



Player Paraphernalia

DOMAINS OF THE
KINGDOM
TEN NEW NATURE DOMAINS

#84

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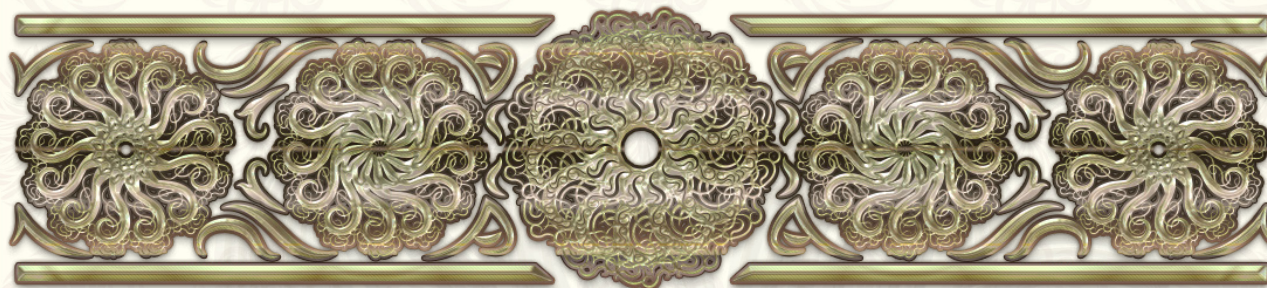
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PLAYER PARAPHERNALIA #84

BY THE KNOTTY-WORKS



Welcome to issue eighty-four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue presents nine new animal domains and one new terrain domain available for the druid or any nature-focused class that grants access to domains. This issue is the culmination of the work of two fine authors, Maria Smolina and Jeff Gomez. Maria's contributions include the preface and the bat, bear, elephant, firebird, owl, taiga domains. Jeff's contributions include the preface, ape, boar, lion, and shark.

Domains of the Kingdom

Adventures of all kinds take place in a variety of lands which often deserve druidic traditions of their own, tightly related to local terrain and fauna. The druidic animal and terrain domains help a lot in customizing such traditions. This allows creating spellcasters best suited to specific taiga woodlands watched over by bear lords, or to warm plains and jungles, dominated by elephant herds. The new druid domains presented here can also be used for clerics of thematically appropriate deities or faiths.

The druid's totem animal archetypes allow a druid to fully invest herself in a specific animal. The following animal domains round out those

choices, providing an animal domain for each remaining totem animal archetype.

Note: When using a domain spell to summon one or more creatures, you are restricted to the animal type specified by the domain.

Ape Domain

The long-armed strength and guile of the ape serve as the model for your philosophy both on and off the battlefield.

Granted Powers

Natural Grappler (Ex): You gain **Improved Grapple** as a bonus feat even if you do not have the normal prerequisites. In addition, you do not suffer the standard -4 penalty to Dexterity while **grappled**.

Tree Climber (Ex): At 8th level, you gain the ability to climb trees and structures with ease. As a **standard action**, you may grant yourself climb speed 30. You may use this ability a number of minutes per day equal to your druid level, in 1 minute increments. Dismissing tree climber is a **free action**.

Domain Spells: 1st—**Long Arm**, 2nd—**Spider Climb**, 3rd—**Mad Monkeys**, 4th—**Freedom of Movement**, 5th—**Summon Nature's Ally V** (dire ape or girallon only), 6th—**Bull's Strength**, Mass,

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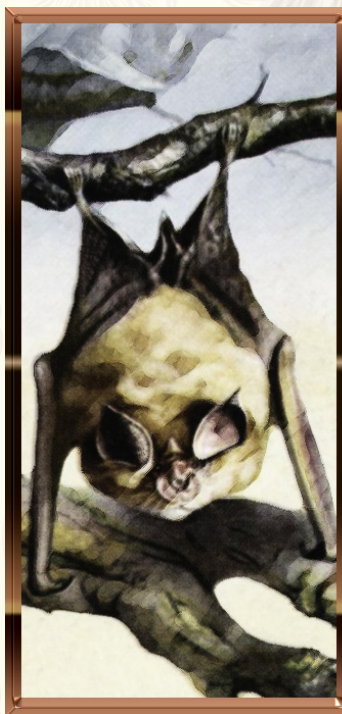


7th—Animal Shapes (apes and monkeys only),
8th—Clenched Fist, 9th—Imprisonment.

Bat Domain

Your connection to bats grants you exceptional perception and stealth, as well as contacts with the Plane of Shadow.

Granted Powers



Familiar: You gain a bat familiar. Your effective wizard level for determining the familiar's abilities is equal to your class level. Your class level stacks with other classes that grant familiars to determine the familiar's abilities as well.

