

# DEFENDER OF THE EARTHMOTHER 1

## Description

Dans la région des dales, entre la forêt de Spiderhaunt et la chaîne de montagne que l'on nomme les monts Desertmouth, se cache une petite région, presque microscopique, que l'on nomme Valedale. Une région inhospitalière à première vue, dans laquelle s'est développée une communauté d'homme et de femme aux humbles aspirations.

Ayant été chassé de leur mère patrie il y a plus de cent ans, ces descendants des familles exilées de Sessrendale ont prit racine dans ce que les résidents de la région appellent communément la vallée. Pour s'y implanter et survivre, les résidents reconnaissent l'intervention divine de Chauntea comme principale source de leur succès. La déesse de l'agriculture a bien récompensé ses enfants dans leurs efforts de faire naître la vie de cette pauvre terre.

L'église qui s'est implanté à Valedale a orientée toute sa philosophie sur cet unique principe; faire naître la vie. Pour s'assurer de la survie de la communauté, les prêtres de Chauntea de jadis ont orientés leurs efforts et leur vision sur cette unique valeur prôner par Chauntea, au détriment de toutes les autres. La philosophie de Chauntea qui est enseigné ne fait qu'effleurer les notions de protection de la vie, de protection des artisans qui vive de la terre et de rétribution contre ceux qui détruisent. À Valedale, dans les églises de Chauntea, ont parle de plantation, de récolte et de respect de la terre.

Certains prêtres de Chauntea trouvent que ce n'est pas assez. Certains prêtres de Chauntea ne veulent pas croire que le seul rôle de leur déesse est de planter des graines et d'en récolter les fruits. Ils ne veulent pas croire que Chauntea n'éprouve pas le désir profond de protéger ceux qui cultive la terre. Les fermiers et les fermières de Valedale, ceux qui de courage bâtissent leur vie en tentant de faire de cette terre une source de vie, ne méritent-ils pas protection? Ne méritent-ils pas un peu de paix à la fin de leurs longues journées de

labour? Certains prêtre de Valedale croient que oui. Ils croient que le rôle de l'église est aussi de protéger ceux qui vénèrent la déesse de leur travail acharné à faire jaillir la vie. Ce sont les protecteurs des fermiers et de tous les artisans de la terre.

C'est prêtre de Chauntea, on les nomme les défenseurs de la mère nature.

Seuls les prêtres de Chauntea peuvent choisir cette classe de prestige.

**Hit die : d8.**

## Requirements

To qualify to become a defender of mother nature, a character must fulfill the following criteria :

**Alignment:** CG, LG, N, NG

**Base Will Save:** +5

**Region:** Valedale, Dalelands

**Skills:** Concentration 8 ranks, Knowledge (religion) 4 ranks, Heal 5 ranks.

Spells: Able to cast 3<sup>rd</sup>-level divine spells.

**Feats:** Combat Casting

## Class Skills

Defender of the earthmother's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (Local) (Int), Knowledge (Religion) (Int), Ride (Dex), Spellcraft (Int), Spot (Int), Survival (Wis). See chapter 4 of the Player's Handbook for skill description.

**Skill points at each level:** 2 + Int modifier.

## Class Features

All the following are features of the defender of earthmother prestige class.

Table 1: Defender of the earthmother progression table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1 <sup>st</sup>	+0	+2	+0	+2	Shield others, protection domain	+1 level of cleric class
2 <sup>nd</sup>	+1	+3	+0	+3	Courage	+1 level of cleric class
3 <sup>rd</sup>	+2	+3	+1	+3	Wall of earth	+1 level of cleric class
4 <sup>th</sup>	+3	+4	+1	+4	Entangle	+1 level of cleric class
5 <sup>th</sup>	+3	+4	+1	+4	Wave of courage	+1 level of cleric class
6 <sup>th</sup>	+4	+5	+2	+5	Plant growth	+1 level of cleric class
7 <sup>th</sup>	+5	+5	+2	+5		+1 level of cleric class
8 <sup>th</sup>	+6	+6	+2	+6	Chauntea's last chance	+1 level of cleric class
9 <sup>th</sup>	+6	+6	+3	+6		+1 level of cleric class
10 <sup>th</sup>	+7	+7	+3	+7	Earthquake	+1 level of cleric class

## DEFENDER OF THE EARTHMOTHER 2

**Weapon and Armor Proficiency:** Defenders of earthmother gain no proficiency with any weapon, armor, or shield other than what they already gained with the cleric class. They are also proficient with the favored weapon of their deity, which in the case of Chauntea, is the scythe.

