

The Warden



The Warden

Credits

Author: Brad Whittingham

Creative Director: Adam Meyers

Interior Art: Gennifer Bone, Eric Lofgren, Juan Dlanderas, Dean Spencer

Cover Art: Gennifer Bone

Layout: Rachel Meyers

Editing: Johannes Lubber

Special Thanks: Steven Apert, Wren Rosario, Derfael Oliveira, David Spektorov, Johannes Lubber, James Allen, Grace F, Logan S, Paul Fossgreen, Thomas Grady, Hal Kennette, Spencer Gross, Lucas Hopegood, David Barnett

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Chapter 1

Introduction

This handbook is intended to provide a wider array of options to support and aid your allies. Whether you aid them through magical or mundane means, these additional options will provide you options for both. This handbook also introduces a new champion class, **the Warden!** A stalwart guardian that focuses on guarding specific allies, and enhancing the allies around him.

Section 5 - Advanced/Legendary Talents: This section includes new legendary and advanced talents for spheres such as Alchemy, Athletics and Warleader.

Section 6 - Bestiary & NPCs: This section includes the Warden iconic: Merry, in addition to Primal Elementals; creatures birthed from nature to protect nature.

Navigating This Book

Section 2 - The Warden: This section introduces a new Champion class: the Warden. This champion focuses on guarding specific allies, and putting themselves first in the line of battle. This section also includes several archetypes, from the Custodian that is dedicated to a single person, to the debilitating and hampering Jailer.

Section 3 - Archetypes and Class Options: This section details new archetypes and class options for various classes that focus around defending your allies and debilitating your enemies. The archetypes included are as follows:

Tranquil Soul: An unchained monk archetype dedicated to healing his allies through his ki.

Steelsoul Monk: An unchained monk archetype focused on being immovable and resolute.

Avatar: A champion druid archetype that uses the wilds as both their shield and sword.

Valiant Champion: A champion paladin archetype that enhances their supportive capabilities.

Section 4 - Basic Talents: This section includes new talents for both combat and magic spheres, including talents for the Alchemy, Life, Protection and Warleader spheres.



Chapter 2

The Warden

“Who needs a good defense when they have me?”

The warden is a tireless defender whose pure will to defend those around him have manifested into a source of magic. This source varies from warden to warden, but typically emerges from an ideal that the warden holds dear. Despite varying sources of this magic, all wardens share the common goal of defending those they hold dear, even if that means sacrificing themselves for this purpose.

Role: A warden defends their party using a combination of defensive magic, incredible reflexes, and sheer force of will.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Trained

Class Skills: The warden’s class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Profession (Wis), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The warden is proficient with all simple weapons, light armor, and bucklers. In addition, if this is this character’s first level in any class, they may select a martial tradition of their choice.

Casting: A warden may combine spheres and talents to create magical effects. A warden is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

Blended Training: The warden gains a combat or magic talent every time he gains a class level, according to **Table: Warden**. Warden’s use their casting ability modifier as their practitioner modifier.

Spell Pool: A warden gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Vigil (Su): Whereas some casters draw their magic from a divine presence or years of practice, the warden instead draws his magic from his will to protect. At 1st level, the warden chooses the source of his protective nature, known as a vigil. Once selected, this choice cannot be changed.

At 3rd level, the warden gains a vigil ability that augments his guard ability, in addition to gaining an additional vigil ability every 4 class levels beyond 3rd.

Mystical Guardian: A warden gains the Guardian sphere as a bonus sphere, although he must select the (patrol) package. The warden also gains the sphere associated with his vigil as a bonus sphere.

Steadfast (Ex): A warden may make 1 additional attack of opportunity per round. For every 5 class levels that the warden possesses, he may make an additional 1 attack of opportunity per round. These additional attacks of opportunity stack with those granted by the Combat Reflexes or Muscular Reflexes feat.

Guard (Su): At 2nd level, as a standard action (or as a swift action by spending a spell point), the warden can form a mystical bond with a single ally within 30 feet, making them the warden’s guarded ally. A guarded ally gains a +1 bonus to their AC. This bonus increases by 1 at 6th level and every four levels thereafter. The ally retains these benefits until the warden chooses a new guarded ally, or when he would fall unconscious or be killed.

A creature can only benefit from one guard at a time. If a second guard would be established on the creature, the caster must attempt a magic skill check against the MSD of the original caster of guard. If the creature succeeds, the original guard is removed, and is no longer considered the guarded ally of the original warden. If the creature fails, their guard attempt has no effect.

The bonus to AC granted by this ability is considered the warden’s guard bonus for the purpose of the warden’s class abilities.

