

Player Paraphernalia



DRUIDIC ENCLAVES I
NEW DRUID ARCHETYPES

#108



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PLAYER PARAPHERNALIA #108

BY THE KNOTTY-WORKS



Welcome to issue one hundred and eight 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 several new druid archetypes, designed from the four alignment aspects.

ANARCHIC DRUID

Chaos gave birth to life, and drives it forward in perpetual motion. The anarchic druid understands that only through the strife of anarchy may life be driven forward. While many bathe in the flames of chaos, the anarchic druid's very soul is infused with the burning desire to bring down those that would attempt to shackle nature with their own preconceptions.

Alignment: The anarchic druid must be chaotic neutral in alignment.

Aura (Ex)

The anarchic druid gains a powerful chaotic aura based on his class level.

Chaotic Spells

When casting spells with the Chaos descriptor, the anarchic druid is treated as having a +1 caster level while determining the spell's effects.

This modifies the druid's spell casting feature.

Chaos Bond (Ex)

At 1st level the anarchic druid may choose an [animal companion](#) or he may choose the Chaos domain (or an appropriate sub-domain).

If the anarchic druid chooses an [animal companion](#), it shares the same alignment as the druid and is naturally harder to control than other animals due to its chaotic nature. Any [Handle Animal](#) skill checks performed on the anarchic druid's [animal companion](#) or attempts to alter its attitude suffer a -4 penalty. This penalty cancels out the bonus the druid gains through the [animal companion's](#) link special ability. While the anarchic druid may handle his companion as a [free action](#), it takes a [standard action](#) to push the animal to perform a task for which it wasn't trained. It takes twice as long to train his [animal companion](#) a new task or trick.

The anarchic druid's companion gains a +2 bonus on [Will](#) saves versus [enchantment](#) spells and effects including fear based effects at 1st level. This bonus increases by +1 at 6th level and every six levels thereafter.

At 6th level the **animal companion** gains DR 1/Law. This **damage reduction** increases by 1 at 9th level and every three levels thereafter.

This feature alters the druid's nature bond class feature. The druid's **animal companion's** Link feature is also modified as listed above and the Devotion special ability is lost.

Summon Chaos Born (Sp)

When the anarchic druid spontaneously casts a **Summon Nature's Ally** spell in place of a prepared spell, those summoned gain **Spell Resistance** equal to its CR +5 and it may smite law 1/day as a **swift action** (adding its HD to its attack and damage rolls to the designated target if it is lawful in alignment). The smite persist until the summoned animal is dismissed, killed, or the target of the smite is dead.

Hit Dice	Ability
1 - 5	All natural attacks are treated aligned (chaotic)
6 - 10	DR 5/Law
11+	DR 10/Law

This feature modifies the druid's Spontaneous Casting class feature.

AXIOMATIC DRUID

Life is order, all things in creation have their place. The axiomatic druid excels at ensuring that natural laws are not violated by man or those that would seek impose their

own will over that of nature. When nature is corrupted, the axiomatic druid hunts down such corruption and eliminates the source no matter what the personal cost.

Alignment: The axiomatic druid must be lawful neutral in alignment.

Aura (Ex)

The axiomatic druid gains a powerful lawful aura based on his class level.

Lawful Spells

When casting spells with the Law descriptor, the axiomatic druid is treated as having a +1 caster level while determining the spell's effects.

This modifies the druid's spell casting feature.

Law Bond (Ex)

At 1st level the axiomatic druid may choose an **animal companion** or he may choose the Law domain (or an appropriate sub-domain).

If the axiomatic druid chooses an **animal companion**, it shares the same alignment as the druid and is naturally compliant to the druid's control due to its lawful nature. The axiomatic druid may push his **animal companion** as a **swift action** and the animal is easier to train and picks up new tasks and tricks quickly. The axiomatic druid adds ½ his class level to any **Handle Animal** skill checks to train his companion, and it only takes 1



day per week of normal training to complete the training.

The axiomatic druid's companion gains a +2 bonus on **Will** saves versus **enchantment** spells and effects including fear based effects at 1st level. This bonus increases by +1 at 6th level and every six levels thereafter.

At 6th level the **animal companion** gains **DR 1/Chaos**. This **damage reduction** increases by 1 at 9th level and every three levels thereafter.

This feature alters the druid's nature bond class feature. The druid's **animal companion's** Link feature is modified as listed above and its Devotion special ability is lost.

Summon Law Born (Sp)

When the axiomatic druid spontaneously casts a **Summon Nature's Ally** spell in place of a prepared spell, those summoned gain **Spell Resistance** equal to its CR +5 and it may smite law 1/day as a **swift action** (adding its HD to its attack and damage rolls to the designated target if it is chaotic in alignment). The smite persist until the summoned animal is dismissed, killed, or the target of the smite is dead.

