

Warrior Prestige Archetype

Stalwart Defender



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Prestige Archetype Stalwart Defender

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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

Stalwart Defender

Stalwart defenders are masters of claiming an area and refusing to relinquish it. This behavior is more than a tactical decision for stalwart defenders; it's an obsessive, stubborn expression of the need to be undefeated. When stalwart defenders set themselves in a defensive stance, they place their whole effort into weathering whatever foe, conflict, or threat comes their way.

Prestige Class: Stalwart defender from *Pathfinder Role-playing Game: Advanced Player's Guide*.

Role: Stalwart defenders are masters of melee combat, striving to prove that the best offense is a good defense. Stalwart defenders are normally found on the front lines of battle, holding a position to cover their allies, leaping into breaches of opposing formations and holding them open for others, and guarding more vulnerable allies by acting as mobile fortifications, stable points in the ever-changing chaos of battle.

Alignment: Any. Anyone can be as stubborn as a rock and dedicated to holding one point no matter the cost, so stalwart defenders can be of any alignment. The dedication and practice required to learn the talents of a stalwart defender come more easily to characters with a strong respect for order and organization, however, so lawful stalwart defenders are much more common than chaotic ones.

Hit Die: d12.

Starting Gold: 5d6 x 10 gp (175 gp average).

Class Skills

The stalwart defender's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the stalwart defender.

Table 13.1 - Stalwart Defender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Damage reduction 1/—, defensive stance
2nd	+2	+3	+0	+3	Defensive power, uncanny dodge
3rd	+3	+3	+1	+3	AC bonus +1
4th	+4	+4	+1	+4	Damage reduction 2/—, defensive power
5th	+5	+4	+1	+4	Improved uncanny dodge
6th	+6/+1	+5	+2	+5	AC bonus +2, defensive power
7th	+7/+2	+5	+2	+5	Damage reduction 3/—
8th	+8/+3	+6	+2	+6	Defensive power, mobile defense
9th	+9/+4	+6	+3	+6	AC bonus +3
10th	+10/+5	+7	+3	+7	Damage reduction 4/—, defensive power
11th	+11/+6/+1	+7	+3	+7	Greater defensive stance
12th	+12/+7/+2	+8	+4	+8	AC bonus +4, defensive power
13th	+13/+8/+3	+8	+4	+8	Damage reduction 5/—
14th	+14/+9/+4	+9	+4	+9	Defensive power, tireless defensive stance
15th	+15/+10/+5	+9	+5	+9	AC bonus +5
16th	+16/+11/+6/+1	+10	+5	+10	Damage reduction 6/—, defensive power
17th	+17/+12/+7/+2	+10	+5	+10	Last word
18th	+18/+13/+8/+3	+11	+6	+11	AC bonus +6, defensive power
19th	+19/+14/+9/+4	+11	+6	+11	Damage reduction 7/—
20th	+20/+15/+10/+5	+12	+6	+12	Defensive power, mighty defensive stance

Weapon and Armor Proficiency: A stalwart defender is proficient with all simple and martial weapons, all types of armor, and shields (including tower shields).

Damage Reduction (Ex): At 1st level, a stalwart defender gains DR 1/—. At 4th level and every three levels thereafter, this DR increases by one. Damage reduction from different sources does not stack; however, a stalwart defender of 5th or higher level that gains DR from armor (but not from any other source) increases her class-based DR by the value of the armor's DR. Thus a 7th-level stalwart defender wearing adamantine full plate (DR 3/—) has DR 6/—.

Defensive Stance (Ex): At 1st level, a stalwart defender can enter a defensive stance, a position of readiness and trance-like determination. A stalwart defender can maintain this stance for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from the defensive stance and spells like *bear's endurance*, do not increase the total number of rounds that the stalwart defender can maintain a defensive stance per day. The stalwart defender can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in a defensive stance, the stalwart defender gains a +2 dodge bonus to AC, a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. The increase to Constitution grants the stalwart defender 2 hit points per Hit Die, but these hit points disappear when the defensive stance ends and are not lost first like temporary hit points. While in a defensive stance, a stalwart defender cannot willingly move from her current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry her). If she enters a defensive stance while on a moving vehicle she does not control (such as a wagon or ship), she can maintain the stance even if the vehicle moves, as long as she remains stationary relative to the vehicle. If the stalwart defender moves under her own power, even if compelled to do so, her defensive stance ends.

