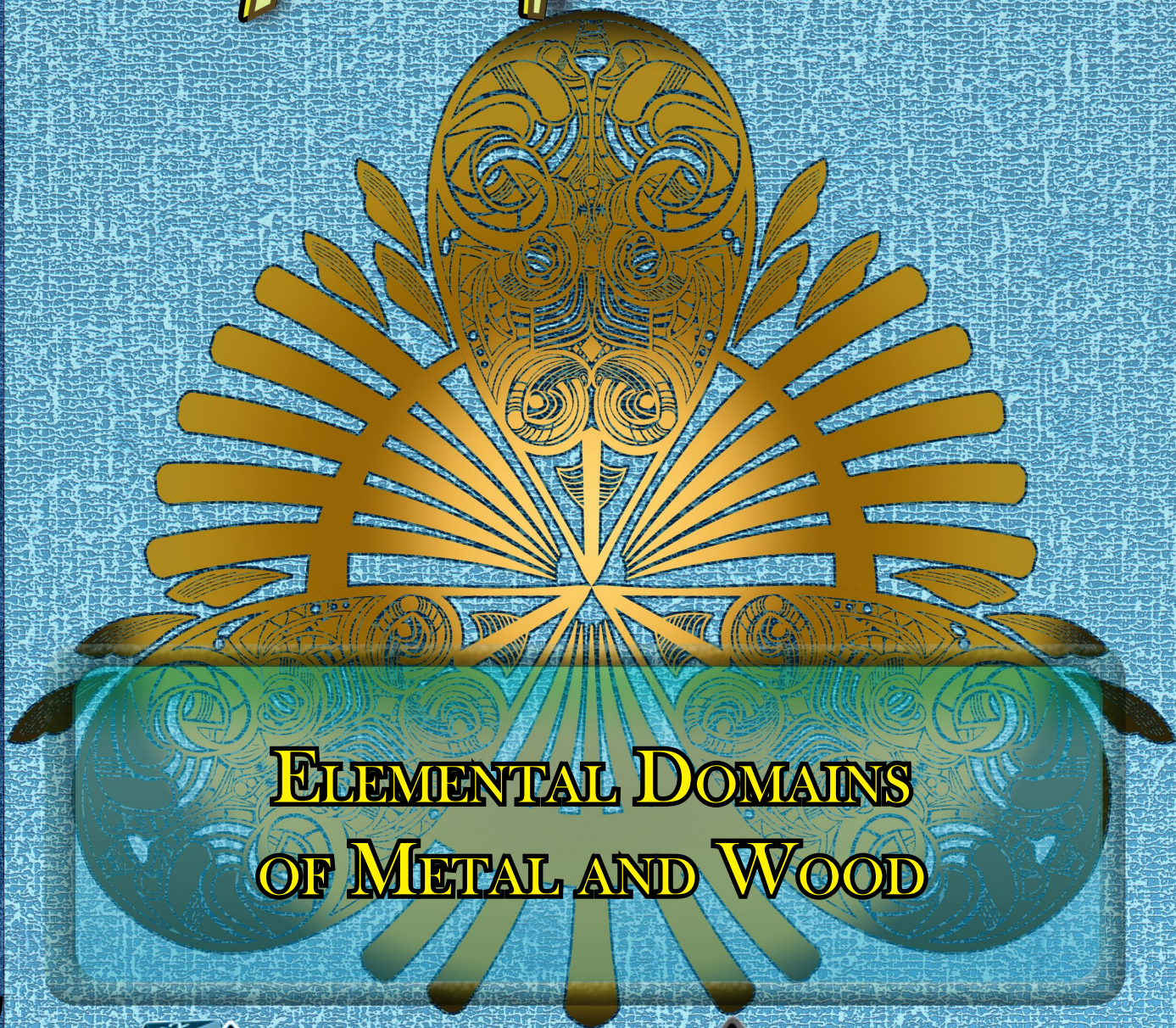


The  
KNOTTY  
WORKS

# PLAYER Paraphernalia



ELEMENTAL DOMAINS  
OF METAL AND WOOD

#47



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# PLAYER PARAPHERNALIA #47

By the Knotty-Works

Welcome to the forty seventh 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 two new domains (along with two sub-domains for each) for Metal and Wood. These domains are introduced to complete the divine side of the elemental powers that match the alternate elemental schools presented in Pathfinder Roleplaying Game's Ultimate Magic. Although the Advanced Player's Guide offers the Metal sub-domain of Metal, the domain presented below is an alternate domain that is not related or derived from the original sub-domain.

## Metal Domain

The domain of metal relates to the elements used to compose any type of natural or manufactured substance consisting of iron, gold, silver or other base metal. In its natural form these substances may be found in stone while most are mined, refined, and forged into tools, weapons, or other manufactured items.