Table: The Warden

<i>Class Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Reflex Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Blended Training Talents</i>	<i>Caster Level</i>
1st	+0	+2	+0	+2	Blended training, casting, mystical guardian, spell pool, steadfast, vigil	1 (+2 magic)	+0
2nd	+1	+3	+0	+3	Guard (+1), reinforcement	2	+1
3rd	+2	+3	+1	+3	Indomitable, routine patrol, vigil ability	3	+2
4th	+3	+4	+1	+4	Focusing guard, reinforcement	4	+3
5th	+3	+4	+1	+4	Expanded guard (two), projected empathy	5	+3
6th	+4	+5	+2	+5	Guard (+2), reinforcement	6	+4
7th	+5	+5	+2	+5	Lingering guard, vigil ability	7	+5
8th	+6/+1	+6	+2	+6	Reinforcement, self-sufficiency	8	+6
9th	+6/+1	+6	+3	+6	Improved patrol, improved indomitable	9	+6
10th	+7/+2	+7	+3	+7	Guard (+3), reinforcement	10	+7
11th	+8/+3	+7	+3	+7	Expanded guard (three), vigil ability	11	+8
12th	+9/+4	+8	+4	+8	Reinforcement	12	+9
13th	+9/+4	+8	+4	+8	-	13	+9
14th	+10/+5	+9	+4	+9	Guard (+4), reinforcement	14	+10
15th	+11/+6/+1	+9	+5	+9	Vigil ability	15	+11
16th	+12/+7/+2	+10	+5	+10	Reinforcement	16	+12
17th	+12/+7/+2	+10	+5	+10	Expanded guard (four), tireless protector	17	+12
18th	+13/+8/+3	+11	+6	+11	Guard (+5), reinforcement	18	+13
19th	+14/+9/+4	+11	+6	+11	Vigil ability	19	+14
20th	+15/+10/+5	+12	+6	+12	Reinforcement, warden of the many	20	+15

Reinforcement (Su): At 2nd level and every 2 levels thereafter, the warden gains new ways of defending or otherwise aiding his allies, and may select a reinforcement from the following list. The DC of any saving throw called for by a reinforcement is equal to 10 + 1/2 the warden's level + the warden's casting ability modifier. Each reinforcement may only be selected once unless otherwise noted.

Benevolent Guard (requires altruism): The warden's guarded allies gains a circumstance bonus to Diplomacy and Heal checks equal to twice the warden's guard bonus.

Bodyguard: The warden gains the Shield sphere as a bonus sphere. Additionally, at 5th level, the warden's projected empathy class feature may also be used with his Shield sphere abilities.

Channel Energy (requires acceptance): The warden gains the ability to channel positive energy, as the cleric class feature. The warden uses his class level -2 (minimum 1) as his cleric level, and may channel positive energy a number of times per day equal to 1 + his casting ability modifier (minimum 1).

Communal Perception (requires intuition, warden 12): The warden and his guarded allies may spend a standard action at any point to share their senses with the warden or another guarded ally,

as long as the intended ally is within medium range. This grants the ally the ability to see, smell, hear, etc. whatever the other ally does, but is affected by dense materials as if it were a (divine) talent.

Defend Ally: The warden gains the Defend Other talent from the Guardian sphere. Additionally, when he has his martial focus, the warden may use his Defend Other talent by expending an attack of opportunity instead of an immediate action.

Distant Protector: The range of the warden's guard ability increases to 50 feet + 5 feet per warden level. This reinforcement can be selected twice, increasing the range of the warden's guard ability to medium range (100 feet + 10 feet per warden level).

Enchanted Reflexes: The warden gains Combat Reflexes as a bonus feat, and may use his casting ability modifier instead of his Dexterity modifier to determine the number of additional attacks of opportunity he can make per round.

Focused Vigil: The warden chooses a vigil that he possesses. The warden uses his class level as his caster level for his chosen vigil. This stacks normally with caster levels gained from other sources.

Focusing Guard (requires courage): As a move action, the warden's guarded allies may suspend the benefits of his guard until the end of their next turn to regain their martial focus.

Fortune Favours the Bold (requires luck, warden 6): Whenever an ally within the warden's threatened area would attempt a saving throw that has a partial effect on a successful save, as an immediate action, the warden can allow the ally to roll the saving throw twice and take the lowest result. If the result is a success, the ally suffers no effect from the effect.

Grant Reaction (requires sentimentality): Whenever an ally within the warden's area of *patrol* would be unable to make an attack of opportunity due to having no more attacks of opportunities remaining, the warden may expend an attack of opportunity to grant the ally an additional attack of opportunity.

Grasping Guard (requires courage): The warden's guarded allies gains a bonus to CMB equal to his guard bonus.

Greater Indomitable (requires warden 12): The warden becomes immune to any unwilling teleportation effects, and may reduce any forced movement (such as a bull rush attempt) by an additional 10 feet, stacking with the effects of his improved indomitable ability.

Grounding Guard (requires warden 10): The warden's guarded allies may roll any saving throws against teleportation effects twice and take the highest result, and may reduce any forced movement by 10 feet, to a minimum of 0 feet. These benefits last for the duration of the guard.

Improved Primal Bulwark (requires spirit, warden 14): Whenever the warden would use his primal bulwark vigil ability, he may spend an additional spell point to enhance his primal bulwark, granting greater effects.

- *Air:* The granted fly speed is doubled, and becomes (perfect) maneuverability.
- *Earth:* The granted fortification increases to *medium fortification* (50% chance to negate a critical hit or precision damage)
- *Fire:* The granted fire resistance increases to fire resistance 15.
- *Metal:* The warden's guarded allies also gains DR/adamantine equal to the warden's casting ability modifier (minimum 1).
- *Plant:* Whenever one of the warden's guarded allies would be attacked, they may use an immediate action to make a free grapple attempt against the attacker, with the CMB for this check being equal to the warden's class level + his casting ability modifier.
- *Water:* The granted cold resistance increases to cold resistance 15.