The stalwart defender can end her defensive stance as a free action; after ending the stance, she is fatigued for a number of rounds equal to 2 times the number of rounds spent in the stance. A stalwart defender cannot enter a new defensive stance while fatigued or exhausted

but can otherwise enter a stance multiple times during a single encounter or combat. If a stalwart defender falls unconscious, her defensive stance immediately ends, placing her in peril of death. A defensive stance requires a level of emotional calm, and it may not be maintained by a character in a rage (such as from the rage class feature or the *rage* spell).

Defensive Powers (Ex): As a stalwart defender gains levels, she augments her defensive stance. Starting at 2nd level, the stalwart defender gains a defensive power. She gains another defensive power for every two levels of stalwart defender attained after 2nd level. The stalwart defender gains the benefits of defensive powers only while in a defensive stance. Unless otherwise noted, she cannot select an individual power more than once.

Bulwark (Ex): The defender adds her armor check penalty as a bonus to the DC of opponents attempting to Bluff her and Acrobatics checks to pass by her without provoking an attack of opportunity for moving through spaces she threatens.

Clear Mind (Ex): The stalwart defender may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The stalwart defender must take the second result, even if it is worse. This power can only be used once per defensive stance.

Fearless Defense (Ex): While in a defensive stance, the stalwart defender is immune to the shaken and frightened conditions. She must be at least 10th level before selecting this power.

Halting Blow (Ex): When in a defensive stance, if a foe's movement in the defender's threatened area provokes an attack of opportunity and the stalwart defender successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action. A stalwart defender must have selected the bulwark power prior to selecting halting blow.

Hold the Line (Ex): When in a defensive stance, if a creature takes a 5-foot step out of an area both adjacent to and threatened by a stalwart defender, or if the creature withdraws out of that area, it provokes an attack of opportunity from her. The stalwart defender must be at least 10th level to select this power.

Immobile (Ex): While in a defensive stance, the stalwart defender adds her class level to her CMD against any bull rush, overrun, pull, and push combat maneuvers, as well as grapple attempts to move her. The stalwart defender must be at least 10th level to select this power.

Increased Damage Reduction (Ex): The stalwart defender's damage reduction from this class increases by 1/—. This increase is only active while the stalwart defender is in a defensive stance. She can select this power up to two times. Its effects stack. The stalwart defender must be at least 12th level before selecting this defensive power.

Intercept (Ex): Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the stalwart defender can choose to have the weapon strike her instead of the intended target. The attack automatically hits the stalwart defender, regardless her AC or any miss chance in effect, and she suffers the normal consequences of the attack.

Internal Fortitude (Ex): While in a defensive stance, the stalwart defender is immune to the sickened and nauseated conditions.

Mighty Resilience (Ex): The stalwart defender automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The stalwart defender takes only normal damage from the attack. This power may only be used once per defensive stance. The stalwart defender must be at least 12th level to select this power.

Renewed Defense (Ex): As a standard action, the stalwart defender heals 1d8 points of damage + her Constitution modifier. For every two levels the stalwart defender has attained above 2nd, this healing increases by 1d8, to a maximum of 10d8 at 20th level. This power can be used only once per day and only while in a defensive stance.

Retaliate (Ex): Once per round when in a defensive stance, if a creature threatened by a stalwart defender attacks and hits an adjacent ally, she may make an attack of opportunity against that creature. The stalwart defender must be at least 14th level to select this power.

Roused Defense (Ex): The stalwart defender may enter a defensive stance even if fatigued. While maintaining a defensive stance after using this ability, she is immune to the fatigued condition. Once this stance ends, she is exhausted for 10 minutes per round spent in a defensive stance.

Smash (Ex): While in a defensive stance, the stalwart defender may make an extra attack per round that is either a shield bash or a slam (even if she doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the stalwart defender's full base attack bonus -5. The smash deals 1d4 points of damage if the stalwart defender is Medium (1d3 if she is Small) plus half the character's Strength modifier. The character can make this attack as part of the action to maintain or break free from a grapple; this attack is resolved before the grapple check is made. If the attack hits, any grapple checks made by the stalwart defender against the target this round are at a +2 bonus.