Although many see metal as a sub-domain of Earth, many scholars and theologians regard it as a its own separate domain by the fact that Metal has its own related sub-domains. They also base their findings on the cyclic view of elements where each element where Metal overcomes Wood, yet Wood overcomes Earth; therefore Metal cannot be related to Earth as an element as it would have the same weaknesses.

## Granted Powers

**Steel Facade (Su):** As a *move action* you gain a hardened exterior that may prevent critical hits or sneak attacks made against you. When you are successfully struck with a critical hit or sneak attack there is a 10% chance that the extra damage is negated though you still suffer normal damage. This percentage increases by 10% at 5<sup>th</sup> level and every

five levels thereafter with a maximum of 50% at 20<sup>th</sup> level. You may maintain this effect for 1 minute once activated and it may be used 3 + your Wisdom modifier times per day.

**Magnetic Field (Su):** At 8<sup>th</sup> level you may generate a magnetic field that surrounds you as a *swift action* that repels metal weapons. This field grants you a DR 5/non-metallic weapons while active. This field does not affect metal items on your person or any armor worn. You may maintain the field as a *free action* each round and it may be dropped as a *free action*. The field may be generated a total number of rounds per day equal to your class level and they do not need to be consecutive.

## Domain Spells

1<sup>st</sup>—Sun Metal, 2<sup>nd</sup>—Stone Call, 3<sup>rd</sup>—Versatile Weapon, 4<sup>th</sup>—Stoneskin, 5<sup>th</sup>—Wall of Stone, 6<sup>th</sup>—Wall of Iron, 7<sup>th</sup>—Refuge, 8<sup>th</sup>—Iron Body, 9<sup>th</sup>—Clashing Rocks

## Conductivity Domain

This sub-domain focuses on the conductivity of natural base metals such as iron. Magnetic and Electrical fields are generally revered and seen as a powerful emanation of spiritual authority and power.

**Associated Domain:** Metal

**Replacement Power:** The following power replaces the Steel Facade power gained from the Metal domain.

**Static Field (Su):** You charge your aura with static electricity as a *swift action*. If you are successfully attacked by someone wearing metallic armor or with a metal melee weapon or natural weapon suffers 1d6 points of electric damage and the field is dissipated. The damage increases by 1d6 at 4<sup>th</sup> level and every 4 levels thereafter (maximum of

6d6 at 20<sup>th</sup> level). You may maintain the field for a total number of rounds per day equal to your class level and it may be dismissed as a free action.

**Replacement Domain Spells:** 1<sup>st</sup>—*Shocking Grasp*, 3<sup>rd</sup>—*Lightning Bolt*, 5<sup>th</sup>—*Lightning Arc*, 7<sup>th</sup>—*Chain Lightning*, 8<sup>th</sup>—*Stormbolts*, 9<sup>th</sup>—*Ride the Lightning*

## Constructed Domain

This sub-domain focuses on the magical enhancement and ease of malleability of manufactured metal goods. As metal is refined and shaped, there are those that see this as an allegory to the spiritual growth of believers and the way their lives are shaped by their belief and faith.

**Associated Domain:** Metal

**Replacement Power:** The following power replaces the Magnetic Field power granted by the Metal Domain at 8<sup>th</sup> level.

**Proven Mettle (Su):** At 8<sup>th</sup> level you gain the ability to enhance the inherent strength of metallic objects. As a *swift action* you may target one metallic object of medium size or smaller within 30 feet and increase its hardness by a number of points equal to ½ your class level. The object retains this enhanced hardness for 10 rounds and you may use this ability a number of times per day equal to 3 + your Wisdom modifier. However, only one object may be enhanced at a time and if you use this power on another object while a previous object is enhanced, the previous item automatically loses the additional hardness granted by the power. At 12<sup>th</sup> level you may use this power on large sized objects and at 16<sup>th</sup> level you may use this power on huge sized objects.

**Replacement Domain Spells:** 1<sup>st</sup>—*Magic Weapon*, 3<sup>rd</sup>—*Greater Magic Weapon*, 5<sup>th</sup>—*Major Creation*, 7<sup>th</sup>—*Control Construct*

## Wood Domain

Many scholars argue whether this is a separate domain or possibly a sub-domain of the Plant domain. However, the domain does offer unique powers compared to other existing nature domains.

## Granted Powers

**Handle Snare (Su):** You target one medium or smaller sized opponent within 30 feet and initiate this power as a *standard action* causing one object consisting of wood to sprout vines and branches that wind about the target. The target must possess an object made primarily of wood that is at least as large as a one-handed weapon or light shield and make a *Reflex* saving throw. If the opponent fails the saving throw it is entangled for 1d4 rounds before the object reverts back to its normal form.