**Spells per day/Spells known:** When a new defender of the earthmother level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a new level in his previous cleric class. The character does not, however, gain any other benefit a member of that class would have gained except for an increased effective level of spellcasting.

**Shield others (sp):** At 1<sup>st</sup>-level, the defender of the earthmother may cast the spell Shield Others as a spell-like ability once a day. The Focus Items mentioned in the spell must be used when this spell-like ability is used.

**Protection Domain:** At 1<sup>st</sup>-level, the defender of the earthmother will receive as a bonus, the domain of protection. If he already has two domains as a cleric, he gains a third in addition to those. He gains the granted power of the new domain, adding his defender of the earthmother level to his cleric level to determine level-base effects. He also gains a third spell choice with which to fill his domain spell slot at each level.

**Courage (Su):** At 2<sup>nd</sup>-level, the defender of the earthmother gains a +4 moral bonus on saving throws against fear effect and all will saves.

**Wall of earth (Sp):** At 3<sup>rd</sup>-level, the defender of the earthmother may cast the spell Wall of earth as a spell-like ability once a day. The spell Wall of Earth is described in the new spells section.

**Entangle (Sp):** At 4<sup>th</sup>-level, the defender of the earthmother can cast the spell Entangle as a spell-like ability 3/day. The spell will not work on just any vegetation but only in areas where crops are growing.

**Wave of Courage (Su):** At 5<sup>th</sup>-level, the defender of the earthmother will inspire the people around him to fight for the cause. Each ally within 60 feet around him gains a +2 moral bonus on saving throws against fear.

**Plant growth (Sp):** At 6<sup>th</sup>-level, the defender of the earthmother can cast the spell Plant Growth as a spell-like ability once per day.

**Bonus Feat:** At 7<sup>th</sup>-level, the defender of the earthmother receives Weapon Focus (scythe) as a bonus feat.

**Chauntea's last chance (Su):** At 8<sup>th</sup>-level, the defender of the earthmother receives a great gift from Chauntea. Upon reaching 0 hit-points, he receives the

effect of a Cure Critical Wounds, Mass from his goddess to fight and defend the extra mile. Every ally of the character within 10-foot radius of him receives the effect of the cure. Every undead within that area is damaged for the same amount. Each affected undead may attempt a Will save for half damage.

**Bonus Feat:** At 9<sup>th</sup>-level, the defender of the earthmother receive Weapon Specialization (scythe) as a bonus feat.

**Earthquake (Sp):** At 10<sup>th</sup>-level, the defender of the earthmother can cast the spell Earthquake as a spell-like ability once per tenday.

## New Spells

### Wall of earth

Conjuration (Creation) [Earth]

**Level:** Cleric 4, druid 5, sorcerer/wizard 4

**Components:** V, S, M/DF

**Range:** Medium (100 ft. + 10 ft. /level)

**Effect:** Earth wall whose area is up to one 5-ft. square/level (s)

**Duration:** 10 min/level

**Saving throw:** None

**Resistance:** No

This spell conjures up a dark and menacing wall of thick and damp earth. The spell must be cast so that it merges into adjoining earth surfaces. Just resting on earth soil is enough once cast, the wall is immobile. The earth is very thick but not rock solid. It will block any range attack aimed directly at it. A wall of earth is 1-foot thick per four caster levels and composed of one 5-foot square per level. Creatures may attempt to dig their way through it. A section of 5-feet by 5-feet by 1 foot has the following statistics:

**Hardness:** 5

**Hit points:** 50

**Break DC:** 30

The wall can be destroyed by a disintegrate spell.

You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Since the *wall of earth* doesn't have the structure or solidity of a *wall of iron* or a *wall of stone*, it must be cast vertically. It cannot be used to span a chasm or as a bridge with no support under it.

It is possible to trap mobile opponents within but not under a *wall of earth*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

*Arcane Material Component:* A handful of fresh soil or earth.