Stalwart Opportunity (Ex): The stalwart defender improves her ability to respond to enemy action and protect her allies when in a defensive stance. She may make a number of additional attacks of opportunity per round equal to her Constitution bonus.

Unexpected Strike (Ex): The stalwart defender can make an attack of opportunity against a foe that moves into any square threatened by the stalwart defender, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per stance. A stalwart defender must be at least 16th level before selecting this power.

Uncanny Dodge (Ex): At 2nd level, a stalwart defender gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flatfooted, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A stalwart defender with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If the character gains uncanny dodge from a second class, she automatically gains improved uncanny dodge (see below).

AC Bonus (Ex): At 3rd level, a stalwart defender receives a +1 dodge bonus to AC. This bonus increases by +1

every three stalwart defender levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Improved Uncanny Dodge (Ex): At 5th level, a stalwart defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the stalwart defender. The exception to this defense is that a rogue at least four levels higher than the stalwart defender can flank her (and thus sneak attack her).

If the character gains uncanny dodge from a second class (see above), she automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a stalwart defender can adjust her position while maintaining a defensive stance. While in a defensive stance, she can take one 5-foot step each round without losing the benefit of the stance.

Greater Defensive Stance (Ex): At 11th level, when a stalwart defender enters defensive stance, the dodge bonus to AC increases to +3, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Tireless Defensive Stance (Ex): Starting at 14th level, a stalwart defender no longer becomes fatigued at the end of her defensive stance.

Last Word (Ex): A stalwart defender learns the last word ability at level 17. Once per day, while in a defensive stance, a stalwart defender can make one melee attack against an opponent within reach in response to an attack that would reduce her to negative hit points, knock her unconscious, or kill her. For example, a stalwart defender has 1 hit point left when a red dragon bites her; the defender may use this ability even if the dragon's bite would otherwise kill her instantly. If the attack hits, roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally). Once the defender's attack is resolved, she suffers the normal effect of the attack that provoked this ability.

Mighty Defensive Stance (Ex): At 20th level, when

a stalwart defender enters defensive stance, the dodge bonus to AC increases to +4, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Favored Class Bonuses

Instead of receiving an additional hit point or skill rank when she gains a level of stalwart defender, the following races have the option of choosing an alternate bonus as defined below.

Dragonblood: Reduce the armor check penalty of armor worn (not shield) by 1/3 point, but not below 0.

Dwarf: Add +1/3 to your Combat Maneuver Defense against bull rush, drag, reposition, and trip combat maneuver attempts.

Elf: Gain +1/4 dodge bonus to Armor Class while wielding a longbow (including composite), longsword, rapier, shortbow (including composite), or any weapon with "elven" in the name.

Gnome: Add +1/3 on saving throws against spells and spell-like abilities.

Half-Elf: The stalwart defender gains +1/6 of a new defensive power.

Half-Orc: The stalwart defender gains +1/6 of a new defensive power.

Halfling: Add +1 to the stalwart defender's CMD when resisting a bull rush or trip attempt.

Human: Add +1 to the stalwart defender's total number of defensive stance rounds per day.

Sample Stalwart Defender

Below is a sample stalwart defender NPC created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Gyaxes Sapphire-Shield

As sits the stone upon my shield, so shall I sit, and will not yield!

Gyaxes Sapphire-Shield (CR 1/2; XP 200)

Female dragonblood stalwart defender 1
LN Medium humanoid (reptilian)

Init +1; **Senses** Perception +4

Defense

AC 20, touch 11, flat-footed 19

(+5 armor, +1 Dex, +1 natural, +3 shield)

hp 16 (1d12+4)

Fort +5, **Ref** +1, **Will** +2; +1 vs. poison

DR 1/—

Offense

Speed 20 ft.