Insightful Guard (requires intuition): The warden's guarded allies gains a circumstance bonus to two Knowledge skills of the warden's choice equal to twice the warden's guard bonus. This choice is made the first time the warden begins a guard, with all guards he creates after the first using the chosen skills until the warden next regains spell points.

Manipulate Focus (requires willpower): Whenever an ally or enemy would attempt a concentration check within the warden's guard range, as an immediate action or by expending an attack of opportunity, he may either grant a bonus or penalty to the concentration check equal to twice his guard bonus.

Phrenic Library (requires willpower): The warden gains the Mental Archive Mind talent as a bonus talent. Additionally, the warden's guarded allies may access the warden's archived memories, and may even store the warden's archived memories within their own archived memories if they also possess the Mental Archive talent.

Psionic Link (requires willpower, warden 6): The warden's allies gain the ability to communicate telepathically with the warden and his allies as long as they remain within his guard range. Additionally, the warden and his guarded allies may communicate telepathically for up to long range (400 feet + 40 feet per warden level).

Resistant Guard (requires selflessness, warden 12): Whenever the warden would use his energy guard vigil ability, the resistance granted applies to all energy types, such as force, sonic, positive energy, negative energy, etc.

Rooted Guard (requires spirit): The warden's guarded allies double the bonus to their CMD granted by guard against bull rush, overrun, reposition, and trip attempts.

Secondary Vigil, Minor (requires magic sphere of chosen vigil, warden 6): The warden gains the 3rd level vigil ability from another vigil he does not already possess. The warden is counted as possessing this vigil for the purposes of selecting reinforcements. This reinforcement may be taken again at 12th and 18th level. Each time it is taken, he selects another vigil.

Secondary Vigil (requires magic sphere of chosen vigil, minor secondary vigil, warden 10): The warden gains the 7th level vigil ability from the vigil chosen with the minor secondary vigil reinforcement. This reinforcement may be taken multiple times. Each time it is taken, he selects another vigil chosen with the minor secondary vigil reinforcement.

Secondary Vigil, Major (requires magic sphere of chosen vigil, minor secondary vigil, secondary vigil, warden 14): The warden gains the 11th level vigil ability from the vigil chosen with the minor secondary vigil reinforcement. This reinforcement may be taken multiple times. Each time it is taken, he selects another vigil chosen with the secondary vigil reinforcement.

Shrouded Morality (requires obscurity, warden 6): As long as an ally is within dim light or darkness and is within the warden's threatened area, the ally is considered to have no alignment for the purposes of harmful effects dependant on alignment, including divination attempts.

Spiteful Challenge (requires Guardian (challenge) package, warden 6): Whenever one of the warden's guarded allies would be dealt damage by an enemy, as long as the enemy can see or hear the warden, he may expend his martial focus and an attack of opportunity to challenge the enemy. If the warden possesses the Swift Guardian talent, he does not need to expend his martial focus as part of using this ability.

Stalwart Radiance (requires purity, warden 12): Whenever the warden or one of his guarded allies would succeed at a Fortitude or Will saving throw against an attack that has a partial effect on a successful save, they instead avoid the effect entirely.

Suspended Guard (requires sentimentality, warden 6): When using his guard ability, he may instead choose two creatures to benefit from a suspended guard. A suspended guard does not grant any benefits to the chosen creatures, however, as an immediate action, the warden may choose one of the chosen creatures to immediately gain the benefits of his guard ability.

Squadron Guardian (requires War sphere): The warden gains the Squadron Commander feat as a bonus feat. He must meet all prerequisites as normal. This reinforcement may be taken multiple times. Each time, he selects another squadron feat.

Transfer Affliction (requires altruism): Whenever the warden's guarded allies would be inflicted with the blinded, confused, dazed, dazzled, exhausted, fascinated, fatigued, nauseated, paralyzed, sickened, staggered, or stunned condition, the warden may instead inflict this condition on himself instead of his ally as an immediate action. This ability does not function if the warden would be immune to the condition he is attempting to transfer.

Unifying Guard: Whenever the warden would use his guard ability, he may choose a single teamwork feat he possesses that the ally meets the prerequisites for. The warden's guarded ally gains the benefits of the chosen feat as long as the guard is active.

Vigilance (requires warden 6): Whenever the warden has a guarded ally, he may roll initiative rolls twice and take the most favourable result. Additionally, the warden may use his guard ability as an immediate action by expending his martial focus.

Warded Sentry (requires selflessness): Whenever the warden would use his *patrol* ability, he may spend a spell point to apply the effects of one (ward) talent to his area of *patrol*. The warden must pay any associated costs with the chosen (ward) talent, and lasts until the end of his next turn. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ward by one additional round without spending a spell point. The warden may only apply the effects of one (ward) talent to his *patrol* this way.

Indomitable (Ex): At 3rd level, a warden's training develops, making him resolute against both physical and mental attacks. The warden gains a +2 bonus on saving throws against mind-affecting effects, and to his CMD.

Routine Patrol (Ex): At 3rd level, the warden no longer requires having his martial focus when using his *patrol* ability of the Guardian sphere. Additionally, when the warden would use his *patrol* ability while he has martial focus, he may treat his warden level as his base attack bonus for the purposes of the increased threatened area.

Focusing Guard (Ex): At 4th level, the warden can regain his martial focus by using his guard ability as a standard action.

