

Archaeon

Archaeans worship the God of Earth, Titan. Archaeans are mortals who willingly take on the mantle of immortal warriors through ritual and devotion, imbuing themselves with the patience and eternal strength of stone.

The archaeon is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the archaeon receives the Limit Breaks (Landslide and Titan's Fury).

Landslide (Su): This Limit Break allows the archaeon to slam his powerful fist to the ground, causing a shockwave in a 30-ft.-line. All enemies in the area of effect take 2d6 points of earth damage plus an additional 2d6 points of earth damage per four cleric levels after 1st, with a Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) for half damage. Those who fail the save are also pushed back from the archaeon 5 feet plus an additional 5 feet per four cleric levels after 1st and are knocked prone.

Titan's Fury (Su): This Limit Break imbues the archaeon with Titan's power. For a duration of 1 round + 1 round per four cleric levels after 1st, the archaeon gains a +2 bonus to Strength and Constitution scores, 5 temporary hit points, and a DR 1/— (stackable with Body of Stone). At 5th level and every four cleric levels thereafter, the bonus to attributes increases by 2, temporary hit points increases by 5, and DR increases by 1. This limit break requires only a swift action.

Spells: An archaeon casts geomancer spells which are drawn from the geomancer spell list. An archaeon begins play with 3 1st level geomancer spells of his choice. The archaeon also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to his list of spells. Each time a character attains a new cleric level, he gains two spells of his choice to add to his list of spells. The two free spells must be of spell levels he can cast. Like most mages, an archaeon can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a geomancer spell, the archaeon must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against an archaeon's spell is 10 + the spell level + his Wisdom modifier. In addition, an archaeon gains additional MP for having a high attribute (Wisdom).

Class Skills: An archaeon adds Intimidate to his list of class skills. In addition, he gains a bonus on Appraise skill checks equal to half his cleric level.

Favored Weapon: An archaeon adds earth breaker to his list of weapon proficiencies.

Domains: An archaeon gains access to two of the following domains: Destruction, Earth, Protection, Strength.

Deity Abilities: An archaeon gains the following abilities from his deity as he increases in level.

Clobbering Strike (Ex): At 1st level, whenever an archaeon scores a critical hit against an opponent, he may immediately attempt to trip his opponent as a swift action. He does not provoke an attack of opportunity as normal for this trip attempt. He cannot be tripped in return when using this ability.

Mighty Pebble (Su): At 3rd level, as a standard action, an archaeon can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four cleric levels the archaeon possesses. Any creature struck by the pebble takes 1d6 points of earth damage per two cleric levels he possesses. Creatures in squares adjacent to the target take half damage, or no damage if they make a successful Reflex save (DC 10 + half of the cleric's level + his Charisma modifier). If the attack roll misses, treat the

pebble as a thrown splash weapon to determine where it lands. The archaean can use this ability a number of times per day equal to 3 + his Charisma modifier.

Body of Stone (Ex): At 6th level, the flesh of an archaean takes on the hardness of stone. An archaean gains DR 1/— and 10% immunity to critical hits and sneak attacks (as if wearing fortification armor). At 9th level and every 3 cleric levels thereafter, this DR increases by 1 and the immunity to critical hits increases by 10%. At 10th level, an archaean becomes immune to all diseases, including supernatural and magical diseases (such as mummy rot).

Steelbreaker Skin (Su): At 9th level, as a standard action, an archaean can harden his flesh so that weapons that strike him are damaged or destroyed. Anytime a melee or ranged weapon strikes the archaean, the weapon takes an amount of damage equal to his cleric level; this damage ignores up to 10 points of hardness. This ability does not prevent the weapon from harming the archaean unless the damage destroys the weapon attacking him. He can use this ability once per day, but the duration is 1 minute/level. At 15th level, the archaean can use this ability an additional time per day and the damage from this ability ignores up to 15 points of hardness.

Shard Explosion (Su): At 12th level, as a swift action, an archaean can cause jagged pieces of stone to explode outward from his body. These shards deal 1d6 points of earth damage per two cleric levels that he possesses, to all creatures within a 10-foot burst. A successful Reflex save (DC 10 + half of the cleric's level + his Charisma modifier) halves this damage. In addition, the broken shards make the area difficult terrain until the archaean's next turn. He can use this ability once per day, plus one additional time per day at 16th and 20th level.

Quake (Su): At 15th level, once per day, as a standard action, an archaean can cause the ground to shudder and buckle. All creatures within 30 feet of the archaean take 1d6 points of earth damage per two cleric levels and are knocked prone. A successful Reflex save (DC 10 + half of the cleric's level + his Charisma bonus) reduces the damage by half and are not knocked prone. Prone and flying creatures, as well as creatures with the earth glide universal monster ability, are unaffected by this ability. An archaean gains an additional use of this ability at 20th level.

Iron Body (Sp): At 18th level, once per day, an archaean can cast *iron body* as per the spell.

Ageless Stone (Ex): At 20th level, an archaean becomes an outsider with the earth subtype. He gains DR 5/— (which stacks with Body of Stone), immunity to petrification, burrow speed 20 feet, and tremorsense 20 feet. Essentially, he becomes immortal. He ceases aging (though any aging effects already accrued remain in place) and becomes immune to energy drain and death effects, though he can still be killed by other means.