Melee battleaxe +3 (1d8+2/x3) or morningstar +3 (1d8+2)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks defensive stance (7 rounds/day)

STATISTICS

Str 14, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3 (+5 sunder); **CMD** 14

Feats Shield Focus

Skills Bluff +1, Diplomacy +1, Perception +4, Sense Motive +4; **Racial Modifiers** +1 Bluff, +1 Diplomacy

Languages Common, Draconic

SQ dragon magic, gatecrasher

Combat Gear *potion of cure light wounds*; **Other Gear** scale mail, heavy wooden shield, battleaxe, light crossbow with 10 bolts, morningstar, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, gear maintenance kit, 5 porphyrite flakes, rope (50 ft.), torch (5), trail rations (5 days), waterskin, whetstone, 3 sp, 3 cp

Gyaxes Sapphire-Shield (CR 4; XP 1,200)

Female dragonblood stalwart defender 5

LN Medium humanoid (reptilian)

Init +1; **Senses** Perception +7

DEFENSE

AC 22, touch 12, flat-footed 22

(+6 armor, +1 Dex, +1 dodge, +1 natural, +3 shield)

hp 68 (5d12+30)

Fort +8, **Ref** +2, **Will** +4; +5 vs. poison

DR 2/—; **Defensive Abilities** improved uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +8 (1d8+2/x3) or morningstar +7 (1d8+2)

Ranged mwk light crossbow +7 (1d8/19-20)

Special Attacks defensive powers (bulwark, halting blow), defensive stance (16 rounds/day)

STATISTICS

Str 14, **Dex** 13, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +7 (+9 sunder); **CMD** 19

Feats Power Attack, Shield Focus, Toughness

Skills Bluff +1, Climb +6, Diplomacy +1, Perception +7, Sense Motive +7, Swim +0; **Racial Modifiers** +1 Bluff, +1 Diplomacy

Languages Common, Draconic

SQ AC bonus +1, dragon magic, gatecrasher

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds* (2); **Other Gear** masterwork agile

breastplate, masterwork darkwood heavy wooden shield, masterwork battleaxe, masterwork light crossbow with 20 bolts, morningstar, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, gear maintenance kit, *muleback cords*^{UE}, 5 porphyrite flakes, rope (100 ft.), torch (5), trail rations (5 days), waterskin, whetstone, 5 pp, 23 gp, 3 sp, 3 cp

Gyaxes Sapphire-Shield (CR 9; XP 6,400)

Female dragonblood stalwart defender 10

LN Medium humanoid (reptilian)

Init +2; **Senses** Perception +9

DEFENSE

AC 28, touch 16, flankers 28

(+7 armor, +2 Dex, +4 dodge, +1 natural, +4 shield)

hp 130 (10d12+60)

Fort +11, **Ref** +5, **Will** +7; +10 vs. poison

DR 4/—; **Defensive Abilities** improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +14/+9 (1d8+3/x3) or morningstar +13/+8 (1d8+3)

Ranged mwk light crossbow +13 (1d8/19-20)

Special Attacks defensive powers (bulwark, halting blow, intercept, renewed defense, stalwart opportunity), defensive stance (26 rounds/day)

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +13 (+17 sunder); **CMD** 29 (31 vs. sunder)

Feats Dodge, Improved Sunder, Power Attack, Shield Focus, Toughness

Skills Bluff +1, Climb +12, Diplomacy +1, Perception +9, Sense Motive +9, Swim +6; **Racial Modifiers** +1 Bluff, +1 Diplomacy

Languages Common, Draconic

SQ AC bonus +3, dragon magic, gatecrasher, mobile defense

Combat Gear *potion of cure moderate wounds* (3), *potion of enlarge person* (2), *potion of shield of faith* (2); **Other Gear** +1 *mithral agile breastplate*, +1 *darkwood heavy wooden shield*, masterwork battleaxe, masterwork light crossbow with 20 bolts, morningstar, backpack, bedroll, *belt of giant strength* +2, belt pouch, *everburning torch*, explorer's outfit, flint and steel, gear maintenance kit, 5 porphyrite flakes, rope (100 ft.), trail rations (5 days), waterskin, whetstone, 20 pp, 13 gp, 3 sp, 8 cp

Gyaxes Sapphire-Shield (CR 14; XP 38,400)

Female dragonblood stalwart defender 15

LN Medium humanoid (reptilian)

Init +2; **Senses** Perception +13

DEFENSE

AC 32, touch 20, flat-footed 32

(+7 armor, +2 deflection, +2 Dex, +6 dodge, +1 natural, +4 shield)

hp 163 (15d12+90)