Expanded Guard: The warden's incredible vigilance over his allies begins to broaden. At 5th level, the warden may have up to two guarded allies at one time. The warden may have an additional guarded ally at one time at 11th and 17th level. If the

warden would attempt to guard another creature beyond this maximum, the warden must choose a guarded ally to lose the benefits of his guard.

Projected Empathy (Su): At 5th level, as long as the warden can see a guarded ally, they are considered to be 10 feet closer to the warden for the purposes of the range of magical sphere effects that he casts (including touch effects). This increases to 30 feet at 10th level, 100 feet at 15th level, and at 20th level is considered being adjacent to the warden.

Lingering Guard (Su): At 7th level, whenever the warden would fall unconscious or be killed, his guarded allies retains the benefits of being under his guard for an additional 2 rounds. If the warden would become conscious again before these rounds end, the warden's guard instead remains active.

Self Sufficiency: At 8th level, as long as he has a guarded ally, the warden is treated as being his own guarded ally, gaining the benefits as normal (except for abilities that explicitly require the warden to use his guard ability to apply a benefit to a guarded ally).

Improved Indomitable (Su): At 9th level, the warden becomes an immovable guardian of his allies. The warden may roll any saving throws against teleportation effects twice and take the highest result, and may reduce any forced movement (such as a bull rush attempt) by 10 feet, to a minimum of 0 feet.

Improved Patrol (Ex): At 9th level, when the warden would use his *patrol* ability, his movement does not provoke attacks of opportunity. Additionally, the warden may expend his martial focus when using *patrol* to consider his base attack bonus as being 4 higher when calculating his threatened area with *patrol*.

Tireless Protector (Su): At 17th level, the warden becomes immune to fatigue, exhaustion, and nonlethal damage.

Warden of the Many (Su): At 20th level, the warden becomes an unstoppable protector of those under his charge, his resolve surpassing even the finality of death itself. The warden may have up to five guarded allies at one time. Additionally, whenever the warden would fall unconscious or be slain, his soul rises from his body, appearing barely visible and ethereal.

While within this ethereal form, the warden may move in any direction (even up or down, albeit at half his normal speed), and may move through solid objects and living creatures, essentially being considered as an ethereal creature, except that he may still cast harmless spells and sphere effects upon his allies as long as he remains within this form.

The warden remains within this form for up to 1 minute, after which the soul returns to his body, immediately becoming stable and conscious again if he was unconscious, or linger for a moment if he was slain.

Warden Vigils

A vigil is the amalgamation of a warden's resolve, endurance, and intent to protect those he cares for. Whereas these qualities can be found anywhere, it usually takes an innate spark of magic and a dire situation to ignite these qualities into a vigil, creating the beginning of a warden.

Acceptance

A warden of acceptance is aware of the inevitability of death, and despite coming to terms with it, still defends his allies to ensure that they come to death naturally. These wardens are the bane of undead, and commonly protect their allies from the brink of death.

Vigil Sphere: Death

Accepting Guard: An accepting warden's guard feels serene and calming. At 3rd level, the warden's guard immediately stabilizes his guarded allies when they would fall unconscious. If the warden would fall unconscious at the same time as the guarded ally (such as both being damaged by an area of effect), the ally is stabilized first, then loses the guard's benefits. Additionally, the warden's guarded allies gain a bonus to their Constitution score when determining when hit point damage would kill them equal to twice the warden's guard bonus.

Grave Sight: At 7th level, the warden can, as a standard action, grant himself the benefits of either the divine life or divine undead alternate divination, instead having a range of close, and lasting 1 round per class level.

Tranquil Patrol: At 11th level, the warden may spend a spell point when using his *patrol* ability to instill the area around him with calming energy. Enemies attempting to enter or move within the warden's area of *patrol* must succeed a Will saving throw or be unable to move closer to the warden. Affected creatures may still move sideways or backwards. Undead creatures affected by this ability must roll their saving throw twice and take the lowest result. Creatures who succeed their saving throw but remain within the area must attempt a new saving throw every round they remain within the area. This ability lasts for a number of rounds equal to 1/2 the warden's class level.

Soul Ward: At 15th level, the warden's guarded allies are instilled with a sense of calm and acceptance, and may roll saving throws against negative levels, Death sphere abilities, and death effects twice, taking the most favourable result.

Spirit's Ascension: At 19th level, the warden may spend 2 spell points as a standard action to grant a guarded ally the ability to flicker between life and death. For the next minute, the ally may spend a move action at any time to become incorporeal. While incorporeal, the guarded ally may move in any direction and pass through solid objects, in addition to the other benefits to being incorporeal. After this minute has passed, the ally becomes corporeal.



Altruism

A warden of altruism tries to remain kind and optimistic whenever they can, and are always a beacon of hope and generosity among their allies. These wardens make great healers, always trying their best to prevent pain and anguish wherever they go.

Vigil Sphere: Life

Altruistic Guard: An altruistic warden's guard feels warm and invigorating. At 3rd level, the warden's guarded allies gain a bonus to Fortitude saves equal to the warden's guard bonus. Additionally, the warden is always aware of the condition of his guarded allies, as the Discern Condition Scout sphere talent.

Rejuvenating Presence: At 7th level, the warden may spend a spell point when using his *patrol* ability to grant all allies within his area of *patrol* fast healing equal to his casting ability modifier (minimum 1) until the end of his next turn. This healing cannot heal a creature beyond half their maximum hit points. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without spending a spell point.

