

Sentry

The few followers that [Cerberus](#) has tend to be rather dedicated guardsmen, as those who seek to eradicate the undead - and the power to do so - would rather show deference to his master Hades. Nevertheless, some dedicated Sentries draw their power from the hound of the Underworld, whether to defend all they hold dear from menacing undead hordes or simply to keep pests out of their pantries.

The sentry is a deific order of the cleric class.

Limit Breaks (Su): At 1st level, the sentry receives the Limit Breaks (Cerberus's Bite and Magma Phalanx).

Cerberus's Bite (Su): This Limit Break grants the sentry the fierce fangs of Cerberus, allowing him to make a free trip or disarm attempt on every enemy he hits with a melee attack. These combat maneuvers do not provoke attacks of opportunity, use his cleric level in place of his base attack bonus (iterative attack penalties still apply), and can be performed for a duration of 1 round + 1 round per four cleric levels after 1st. This limit break requires only a swift action.

Magma Phalanx (Su): This Limit Break conjures fiery shields around the sentry and all allies within 30 feet of him. These fiery shields grant DR 1/- plus 1 per four cleric levels after 1st. In addition, enemies that strike him or his allies protected by these shields with natural weapons, unarmed strikes, or handheld weapons take 1d6 fire damage + 1d6 fire damage per four cleric levels after 1st. This ability lasts for a duration of 1 round + 1 round per four cleric levels after 1st.

Spells: A sentry casts necromancer spells which are drawn from the [necromancer spell list](#). A sentry begins play with 3 1st level necromancer spells of his choice. The sentry 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 sentry can find or purchase scrolls with spells to add to his repertoire.

To learn or cast a necromancer spell, the sentry 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 sentry's spell is 10 + the spell level + his Wisdom modifier. In addition, a sentry gains additional MP for having a high attribute (Wisdom). All necromancer spells learned by the sentry use his Wisdom modifier instead of Charisma for all spells' effects.

Class Skills: A sentry adds Perception to his list of class skills. In addition, he gains a bonus on Sense Motive checks equal to half his cleric level.

Favored Weapon: A sentry adds spiked chains to his list of weapon proficiencies.

Domains: A sentry gains access to two of the following [domains](#): Animal, Evil, Law, Protection.

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

Constant Vigil (Ex): At 1st level, a sentry adds a +3 profane bonus to concentration checks made to cast defensively when casting cleric spells. In addition, he may use his cleric level in place of his base attack bonus for combat maneuvers made with the [Stand Still](#) feat.

Tightened Chain (Ex): At 3rd level, a sentry may use light shields while wielding a spiked chain without penalty. In addition, he may use his Dexterity modifier instead of his Strength modifier for damage rolls with a spiked chain if he has the [Weapon Finesse](#) feat. At 10th level, he may use heavy shields while wielding a spiked chain without penalty.

Uncanny Dodge (Ex): At 6th level, a sentry can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A sentry with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a sentry already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Swinging Chain (Ex): At 9th level, a sentry can make an attack at his highest base attack bonus as an attack action against a foe within reach. The attack this replaces must be at his highest base attack bonus. If he hits, he deals damage normally and can make an additional attack (using his full base attack bonus) against another foe that is adjacent to the first and also within reach. If his first attack hits an undead or vermin, he deals damage normally and can instead make two additional attacks (using his full base attack bonus) against two other foes that are adjacent to the first and also within reach. These additional attacks can only be gained once per round. When using this ability, the sentry takes a -2 penalty to Armor Class until the start of his next turn. Enemies hit with attacks from swinging chain treat all squares the sentry threatens as difficult terrain until the start of his next turn. Movement abilities that allow a creature to ignore difficult terrain (such as flight) cannot ignore this effect.

Improved Uncanny Dodge (Ex): A sentry of 12th level can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies creatures the flanking bonus by flanking him, unless the attacker has at least four more cleric levels than the target does.

Gates of Hades (Su): At 15th level, a sentry may spend 3 daily uses of channel energy to launch an explosive fireball up to 100 feet away, exploding in a 20-ft.-radius burst. Creatures caught in the area of effect take 1d6 points of fire damage per cleric level (maximum 20d6) and are inflicted with the *burning* status effect for a number of rounds equal to the sentry's Charisma modifier (minimum 1). A successful Reflex save (DC 10 + half of his cleric level + his Charisma modifier) halves this damage and negates the status effect.

Gatekeeper (Su): At 18th level, the sentry can keep the gates between worlds shut tight, locking down teleportation effects. As a standard action, he may designate a space up to 100 feet away to be the center of a [*dimensional lock*](#) effect. In addition, once per round when he strikes an undead or vermin with a melee attack, he may use this ability as a free action, with the creature he hit being the center of the spell effect. In either case, undead and vermin attempting to leave the affected area using their own movement must make a Will save (DC 10 + half of his cleric level + his Charisma modifier) or immediately stop in place and end their movement. A sentry may use this ability a number of times per day equal to 3 + his Charisma modifier.

Triple (Su): At 20th level, a sentry brings the three mouths of Cerberus upon his foes. By activating this ability as a swift action, he may cast up to three cleric spells as a single standard action, so long as the casting time of each spell is 1 standard action or less. He must pay the MP cost for each spell as normal. A sentry may substitute a single spell with a single use of gates of hades, spending 3 daily uses of channel energy as normal. When casting spells defensively using Triple, he must make a separate concentration check for each spell, but he adds his Charisma modifier as a circumstance bonus to the concentration checks. The sentry may use this ability once per day.