Fort +16, **Ref** +10, **Will** +12; +15 vs. poison

DR 5/—; **Defensive Abilities** improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *battleaxe* +20/+15/+10 (1d8+5/x3) or mwk morningstar +20/+15/+10 (1d8+4)

Ranged mwk light crossbow +18 (1d8/19-20)

Special Attacks defensive powers (bulwark, halting blow, hold the line, intercept, renewed defense, retaliate, stalwart opportunity), greater defensive stance (36 rounds/day)

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +19 (+25 sunder); **CMD** 39 (41 vs. sunder)

Feats Dodge, Greater Sunder, Improved Sunder, Improved Vital Strike, Power Attack, Shield Focus, Toughness, Vital Strike

Skills Bluff +1, Climb +12, Diplomacy +1, Perception +13, Sense Motive +13, Swim +8; **Racial Modifiers** +1 Bluff, +1 Diplomacy

SQ AC bonus +5, dragon magic, gatecrasher, mobile defense, tireless defensive stance

Combat Gear *potion of barkskin*, *potion of cure serious wounds* (2), *potion of enlarge person* (2), *stonewall elixir's plumed helm*; **Other Gear** +1 *mithral agile breastplate*, +1 *darkwood heavy wooden shield*, +1 *battleaxe*, masterwork morningstar, masterwork light crossbow with 20 bolts, backpack, bedroll, *belt of giant strength* +4, belt pouch, *cloak of resistance* +3, *everburning torch*, explorer's outfit, flint and steel, gear maintenance kit, 5 porphyrite flakes, rope (100 ft.), trail rations (5 days), waterskin, whetstone, 13 gp, 3 sp, 8 cp

“It is decreed that since the days of The Lizard Kings, the blood of the Winged Kings shall arise in the people of the So’Cha, Ma’linas, and A’tez, and that they shall be recognized as sacred, and not due any abuses. The bloodline of Dragons shall be held sacred, the dragon-bloods shall know the respect of the crowns of crystal, and those that speak their tongue shall speak for the Three Courts, and be their Stalwart Defenders...” – Lord Ogema Thunderchild, Fragile Son of the A’tez

Gyaxes was born under another name, as all dragon-bloods are, to a family of minor court functionaries in the Fourlands city of Solimat. She was highly fortunate, as the traditions in the Clandoms indicated a dragon-blood birth as a good omen. She was raised in the temple of Lord Shankhil the Gatekeeper, trained in the defense of the Fragile Ones, the ruling caste of the great city of Solimat. She adopted the purple stone of porphyrite as her totem, and incorporated the mystical mineral into her great shield as her heraldry. On missions for the Fragile Ones, Gyaxes Sapphire-Shield helped support the shaky power of the cities in the wild lands of the So’Cha nomads, exercising the will of civilization and expounding Shankhil when she could. Gyaxes specialized in border actions, moving against the alien female warriors of the Advent Imperiax, the secretive, paranoid elves of Iluriel, and the treasure-hunters of Mount Xoa. It was on the slopes of Xoa, on the Great Road that Gyaxes nearly fell to the axe of Chaul-Grey, crazed leader of the Grey Reivers, duergar fanatical zealots who lay waste to her expedition. Gyaxes in torn between the slow-burning draconic need for revenge, and turning once again to serve her masters and the Twilight Man; between duty and bloodlust...

Stonewall Elixir's Plumed Helm

Aura faint transmutation; **CL** 5th

Slot none; **Price** 750 gp; **Weight** —

Description

This gritty paste is standard-issue for many front-line defenders of dwarven colonies in the underworld, as it can quickly turn a small party of fighters into an impregnable defensive wall. When consumed, it grants +2 enhancement bonuses to armor class, Strength, and Constitution for 1 minute, and the imbiber gains DR 1/-, which stacks with existing DR. The price paid, however, is that the user gains a stony exterior, and cannot willingly move from the position that they took when the elixir was consumed. This includes any willing movement such as *teleportation*, 5-foot step, or being carried by their fellows. When the *stonewall elixir's* duration expires, the drinker takes 1 point of Dexterity damage.

Construction

Requirements Craft Wondrous Item, *rage*, *calm emotions*, creator must possess personal damage reduction;

Cost 375 gp

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