Only one such object may be so enchanted at a time, and if you use this ability on another target while a previous target is affected, the first entangled effect automatically ends. You may use this ability 3 + your Wisdom modifier times per day, plus one additional time at 5<sup>th</sup> level and every five levels thereafter.

**Animate Wooden Object (Su):** At 8<sup>th</sup> level, as a *standard action* you may animate one item of medium size object made of at least 50% wood within 30 feet. The animated item requires some concentration to maintain it, requiring a *move action* each turn or it otherwise converts back into a normal inanimate object. The item animated is treated as a medium sized animated object with 2 construction points. Construction points must be spent for either an additional attack, additional movement, constrict, or grab animated abilities. The animated object may make either a *move* or *standard action* the turn it is animated and may take normal actions each round you maintain its animation.

You may use this ability a total number of rounds per day equal to your class level + your Wisdom modifier and only one object may be animated at a time with this power. Attempting to animate another object while you are currently controlling an animated object causes the previous object to revert back to its normal inactive state.

## Domains Spells

1<sup>st</sup>—*Pass without Trace*, 2<sup>nd</sup>—*Barkskin*, 3<sup>rd</sup>—*Resinous Skin*, 4<sup>th</sup>—*Arboreal Hammer*, 5<sup>th</sup>—*Tree Stride*, 6<sup>th</sup>—*Ironwood*, 7<sup>th</sup>—*Transmute Metal to Wood*, 8<sup>th</sup>—*Horrid Wilting*, 9<sup>th</sup>—*Wooden Phalanx*

## Vitaplantae Domain

The Vitaplantae sub-domain focuses on living wood such as trees and bushes. Many question whether this sub-domain falls under the Wood domain or the Plant domain as the power and associated spells seem to more closely resemble those associated with the Plant domain.

**Associated Domain:** Wood

**Replacement Power:** The following power replaces the Animate Wooden Object power granted by the Wood domain.

**Animate Tree (Su):** At 8<sup>th</sup> level you may animate a single tree of large size or less as a **standard action**. The animated tree cannot move but it does have a 10 foot reach and the grab special ability and causes 1d8+5 points of bludgeoning damage using your base attack of +5 for its To Hit bonus. It has an AC of 16 (-1 dex, +8 natural armor, -1 size) and a hardness of 5. The tree may sustain damage equal to ½ your hit points before it is destroyed and will follow simple directions as to who it should target its attacks. The tree has plant traits and is vulnerable to fire but immune to any mind-affecting and fear effects. It uses your **Fortitude** bonus for any **Fort** saves but has a -4 penalty to any **Reflex** saves as it is immobile.

You may only animate one tree at a time and using this power to animate another tree automatically ends the effect on any previous tree animated. You may use this power a number of rounds per day equal to your class level + your Wisdom modifier, and these rounds need not be consecutive.

**Replacement Domain Spells:** 1<sup>st</sup>—Entangle, 3<sup>rd</sup>—Burst of Nettles, 4<sup>th</sup>—Neutralize Poison, 6<sup>th</sup>—Liveoak, 7<sup>th</sup>—Changestaff, 9<sup>th</sup>—Shambler

## Manufactured Domain

This sub-domain focuses on the manufactured purpose of wood and the multitude of uses society relies on it for their daily lives from everyday tools to housing and shelter. As wood must be harvested, shaped, and crafted to meet the needs of the user, so followers of those deities that grant this

domain are also cultivated and shaped to meet the needs of the deity.

**Associated Domain:** Wood

**Replacement Power:** The following power replaces the Handle Snare power granted by the Wood domain.

**Ready Weapon (Su):** You may transform a piece of wood (such as a broken branch or processed piece of timber) the of up to a cubic foot or smaller and instantly transform it into a wooden weapon of masterwork quality as a **swift action**. The item transformed must be of the same size or less as the original piece of wood and the weapon must be primarily made of wood (such as a club, quarterstaff, or bow).

At 6<sup>th</sup> level the weapon created is treated as magic for purposes of **damage reduction**, at 12<sup>th</sup> level it is treated as silver, and at 18<sup>th</sup> level it is treated as adamantite for purposes of overcoming **damage reduction** (but not hardness).

The weapon must remain in your hands. If you give the weapon to another or drop it, the item instantly transforms back into the original piece of wood. You may only transform one piece of wood at a time, if you attempt to transform another piece of wood, the previous weapon automatically reverts back to its original form.

You may use this power for a number of rounds per day equal to your class level and they do not have to be consecutive.

**Replacement Domain Spells:** 1<sup>st</sup>—Detect Snares and Pits, 3<sup>rd</sup>—Snare, 5<sup>th</sup>—Wall of Thorns, 7<sup>th</sup>—Siege of Trees, 9<sup>th</sup>—Greater Siege of Trees

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