Bat Squeak (Ex): As a **swift action**, you can emit a high-pitched noise that allows you to scan your surroundings by listening to its echoes. You gain

blindsight 30 feet for 1 round. You can use this ability 3 times per day plus your Wisdom modifier.

Shadow Flight (Sp): At 6th level, you can use **shadow** step up to three times per day, but only while you can use flight (winged or any magical effect such as fly).

Domain Spells: 1st—Glide, 2nd—Summon Swarm (bats only), 3rd—Deeper Darkness, 4th—Echolocation, 5th—Commune with Nature (underground only), 6th—Shadow Walk, 7th—Animal Shapes (bats only), 8th—Moment of Prescience, 9th—Shades.

Bear Domain

You wield ancient magic of the bears, mighty lords of northern woodlands.

Granted Powers

Forest Lord (Ex): You get a bonus equal to $\frac{1}{2}$ your druid level to any wild empathy, **Diplomacy** or **Intimidate** checks made against animals and fey who are smaller than your current size.

Grizzly Might (Su): At 8th level, whenever you assume form of any bear (by using wildshape, spells, lycanthropic shapechange powers and so on), you also get +2 bonus to your natural armor for as long as you remain in this shape. At 10th level, you also get **Improved Natural Attack** feat for your bear form claw attacks. At 12th level, you also get **Improved Natural Attack** feat for your bear form bite attacks.

Domain Spells: 1st—Magic Fang, 2nd—Bear's Endurance, 3rd—Summon Nature's Ally III (young grizzly bear only), 4th—Atavism, 5th—Righteous Might*, 6th—Bear's Endurance, Mass, 7th—Summon Nature's Ally VII (giant advanced dire bear only), 8th—Frightful Aspect, 9th—Create Demiplane**.

*DR 5/silver instead of 5/evil or 5/good

**demiplanes must have bountiful, seasonal planar traits with a wilderness-themed structure.

Boar Domain

You are as unkillable and unstoppable as the boar, a beast which uses momentum and ferocity to run down its enemies.

Granted Powers

Tough Hide (Ex): You gain **Toughness** as a bonus feat. Whenever you suffer bleed damage, the bleed damage is reduced by 1 point.

Bloody Charge (Ex): At 6th level, your **charge** attacks gain a measure of vicious savagery. When you deal damage with a **charge** attack, you also inflict d6 bleed damage. This bleed damage increases by 1d6 for every 6 levels thereafter.

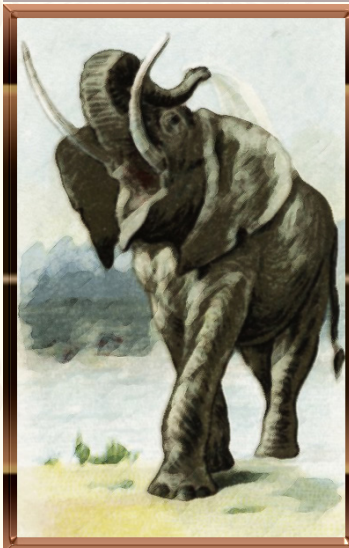
Domain Spells: 1st—Magic Fang, 2nd—Mud Buddy, 3rd—Swarm of Fangs, 4th—Strong Jaw, 5th—Tireless Pursuers, 6th—Find the Path, 7th—

Epidemic, 8th—Protection from Spells, 9th—Clashing Rocks.

Elephant Domain

You share the natural might and deep serene wisdom of the elephants.

Granted Powers



Elephantine Stomp (Ex): You stomp your foot with elephant-like force, sending a wave that travels along the ground, toppling all creatures within 20 feet radius from you. Creatures that fail their **Reflex** saves fall prone, and take 1d4 points of nonlethal damage. The save DC is 10 +

½ of your druid level + your Wisdom modifier. You may use this ability a number of times per day equal to your Strength modifier +1 (minimum of 1/day).

Elephantine sturdiness (Ex): At 4th level, you get **Toughness** as a bonus feat. At 8th level, you also get a choice of **Improved Great Fortitude** or **Improved Iron Will** as a bonus feat.

Domain Spells: 1st—Ant Haul, 2nd—Bull's Strength, 3rd—Greater Magic Fang, 4th—Divine Power, 5th—Serenity, 6th—Owl's Wisdom, Mass, 7th—Vision, 8th—Animal Shapes (elephants, mammoths, mastodons only), 9th—Create Demiplane**.

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Firebird Domain

Most believe a common red-feathered bird to be your totem animal, yet you know the source of your fire- and life-related powers is the legendary mighty phoenix.