Sustain Harm: At 11th level, whenever an ally within the warden's area of *patrol* suffers damage while he has *patrol* active, he may expend an attack of opportunity to reduce the damage taken by an amount equal to the warden's class level.

Disperse Healing: At 15th level, whenever the warden would recover hit points or ability damage, as a free action, he may divert any amount healed to any allies within his guard range. The amount diverted may differ for each ally, but the warden must heal at least 1 hit point or point of ability damage for this ability to function.

Lifebound Connection (Su): At 19th level, the warden's guarded allies become immune to ability damage and drain (ignoring the effects of any ability damage or drain they may have at the time for the guard's duration), in addition to maximizing any effect that would heal hit point damage.

Additionally, all guarded allies within the warden's guard range do not die until their negative hit point total exceeds twice their Constitution score.

Courage

A warden of courage is a fearless and brave leader, always standing in attention and ensuring their allies follow suit. These wardens make great warriors and leaders, and tend to prefer offense over the typical defense.

Vigil Sphere: War

Courageous Guard: A courageous warden's guard feels exhilarating. At 3rd level, the warden's guarded ally gains a morale bonus to weapon attack rolls equal to his guard bonus. Additionally, as long as the warden can see his guarded allies, they are treated as being within his *totem* radius for the purposes of using his War sphere abilities.

Trained Strike: At 7th level, the warden's guarded allies may change all rolled 1s and 2s to 3s when rolling weapon damage rolls, and may treat their first attack roll made in a round as being 1 higher for the purposes of determining whether the attack threatens a critical hit.

Aided Devastation: At 11th level, whenever the warden or an ally within his guard range would threaten a critical hit, the warden may expend his martial focus and a spell point as an immediate action to immediately confirm the critical hit.

Fearless: At 15th level, the warden's guarded allies are immune to fear effects. Additionally, whenever the warden would have a *patrol* active, allies within his area of *patrol* gain a +4 bonus on saving throws against fear effects.

Relentless Determination (Su): At 19th level, whenever an ally within the warden's threatened area would be reduced to 0 or fewer hit points, the ally immediately becomes stable and conscious for 1 round. Additionally, if an ally would instead die within the warden's threatened area, they may instead act as if they were conscious and staggered for 1 round, after this round has passed, the ally dies. The ally is still considered to be dead for this round, and cannot be healed unless the caster can target dead creatures (such as the Resuscitate talent from the Life sphere).

Intuition

A warden of intuition is able to see danger before it becomes an issue, and uses this to protect their allies from potentially fatal attacks. These wardens attempt to prove as much information to their allies as they can, from dangerous traps to critical blows.

Vigil Sphere: Divination

Precognitive Guard: An intuitive warden's guard induces brief visions of the future. At 3rd level, the warden's guarded allies gain a bonus to Reflex saves equal to his guard bonus, and they may always act in a surprise round.

Shared Sense: At 7th level, whenever the warden would cast a (sense) talent, he may grant a guarded ally the same (sense) talent, reducing the duration of both spells to 10 minutes per caster level. If the guarded ally would lose the benefits of the warden's guard before this duration expires, the duration of the (sense) talent benefiting his previous ally is reduced to 1 minute, or the remaining duration, whichever is lower. The warden must pay any associated costs that the (sense) talent requires.

Portent Patrol: At 11th level, the warden may spend a spell point when using his *patrol* ability to gain subtle glimpses into the future. At the start of the warden's turn, roll two d20s; as an immediate action, the warden may replace a d20 roll made by an ally within his area of *patrol* with one of the d20s he rolled as part of using this ability. The warden may replace a d20 roll as a free action that can be taken outside of his turn if the ally is guarded by the warden. Any unspent d20s are lost at the end of the warden's next turn. If the warden would reactivate his *patrol* before the end of his next turn, he may keep extending the duration of this ability by one additional round without spending a spell point.

Foresight: At 15th level, whenever an enemy within the warden's guard range would succeed a critical hit, as an immediate action, the warden may spend a spell point to force the attacker to succeed a Will saving throw against his Divination sphere DC or have the critical hit reduced to a normal attack.

True Diligence: At 19th level, whenever the warden would begin a guard, he may spend a spell point to gain the benefits of the True Seeing advanced Divination talent with a range of 60 feet. This lasts until the warden would regain his spell points or whenever he would have no guarded allies, whichever comes first.

Luck

A warden of luck usually finds their allies stumbling into fortunate situations around them, subtly weaving chance and fate around them to benefit themselves and their allies. These wardens typically take great chances for great rewards, and usually meddle with fate just enough to ensure their allies' survival.

Vigil Sphere: Fate

Lucky Guard: A lucky warden's guard makes individuals feel lucky and fortunate. At 3rd level, the warden's guarded allies gain a bonus to a saving throw of his choice equal to his guard bonus - 1 (minimum 1). This choice is made when starting the guard.

Consecrated Patrol: At 7th level, the warden may spend a spell point when using his *patrol* ability to apply the effects of one (consecration) talent to the area of his *patrol*. He must pay the costs associated with the (consecration) talent used, and lasts until the end of his next turn. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the *consecration* by one additional round without spending a spell point. The warden may only apply the effects of one (consecration) talent to his *patrol* this way.

Absorb Doom: At 11th level, whenever an ally within the warden's guard range would roll a natural 1, 2, or 3 on any d20 roll, as an immediate action or by expending an attack of opportunity, the warden may allow the ally to instead reroll the attempt. The next time the warden would make a d20 roll, he must treat the result as being the natural result the ally first rolled.

