

# Harvester

*The world has become an untamed field. Left fallow by darkness and villainy. I am here to separate the wheat from the chaff.*

**Prerequisites:** Any divine class, must worship Chauntea

You are the voice of the Great Mother amongst the people. Everywhere her blessings bring prosperity and growth, you are welcomed. But in the years since the Spellplague, the world has grown wild. Foul beasts and aberrations encroach on even the most peaceful of lands, threatening to swallow whole the pastoral life that Chauntea holds dear. Only you stand between darkness and the simple folk.

You strive against the Spellplague, as it is an example of nature gone awry. The cults of Talona and Malar are to be opposed wherever they arise, as their "natural order" is nothing more than perversion designed to render nature back to chaos and destruction.

Harvesters are most often wandering priests, or servants of the land that minister to farm lands and rural communities. Generous and giving, they are often seen as healers of the land, whose arrival means good fortunes for crops to come. But when evil shows its face, many are shocked to find the Harvesters resolve as sturdy as the earth herself.

## Harvester Path Features

**Voice of the Great Mother (11th Level):** You gain the ability to speak with and understand all NPCs with the Plant or Earth Keywords, regardless of language. You gain a +5 power bonus to Diplomacy rolls with those NPCs.

**Lessons of Sap and Vine (11th Level):** When you spend an action point, you gain +2 power bonus to Fortitude and Regeneration of 5 + your Wisdom modifier until the end of your next turn.

**Fruits of the Great Garden (16th Level):** You gain Resist Poison equal to 5 + your Wisdom modifier. You gain one additional healing surge per day. Additionally, you also gain a +1 bonus to saves versus effects with the Poison or Necrotic keywords.

# Harvester Prayers

## Mother's Embrace Harvester Attack 11

*The very ground beneath your enemies roils and breaks, shooting up to trap them in twisted rock and vine*

**Encounter** ♦Divine, Force, Implement

**Standard Action**

**Target:** All enemies in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier and target is restrained(save ends)

**Effect:** This power creates a zone of broken rocks and vine. All squares in the zone count as difficult terrain. Any enemy that ends its move in the zone is restrained(save ends).

**Sustain Minor:** The zone persists

## Breath of Life Harvester Utility 12

*Just as Chauntea breathed life into Faerun, you breathe renewal back into a fallen comrade.*

**Daily** ♦Divine, Healing

**Immediate Reaction** Close burst 10

**Trigger:** When an ally in the burst drops to 0 hp or below

**Target:** One Ally

**Effect:** The target regains one healing surge as well as the use of their second wind. They gain regeneration equal to one-half your level + your Wisdom modifier until the end of your next turn.

## Reap and Sow Harvester Attack 20

*The air shimmers with ghostly scythes, slashing through as they reap the harvest of the unjust.*

**Daily** ♦Divine, Force, Zone, Implement

**Standard Action** Close burst 5

**Target:** All enemies in the burst

**Attack:** Wisdom vs. AC

**Hit:** 6d4 + wisdom modifier, and target is knocked prone.

**Effect:** . This power creates a zone of phantasmal scythes that slice at your enemies. Any enemy that starts its turn in the zone takes your Wisdom modifier Force damage.

**Sustain Standard:** The zone persists. You can move the center of the zone up to your Wisdom modifier in squares per round.