Granted Powers

Fiery Feathers (Sp): When you use any **Summon Monster** or **Summon Nature's Ally** spell to conjure an avian, you may apply the fiery creature simple monster template to the summoned creature in place of any other template (if another template is indicated).

Fiery Forms (Ex): At 4th level, you can choose to temporarily apply the fiery creature simple monster template to yourself whenever you take on the form of an avian that has no other templates when you use your wildshape ability.

Domain Spells: 1st—Burning Hands, 2nd—Lesser Restoration, 3rd—Fireball, 4th—Restoration, 5th—Breath of Life, 6th—Contagious Flame, 7th—Fire Storm, 8th—Sunburst, 9th—Summon Nature's Ally IX (young phoenix only).

Lion Domain

You resonate with the proud king of the animals, a majestic beast that inspires both fear and respect.

Granted Powers

Roar (Ex): Your roar is a terrifying thing, used to inspire fear in your enemies. You gain **Dazzling Display** as a bonus feat, and may make a dazzling display using only your voice.

Pounce (Ex): At 8th level, once per day you may make a **full attack** when you make a **charge** as if you had the pounce special ability. You may pounce one additional time per day at 11th level and every 3 levels thereafter.

Domain Spells: 1st—Jump, 2nd—Chameleon Stride, 3rd—Haste, 4th—Summon Nature's Ally IV (lion only), 5th—Summon Nature's Ally V (dire lion only), 6th—Find the Path, 7th—True seeing, 8th—Charm Monster, Mass, 9th—Overwhelming Presence.

Owl Domain

Your skillful insights and nocturnal senses are drawn from your connection to the graceful owl.

Granted Powers

Familiar: You gain an owl familiar. Your effective wizard level for determining the familiar's abilities is equal to your class level. Your class level stacks with other classes that grant familiars to determine the familiar's abilities as well.

Silent Flight (Ex):

Stealth is always a class skill for you. You get ½ your druid level (minimum 1) as a bonus to any **Stealth** checks made while flying (winged or magical).

Night Summoner (Sp): At 6th level, whenever you summon creatures using any summon spell into an area of dim light or any kind of darkness, the creatures gain the **Blind-Fight** feat and a +5 bonus to **Perception** checks; their natural weapons are treated as silver for overcoming **damage reduction**. At 10th level, the creatures also gain **darkvision** 60 feet, and their natural weapons are treated as cold iron for overcoming **damage reduction**.

Domain Spells: 1st—**Keen Senses**, 2nd—**Owl's Wisdom**, 3rd—**Fly**, 4th—**Scrying**, 5th—**Summon Nature's Ally** (giant owl only), 6th—**True Seeing**, 7th—**Greater Scrying**, 8th—**Moment of Prescience**, 9th—**Foresight**.

Shark Domain

You draw power from the cold predator in the depths, ever hungry for blood and flesh.

Granted Powers

Blood Scent (Ex): You gain the ability to smell blood from far away. As a **standard action**, you may grant yourself the scent special ability. While scent is active, you may also smell spilled blood or a wounded creature up to 100 feet away (this range increases to 300 feet while in water). You may use this ability a number of minutes per day equal to your

druid level, in 1 minute increments. Dismissing blood scent is a **free action**.

Gills (Ex): At 8th level, you sprout visible gills on the side of your neck and gain the ability to breathe water freely. You do not lose the ability to breathe air.

Domain Spells: 1st—**Air Bubble**, 2nd—**Slipstream**, 3rd—**Water Breathing**, 4th—**Freedom of Movement**, 5th—**Nightmare**, 6th—**Freezing Sphere**, 7th—**Control Weather**, 8th—**Seamantle**, 9th—**Power Word Kill**.

Taiga Domain

You call upon powers and spirits of the grim northern taiga hills and woodlands.

Granted Powers

Spirit Summoning (Su): Once per day, you may perform a 10-minute ritual to tap into the power and insight of the taiga spirits. These spirits provide you one of the following spell effects: **bless**, **endure elements**, **protection from evil**, **protection from good**, or **see invisibility**. The effects of a spirit **summoning** persist for 1 hour per class level.

Greater Spirit Summoning (Su): At 6th level, your spirit **summoning** power also grants you +4 **resistance bonus** to your saving throws against **enchantment** and **illusion** spells. Its effects now last for 2 hours per class level, with the maximum of 24 hours.

Domain Spells: 1st—**Longstrider**, 2nd—**Forest Friend**, 3rd—**Burst of Nettles**, 4th—**Arboreal Hammer**, 5th—**Commune with Nature**, 6th—**Find the Path**, 7th—**Siege of Trees**, 8th—**Mass Atavism**, 9th—**Create Demiplane****.

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