Hit Dice	Ability
1 - 5	All natural attacks are treated aligned (law)
6 - 10	DR 5/Chaos
11+	DR 10/Chaos

This feature modifies the druid's Spontaneous Casting class feature.

PROFANE DRUID

Life is survival, and only those strong enough to take what they need should be granted the spoils of life. The profane druid seeks to weed out the chaff from the wheat, working to ensure that only the fittest survive and thrive while weaker species meet their extinction in a timely manner.

Alignment: The profane druid must be neutral evil in alignment.

Aura (Ex)

The profane druid gains a powerful evil aura based on his class level.

Evil Spells

When casting spells with the Evil descriptor, the profane druid is treated as having a +1 caster level while determining the spell's effects.

This modifies the druid's spell casting feature.

Evil Bond (Ex)

At 1st level, the profane druid may choose an **animal companion** or he may choose the Evil domain (or an appropriate sub-domain).

If the profane druid chooses an **animal companion**, it shares the same alignment as the druid and is tempermental when dealing with the druid or others. As a result, any attempts to use **Handle Animal** or any ability that attempts to alter the **animal companion's** attitude suffers a -2 penalty, also reducing the bonuses granted by the Link between the druid and the **animal companion**. The profane druid may handle the **animal companion** normally, but if the druid wishes to push the animal into performing a task or trick it does not know, the profane druid must succeed in an opposed Intimidate check.

The profane druid's companion gains a +2 bonus on **Will** saves versus **enchantment** spells and effects including fear based effects at 1st level. This bonus increases by +1 at 6th level and every six levels thereafter.

At 6th level the **animal companion** gains **DR 1/Good**. This **damage reduction** increases by 1 at 9th level and every three levels thereafter.

This feature alters the druid's nature bond class feature. The druid's **animal companion's**



Link feature is modified as listed above and it Devotion special ability is lost.

Summon Evil Spawn (Sp)

When the profane druid spontaneously casts a **Summon Nature's Ally** spell in place of a prepared spell, those summoned gain **Spell Resistance** equal to its CR +5 and it may smite good 1/day as a **swift action** (adding its HD to its attack and damage rolls to the designated target if it is good in alignment). The smite persist until the summoned animal is dismissed, killed, or the target of the smite is dead.

Hit Dice	Ability
1 - 5	All natural attacks are treated aligned (evil)
6 - 10	DR 5/Good
11+	DR 10/Good

This feature modifies the druid's Spontaneous Casting class feature.

SACRED DRUID

The sanctity of life is paramount to true fulfillment of nature. While loss is inevitable, sacrifice for the lives of others the true service one may perform in nature. The sacred druid strives to nurture the spirits of nature itself by faithfully serving and protecting their creation from the trepidations of those that seek to corrupt or destroy it.

Alignment: The sacred druid must be neutral good in alignment.

Aura (Ex)

The sacred druid gains a powerful good aura based on his class level.

Good Spells

When casting spells with the Good descriptor, the sacred druid is treated as having a +1 caster level while determining the spell's effects.

This modifies the druid's spell casting feature.

Good Bond (Ex)

At 1st level, the sacred druid may choose an **animal companion** or he may choose the Good domain (or an appropriate sub-domain).

If the sacred druid chooses an **animal companion**, it shares the same alignment as the druid and is very friendly when dealing with the druid or others. As a result, any attempts to use **Handle Animal** or any ability that attempts to alter the **animal companion's** attitude gain a +2 bonus, also increasing the bonuses granted by the Link between the druid and the **animal companion**.

The sacred druid's companion gains a +2 bonus on **Will** saves versus **enchantment** spells and effects including fear based effects at 1st level. This bonus increases by +1 at 6th level and every six levels thereafter.

At 6th level the **animal companion** gains DR 1/Evil. This **damage reduction** increases by 1 at 9th level and every three levels thereafter.

This feature alters the druid's nature bond class feature. The druid's **animal companion's** Link feature is modified as listed above and it Devotion special ability is lost.

Summon Good Spirits (Sp)

When the sacred druid spontaneously casts a **Summon Nature's Ally** spell in place of a prepared spell, those summoned gain **Spell Resistance** equal to its CR +5 and it may smite evil 1/day as a **swift action** (adding its HD to its attack and damage rolls to the designated target if it is evil in alignment). The smite persist until the summoned animal is dismissed, killed, or the target of the smite is dead.

Hit Dice	Ability
1 - 5	All natural attacks are treated aligned (good)
6 - 10	DR 5/Evil
11+	DR 10/Evil

This feature modifies the druid's Spontaneous Casting class feature.

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