Fortuitous Presence: At 15th level, the warden may spend a spell point when using his *patrol* ability to provide all allies within his area of *patrol* a +2 luck bonus to all saving throws. This bonus increases by 1 at 18th level. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without spending a spell point.

Weave Fate: At 19th level, whenever a guarded ally would suffer damage as a result of an attack, the warden may spend a spell point and expend an attack of opportunity to attempt to rewrite the weave of fate. Roll a d%. On a result of a 50 or higher, the ally suffers half as much damage. If the result is a 75 or higher, the ally suffers no damage. The warden may spend additional spell points to alter fate more intensely; for each additional spell point spent, reduce the required result by 10.

Obscurity

A warden of obscurity is one of misdirection and darkness, typically of the belief that threats are best avoided entirely. These wardens are focused on getting their allies out of a fight, that is, if they cannot avoid it in the first place.

Vigil Sphere: Dark

Tenebrous Guard: An obscuring warden's guard shrouds a creature in darkness. At 3rd level, the warden's guard may, as a free action, radiate a 5-foot radius of darkness, reducing bright light to dim light, and normal and dim light to darkness. This darkness can be dismissed as a free action. The guarded allies also gain a circumstance bonus to Bluff and Stealth checks equal to twice the warden's guard bonus.

Shadow Switch: At 7th level, as long as the warden and his guarded allies are within an area of dim light or darkness, the warden or a guarded ally may, as a standard action, swap the current squares that they occupy, effectively swapping places.

The warden and the ally must be within his guard range from one another, and both must be willing.

Nebulous Presence: At 11th level, whenever the warden would use his *patrol* ability, until the beginning of his next turn, creatures attempting to perceive all allies within his area of *patrol* using Perception suffer a penalty equal to twice the warden's guard bonus. Additionally, allies within the warden's area of *patrol* may spend an immediate action to attempt a Stealth check to hide, even when observed. If the ally is not within cover or concealment at the end of their next turn, they immediately lose the benefits of Stealth.

Misdirect: At 15th level, whenever an enemy would attack a creature benefiting from a miss chance, as an immediate action or by expending an attack of opportunity, the warden may force the enemy to roll the miss chance die twice and take the least favourable result. The warden may spend a spell point when using this ability to reduce the miss chance result by 20.

Out of Sight: At 19th level, the warden may spend a spell point when using his guard ability to make the guarded ally invisible, granting them a +20 bonus to Stealth checks (this increases to +40 if they are stationary), and granting them total concealment even when detected. This invisibility lasts for 10 minutes per caster level, or until the guarded ally would make a number of attack rolls equal to the warden's casting ability modifier.

Purity

A warden of purity is one of zealous belief and vigilance, acting as a guiding beacon of morality. These wardens are fiercely dedicated, and focus around the swift slaying of those who would dare pose a threat to themselves or their allies.

Vigil Sphere: Light

Radiant Guard: A purifying warden's guard is made entirely of light. At 3rd level, the warden's guard may, as a free action, shed bright light for 15 feet, and increase the light level by one step to a maximum of normal for 15 feet beyond this. This light can be dismissed as a free action. The guarded allies also gain a circumstance bonus to Perception and Sense Motive checks equal to twice the warden's guard bonus.

Divine Strike: At 7th level, the warden chooses an end of the alignment spectrum that he possesses (chaotic, evil, good, or lawful), or choosing one of these options if he is true neutral. Once this choice is chosen, it cannot be changed. The warden's guarded allies deal an additional 1d6 points of untyped damage to all weapon damage rolls, but deals no damage to creatures who possess the chosen alignment.

Smite the Tainted: At 11th level, the warden can spend a spell point as a swift action to make a declaration to slay a creature within his guard range. The warden must choose one ally that he can see within his guard range to benefit from this ability. The chosen creature gains a +4 sacred bonus on damage rolls against the target, in addition to treating their attacks as being cold iron and silver for the purposes of bypassing damage reduction. The warden may only affect one enemy at a time with this ability, and lasts for 1 minute, or until the warden chooses a different creature.

Cleansing Light: At 15th level, the warden can spend a spell point when using *patrol* to bathe his area of *patrol* in cleansing light. All creatures within the warden's area of *patrol* may attempt a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw using the original DC, even if they have already failed the initial save and would not normally be granted another. Poison and disease effects that would worsen on a failed saving throw do not count this saving throw as a failure when determining such effects if it is unsuccessful.

Pure Form: At 19th level, the warden may spend 2 spell points when using his guard ability to transform the guarded ally into a being of purity. The warden may only have a single guarded ally benefiting from this ability at one time. While benefiting from this ability, the guarded ally gains immunity to bleed, death effects, disease, nonlethal damage, paralysis, poison, and stunning, in addition to shedding bright light in a 40-foot-radius, and increasing the light level by one step to a maximum of normal for 40 feet beyond this.



Selflessness

A warden of selflessness puts the safety of their allies first, and themselves second. Whereas most believe these wardens to be foolhardy and careless, these wardens merely wish to protect their allies in any way they can; a wound can be healed and armour can be mended. These wardens are the embodiment of defense, usually making even a normally devastating attack not worthwhile.

