

## Gardener

*These devout followers of the mechanical angel goddess Eden seek only one thing: to provide haven and refuge to all that they come across. Believing themselves and their deity to be the arbiters of paradise and peace, they set out to share her message across the land.*

The gardener is a deific order of the cleric class.

**Limit Breaks (Su):** At 1st level, the gardener receives the Limit Breaks (Divine Refuge and Eternal Breath).

*Divine Refuge (Su):* This Limit Break grants the gardener and those around him a source of divine protection that can save them from the brink of destruction. This creates an aura around the cleric of 30 feet + 10 feet per cleric level, and any creature that performs a violent action (classified the same way as the vanish spell), while within the aura must make a Will save (DC 10 + half of the cleric's level + his Charisma modifier) or the action is canceled, along with any other violent actions taken that turn. This is considered a charm effect. MP that would be spent from a violent spell is not spent, but if that spell is cast outside the aura and then brought into it, then the MP would be spent. Activating this Limit Break is a swift action, and lasts one round + 1 round per four cleric levels after 1st.

*Eternal Breath (Su):* This Limit Break allows the gardener to receive a blessing from Eden to smite down his enemies, conjuring a beam to strike down in a radius of 10 feet + 10 feet per four cleric levels after 1st that's 400 feet high, within a range of 30 feet + 30 feet per four cleric levels after 1st. This beam deals 1d6 damage per cleric level (half holy, half non-elemental) and allows a Reflex save for half damage (DC 10 + half of the cleric's level + his Charisma modifier).

**Spells:** A gardener casts druidic spells which are drawn from the druid spell list. A gardener begins play with 3 1st level druid spells of his choice. The gardener 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, a gardener can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a spell, the gardener 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 a gardener's spell is 10 + the spell level + his Wisdom modifier. In addition, a gardener gains additional MP for having a high attribute (Wisdom).

**Class Skills:** A gardener adds Survival to his list of class skills. In addition, he gains a bonus on Heal skill checks equal to half his cleric level.

**Favored Weapon:** A gardener adds gunblade (standard) to his list of weapon proficiencies.

**Domains:** A gardener gains access to two of the following domains: Community, Knowledge, Protection, Trickery.

**Deity Abilities:** A gardener gains the following abilities from his deity as he increases in level.

**Presence of Paradise (Su):** The gardener can call forth various aspects of the Garden of Eden in order to create various effects. These aspects are called Presences, and manifest as 30-foot auras centered on the gardener. Activating a Presence is a move action, and maintaining it is a free action at the start of each of the gardener's turns. Only one Presence can be active at a time. He can only maintain his Presence for a number of rounds per day equal to 4 + his Charisma modifier. At each cleric level after 1st, he gains 2 additional rounds per day to maintain his Presences.

**Presence of Protection (Su):** At 1st level, the gardener can conjure a Presence that protects them and their allies. This presence grants the gardener and all allies within the aura a +1 sacred bonus to AC. This bonus increases by 1 per four cleric levels after 1st.

**Presence of Spirit (Su):** At 3rd level, the gardener can conjure a Presence that protects against the harshness of magical foes. This grants the gardener and all allies affected by the aura a +1 resistance bonus on saving throws versus spells, as well as elemental resistance equal to half his cleric level. The resistance bonus increases by 1 per three cleric levels after 3rd.

**Presence of Justice (Su):** At 6th level, the gardener can conjure a Presence that delivers retribution to those that would harm those protected by Eden. Whenever an enemy attacks the gardener or an ally affected by the aura with a weapon or touch attack spell, they take 1d6 points of holy damage (no save). At 10th level, this increases to 2d4, then 1d10 at 14th level, and 2d6 at 18th level.

**Presence of Calm (Su):** At 9th level, the gardener can conjure a Presence that soothes those affected by it and keeps their mind at ease. This grants the gardener and all allies affected by the aura a morale bonus to saving throws against compulsion effects equal to his Charisma modifier, as well as allowing all spellcasters to take 10 on concentration checks in order to cast defensively.

**Presence of Sanctity (Su):** At 12th level, the gardener can conjure a Presence that increases the restorative powers of those inside of it. This causes any healing spell cast by the gardener or an ally affected by the aura to heal an additional amount equal to his Charisma modifier.

**Presence of Freedom (Su):** At 15th level, the gardener can conjure a Presence that keeps him and his allies quick and nimble and hard to pin down. This grants the gardener and all allies affected by the aura the effects of the *Haste* and *Freedom of Movement* spells.

**Presence of Faith (Su):** At 18th level, the gardener can conjure an aura that fills those affected with divine energy and faith in themselves which enhances their power. This grants the gardener and all allies affected by the aura an enhancement bonus to their ability scores equal to the gardener's Charisma modifier -1 (minimum 0).

**Garden of Eden (Su):** At 20th level, the gardener has proved himself as a true beacon of protection, safe haven, and peace, and thus gains the ability to join the Garden of Eden. As a standard action that does not provoke, the gardener can either teleport to or out of the Garden, and he can bring with him up to a number of willing creatures equal to his Charisma modifier and material with a weight less than or equal to the combined heavy load of those creatures in either direction. This is considered a 7th spell level non-elemental effect. The Garden of Eden is a demiplane that has the following qualities:

- The demiplane is always shaped as a hemisphere with a diameter of 500 feet.
- The demiplane is always mildly neutral-aligned.
- The demiplane is always positive-dominant and divinely morphic and always has normal gravity, normal time, enhanced magic in regards to effects that use positive energy and impeded magic in regards to effects that use negative energy.
- The demiplane is not elemental-dominant for any element.
- The demiplane does not have a portal.
- The demiplane generates the Presences of Protection, Spirit, Justice, Calm, Sanctity, Freedom, and Faith that covers the entire plane.
- Eden can alter the demiplane in any way that does not conflict with the above restrictions.

The demiplane exists within the Astral Plane, specifically it is located on top of Eden herself. The gardener can communicate telepathically with Eden and other gardeners on the plane as long as he remains on the plane.