

Stonelord

A stonelord is a devoted sentinel of dwarven enclaves, drawing the power of the earth and ancient stone to protect her people.

The stonelord is an archetype of the holy knight class, available only to dwarf holy knights.

Stonestrike (Su): Once per day per holy knight level, a stonelord can draw upon the power of the living rock. As a swift action, she treats her melee attacks until the beginning of her next turn (whether armed or unarmed) as magical and adamantine, including ignoring hardness up to twice her holy knight level, with a +1 bonus on attack and damage rolls, as well as on combat maneuver checks. This bonus also applies to her CMD if she or her target is touching the ground or a stone structure. This bonus increases by +1 at 5th level and every 5 levels thereafter.

This ability replaces cover.

Heartstone (Ex): At 2nd level, a stonelord's flesh becomes progressively rockier. She gains a +1 natural armor bonus to AC and DR/adamantine equal to half her holy knight level. The natural armor bonus increases by +1 at 6th level, and every four levels thereafter, to a maximum of +5 at 18th level. These benefits are halved when not touching the ground or a stone structure.

This ability replaces holy grace.

Stoneblood (Ex): At 3rd level, a stonelord's vitals begin to calcify and her blood transforms into liquid stone. She adds her holy knight level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack with fortification armor or similar effects.

At 9th level, this chance increases to 50% and she becomes immune to petrification.

At 15th level, this chance increases to 75% and she becomes immune to bleed and blood drain effects.

This ability replaces divine health and her blessings gained at 3rd, 9th, and 15th level.

Defensive Stance (Ex): At 4th level, a stonelord gains the defensive stance ability, as a knight, and may select one knight talent at 8th level and every four levels thereafter. Levels of knight stack with her holy knight levels when determining the total number of rounds that she can maintain her defensive stance per day.

This ability replaces the spellcasting gained at 4th level.

Stone Servant (Su): At 5th level, a stonelord may call a Minor Earth Elemental to her side, as a holy knight calls her mount. This earth elemental is Lawful Good in alignment and possesses the celestial template, and it increases in size as the stonelord gains levels, becoming Medium at 8th level, Large at 11th level, Huge at 14th level, Greater at 17th level, and Elder at 20th level.

This ability replaces unwavering confidence.

Stonebane (Su): At 11th level, when using stonestrike, a stonelord's attack gains the bane weapon special ability against creatures with the earth subtype and constructs or objects made of earth or stone.

This ability replaces aura of courage.

Phase Strike (Su): At 13th level, a stonelord's stonestrike may pass through stone and metal as if they weren't there. By spending 2 uses of her stonestrike ability, she may ignore any cover less than total cover provided by

stone or metal, and she ignores any AC bonus from stone or metal armor or shields as if wielding a brilliant energy weapon. A phase strike cannot damage constructs, objects, or creatures with the earth subtype, but unlike a brilliant energy weapon, it can harm undead.

This ability replaces aura of resolve.

Improved Defensive Stance (Ex): At 17th level, a stonelord's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, Will saves, dodge bonus to AC while in a defensive stance increases to +3. Also, the amount of temporary hit points gained when entering a defensive stance increases to 3 per Hit Die. In addition, while in a defensive stance, he may move up to his normal movement without losing the benefit of the stance.

This ability replaces aura of healing.

Stone Body (Ex): At 20th level, a stonelord's body transforms into living stone. She no longer needs to eat, drink, breathe, or sleep, and she becomes immune to earth damage, paralysis, poison, and stunning. She is also no longer subject to critical hits or precision-based damage.

This ability replaces holy champion.