Vigil Sphere: Protection

Selfless Guard: A selfless warden's guard feels safe and secure. At 3rd level, the warden's guarded allies gain DR/— equal to twice the warden's guard bonus. Additionally, the warden may activate (succor) talents by expending an attack of opportunity instead of an immediate action.

Enduring Patrol: At 7th level, the warden may increase the activation time of *patrol* by 1 step or expend his martial focus when using *patrol* to grant all guarded allies within his area of *patrol* a delayed damage pool equal to their class level until the end of their next turn. Affected guarded allies benefit from any talents the warden possesses that affect his delayed damage pool. If he would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without increasing the activation time or expending his martial focus.

Energy Guard: At 11th level, the warden may spend a spell point when using his guard ability to provide the ally an amount of acid, cold, electricity and fire resistance equal to 4 x the warden's guard bonus.

Cripple Defenses: At 15th level, whenever an ally within the warden's guard range would attempt an attack roll against a creature, as an immediate action or by expending an attack of opportunity, the warden may force the creature to succeed a Will saving throw against his Protection sphere DC or suffer a penalty to their AC equal to his guard bonus until the end of his next turn.

Selfless Imposition: At 19th level, whenever an ally the warden can see within 60 feet of him would be dealt damage, he can choose to transfer any amount of damage dealt to himself as an immediate action or by expending an attack of opportunity.

Sentimentality

A warden of sentimentality is one of nostalgia and time, usually showing fragments of the future, present and past to their allies, allowing them to prepare accordingly. These wardens are just as focused on preparing their allies as they are hindering their enemies, dilating and hastening time when required.

Vigil Sphere: Time

Temporal Guard: A sentimental warden's guard is made up of brief past images of the warden. At 3rd level, the warden's guarded allies gain a bonus to initiative checks equal to the

warden's guard bonus. Additionally, spells, sphere effects, spell-like abilities and supernatural abilities that the warden casts on his guarded allies that have a duration measured in rounds last 1 additional round.

Fluctuating Patrol: At 7th level, the warden may spend a spell point when using his *patrol* ability to cause time to distort and shift. All enemies within the warden's area of *patrol* must succeed a Will saving throw or have the duration of all beneficial effects affecting them reduced by 1 round, and the duration of all harmful effects affecting them increased by 1 round. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without spending a spell point.

Deja Vu: At 11th level, whenever an ally within the warden's guard range would fail a saving throw, attack roll or skill check, the next time that ally would attempt the same kind of roll within the next round, the ally gains a +4 bonus to that attempt.

Timeline Split: At 15th level, whenever one of the warden's guarded allies would make an attack roll, they may choose two possible targets for the attack, and then roll the d20 for each target. The guarded ally may then choose which enemy they attack, using the d20 rolled for that enemy as their attack roll. Additionally, whenever a guarded ally would attempt a saving throw, as an immediate action, the warden can spend a spell point to allow the guarded ally to roll the saving throw twice and take the most favourable result.

Temporal Erosion: At 19th level, time begins to warp and shift around the warden, with occasional tears showing the previous, present, and future lives of his allies. As a standard action, the warden can spend 2 spell points to cause the area around him to buckle and tear, granting all allies (guarded or not) within 20 feet a collective ablation rate of 80%. Whenever an ally would be missed due to the miss chance granted by the ablation rate, all allies' ablation rates decrease by the same amount (5%). This ability lasts for 1 minute, or until the ablation rate becomes equal to or less than 0, whichever comes first.

Spirit

A warden of spirit is a fierce individual of passion and heart, typically with an incredible connection to nature itself. These warden's command the essence of nature around them, calling brilliant flame and chilling currents to their allies' aid.

Vigil Sphere: Nature

Natural Guard: A spiritual warden's guard is made up of spirits of nature, wood and leaves. At 3rd level, the warden's guarded allies gain a bonus to their CMD equal to the warden's guard bonus. Additionally, whenever the warden would use one of his (spirit) Nature abilities, he may instead grant one of his guarded allies the benefits of the (spirit) talent, instead of himself.

Spiritual Invigoration: At 7th level, the warden and allies (guarded or not) adjacent to him can use a swift action to grant themselves a number of temporary hit points equal to half the warden's level (minimum 1). These temporary hit points last for 1 minute. If the warden has a *patrol* active when an ally uses this ability, or the ally is his guarded ally, they instead gain a number

of temporary hit points equal to 1/2 his class level plus his casting ability modifier (minimum 1).

Primal Bulwark: At 11th level, when using his guard ability, the warden may spend a spell point to grant an additional effect depending on the Nature packages he possesses. If the warden possesses multiple Nature packages, he may only choose a single package as part of using this ability.

- *Air:* The warden's guarded allies gain a fly speed (average) equal to the guarded allies' base land speed.
- *Earth:* The warden's guarded allies gain light fortification (25% chance to negate a critical hit or precision damage).
- *Fire:* Whenever the warden's guarded allies would suffer damage from a melee attack, the attacker must succeed a Reflex save or suffer an amount of fire damage equal to the maximum fire size the warden can affect.
- *Metal:* Whenever the warden's guarded allies would be dealt bludgeoning, piercing or slashing damage, they may use an immediate action or expend an attack of opportunity to reduce the damage dealt by an amount equal to the warden's level.
- *Plant:* Whenever the warden's guarded allies would be attacked by a manufactured melee weapon, the guarded allies may use an immediate action to make a free disarm attempt against the attacker, with the CMB for this check being equal to the warden's class level + his casting ability modifier.
- *Water:* The warden's guarded allies gain a swim speed equal to their base land speed. Additionally, whenever they would be dealt fire or acid damage, the guarded allies may use an immediate action or expend an attack of opportunity to reduce the damage dealt by 2d6 + the warden's casting ability modifier.

