

Peacemen/Peacewomen of Eldath

Pacifistic by nature, those priests favoured by the Quiet One are allowed access to some of her most revered abilities. Those lucky few, called peacemen or peacewoman, are the church leaders, and receive abilities to better fill out their roles as peacekeepers and role-models for the people who are abhorred by violence. As the goddess of quiet ponds and druids groves, Eldath grants boon regarding water as well, so some of the abilities begotten relate to this element as well.

Hit Die: d8

Requirements:

To become a peaceman or peacewoman a character must fulfil all the following criteria:

Race: Human, half-elf. Rarely, but not unheard of: elf, halfling.

Alignment: Neutral good (before her change to goodness, Eldath allowed Neutral as well)

Skills: Diplomacy 8 ranks, Knowledge (nature) 8 ranks, Sense Motive 5 ranks, Swim 5 ranks

Feats: Combat Casting, Exotic Weapon Proficiency (net), Skill Focus (Diplomacy).

Spells: Must be able to cast 3rd level divine spells

Patron: Eldath

Domain: Water or access to at least one of the spells on the Water domain spell list.

Special: Must speak either Aquan or Sylvan; must have accidentally stumbled upon a grove sacred to the goddess where they have received a vision in the water.



Class Skills

The Peaceman's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+0	+0	+2	Eldath's Commandments, Tranquillity 1/day	+1 of existing class
2nd	+1	+0	+0	+3	Eldath's Message +2	+1 of existing class
3rd	+1	+1	+1	+3	Tranquillity 2/day, Enhanced Combat Casting	+1 of existing class
4th	+2	+1	+1	+4	Eldath's Breath, Extra Domain	+1 of existing class
5th	+2	+1	+1	+4	Tranquillity 3/day, Unattackable I	+1 of existing class
6th	+3	+2	+2	+5	Eldath's Aura, Eldath's Tread	+1 of existing class
7th	+3	+2	+2	+5	Water's Defence, Tranquillity 4/day	+1 of existing class
8th	+4	+2	+2	+6	Eldath's Message +4	+1 of existing class
9th	+4	+3	+3	+6	Tranquillity 5/day	+1 of existing class
10th	+5	+3	+3	+7	Unattackable II	+1 of existing class

Class Features:

The following are class features of the peaceman prestige class.

Weapon and armour proficiency: Peacemen or peacewomen gain no additional weapon or armour proficiency.

Spells: At each peaceman or peacewoman level, the character gains new spells per day as if she had also gained a level in a spellcasting class to which he belonged before he entered this prestige class. She does not, however, gain any other benefits a character of that class would have received (improved chance of turning undead, familiar benefits, metamagic or item creation feats, etc). If the peaceman previously had two spellcasting classes, he may choose to which to add the peaceman level for determining spells per day.

Eldath's Commandments: Peacemen are not allowed to wear any armour or use any weapon except the net. Eldathyn are not allowed to initiate attacks or willingly participate in an ambush or other violent plot. Perhaps as a compensation for this, Eldath has granted the peaceman or peacewoman the ability to add his or her Wisdom bonus to his or her AC. This bonus, unlike the Dexterity bonus, is not lost when caught flat-footed, however.

Tranquility (Sp): Peacemen or peacewomen are able to cast *calm emotions* or *sleep* a certain number of times each day. At first level they can cast either spell once per day. At every two levels thereafter, they are allowed one more use of the spell. They may then choose which one they cast at each opportunity. For example, a 3rd level peacewoman may cast *sleep* twice, *calm emotions* twice or both spells once per day.

Eldath's Message (Su): Part of Eldath's portfolio, peace, is voiced through the ability to be able to talk out of battle. At 2nd level, peacemen or peacewomen gain a +2 divine bonus on all Charisma checks or Charisma-related skill checks to prevent or end a violent situation. They may bluff or be as diplomatic or intimidating as they can be, as long as they do not use force to strengthen their words. At 8th level, this bonus increases to +4. Regarding fey, aquatic or sylvan creatures, this bonus is considered 2 points higher.

Enhanced Combat Casting (Ex): Whenever a peaceman or –woman casts a spell that does not directly or indirectly causes harm to an opponent, they gain a bonus of +8 to their Concentration check whenever they do so within combat. This overlaps (does not stack with the bonus) provided by Combat Casting. Adjudicating whether a spell does or does not cause harm is up to the DM, but *charm person* would be appropriate, whereas *summon monster* would not. A spell that causes harm as part of a defensive ability (like *fire shield*) is not considered barred from this ability.

Eldath's Breath (Su): At 4th level, the peaceman or peacewoman is able to breath water as well as air. This functions as the spell for all purposes, but is available whenever necessary and without limits to duration.

Extra Domain: Also at 4th level, the peaceman or –woman is allowed to choose another one of Eldath's domains. He or she now has the abilities of three domains and a choice of three domain spells at each level.

Unattackable I (Ex): At 5th level, a peaceman or peacewoman is expertly trained in parrying attacks by opponents. They may subtract 1d4 points of damage from that dealt to them. Effectively, they gain a hardness of 1d4.

Eldath's Aura (Sp): At 6th level, the peaceman or peacewoman has an aura of peace surrounding him or her. They radiate a *remove fear* spell in a 30 ft. circle.

Eldath's Tread: At 6th level, the peaceman or –woman gains Eldath's blessing when trying to escape via the ponds they are defending. They may *water walk* at will.

Water's Defence (Sp): A peaceman or –woman of level 7 or higher can use the powers of the water to defend him– or herself. She may cast *wall of ice* once per day per class level.

Unattackable II (Sp): At 10th level, the peaceful nature becomes apparent to all those trying to attack her. A constant *sanctuary* spell is in effect on the peaceman or –woman. A Will save (DC 11 + the peaceman or peacewoman's Wisdom modifier) is required each time anyone tries to attack the Eldathyn.