (1d6 for a medium sized eidolon, 1d8 for a large sized eidolon, etc.).

This evolution does not stack with the energy attack evolution.



Earth Glide (Ex) 2 points

Prerequisites: Elemental Ties - 3 points (Earth)

The eidolon may burrow through earth (any type except metal) at its normal movement rate without leaving a tunnel or any signs of its passing. This ability does not grant the eidolon any ability to breathe while passing through the earth, nor does it grant the eidolon the ability to take anyone with it while traveling within the earth. If the section of earth where the eidolon is passing through is subject to a move earth spell, the eidolon is pushed back 30 feet and it must make a Fortitude saving throw (DC 15) or be stunned for one round.

Additional evolution points are spent for this ability grants the eidolon to take one additional person of equal or smaller size than the eidolon while using this ability. One additional person may be taken per point spent for this evolution and - as with the eidolon - does not grant the individual to breathe while traveling within the earth.

Vortex (Su) 2 points

Prerequisites: Elemental Ties - 3 points (Air or Water)

The eidolon can create either a vortex (for an air based eidolon) or a whirlpool (for a water based eidolon). The vortex may be created from the land or air while the whirlpool can only be made while underwater. This ability grants the eidolon the Whirlwind special attack and may maintain the effect for 1 round per 2 Hit Dice possessed. The height of the vortex is identical to that of an elemental of the same size.

The eidolon may use this ability once per day plus an additional number of times per day equal to the eidolon's Constitution modifier.

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 sleeps 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 *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 ½

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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