Sentinel of the Ancients: At 15th level, whenever the warden would use his *patrol* ability, he may spend a spell point to infuse his area of *patrol* with ancient spirits of nature. All allies within the warden's area of *patrol* gain a specific benefit depending on the Nature packages he possesses. If the warden possesses or is counted as possessing multiple Nature packages, he must choose a single package as part of using this ability.

- *Air:* Affected allies gain a +4 bonus to AC against ranged attacks, and a +10 foot enhancement bonus to all movement speeds they possess.
- *Earth:* Affected allies gain a +2 bonus to CMD against trip and bull rush attempts, and gain acid resistance 5. This resistance stacks with similar sources.
- *Fire:* Affected allies reduce all bleed damage suffered by 2, and gain fire resistance 5. This resistance stacks with similar sources.
- *Metal:* Affected allies gain DR 5/adamantine. This DR stacks with similar sources.
- *Plant:* Affected allies gain a +2 natural armor bonus to AC.

- *Water*: Affected allies gain a +4 bonus to CMB checks made to break a grapple, and gains cold resistance 5. This resistance stacks with similar sources.

This lasts until the end of his next turn. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without spending a spell point. He may choose a different package to use when reactivating his *patrol*.

Guardian of Nature: At 19th level, the warden can call forth a guardian of nature. This functions as the Zoetic Geomancy advanced nature talent, except he can spend 10 additional minutes and 1 additional spell point to apply the advanced template to the summoned creature. This guardian of nature lasts for 1 minute per warden level.

Willpower

A warden of willpower is incredibly resolute and willful, typically protecting the minds of their allies whilst opening them to a world of clarity and calm. These warden's focus around unity and prevention, granting their allies connection and calm when within their presence.

Vigil Sphere: Mind

Willful Guard: A wilful warden's guard feels calm and strong. At 3rd level, the warden's guarded allies gain a bonus to Will saving throws equal to the warden's guard bonus. Additionally, the warden and his guarded allies may communicate telepathically, as long as they remain within 100 feet of one another.

Embolden Mind: At 7th level, as a swift action, the warden may spend a spell point to cast a lesser or greater charm on one of his guarded allies, paying any costs associated with the charm as normal.

Discordance: At 11th level, the warden may spend a spell point when using his *patrol* ability to cause intense pain to those who enter it. All enemies within the warden's area of *patrol* suffer a -4 penalty to all concentration checks and mental skill checks as long as they remain within the area, and must succeed a Fortitude save or become deafened and sickened until the end of your next turn. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of the ability by one additional round without spending a spell point.

Mental Imposition: At 15th level, whenever an ally (guarded or not) within the warden's guard range would be affected by a fear or mind-affecting effect, as an immediate action, he may attempt to redirect the effect. The caster must attempt a magic skill check against the warden's magic skill defense. Creatures imposing these effects via non-magical abilities (such as using Intimidate to demoralize a creature) may substitute their base attack bonus for their magic skill bonus on this check. On a failure, the effect is destroyed. If successful, the warden must choose to have the effect affect either himself or the original target.

Mental Symbiosis: At 19th level, while the warden is using his *patrol* ability, allies within the warden's area of *patrol* may expend

one another's spell points and martial focus, as long as the ally has Hit Dice of at least the warden's Hit Dice -3.

Favored Class Bonuses

The following is a list of favored class bonuses granted to certain races:

Dwarf: +1/2 to delayed damage pool.

Elf: Gain +1 foot to your movement speed when determining base speed when using *patrol* (this ability does nothing until selected 5 times).

Gnome: The warden's guarded allies gain +1/3 on saving throws against illusion effects.

Halfling: The warden's guarded allies gain a +1/4 dodge AC against attacks of opportunity.

Human: +1/6 of a reinforcement.

Aasimar: The warden's guarded allies gain a +1/4 to AC against evil creatures.

Oread: The warden's guarded allies gain a +1/4 to CMD against trip and bull-rush combat maneuvers.

Orc: +1 to AC against critical confirmation rolls.

Alraun*: Gain 1/6th of a Nature sphere talent.

Cuazaj*: +1 cold or sonic resistance. This stacks with resistance gained from other sources.

Leshy*: The warden's guarded allies gain a +1/4 to CMD against grapple and disarm combat maneuvers.

*Races found in *Player's Guide to Skybourne*.

Chapter 3

Warden Archetypes

Empathetic Guardian

Intensely emotional and caring individuals, the empathetic guardian is a defender that is a selfless, purely caring individual whose purpose is to help defend his allies in combat, and to help heal the psychological and emotional wounds left afterwards.

Positive Mental Attitude: An empathetic guardian tries to stay positive even when things are dire. At 3rd level, the empathetic guardian chooses an emotion from the following list, as the eliciter class feature: excitement, joy, love, loyalty, resolve, or tranquility. The empathetic guardian gains the minor power associated with that emotion. At 6th level and every 4 levels thereafter, the empathetic guardian may choose to gain the minor power of a new emotion from the list, or gain access to the next level of an emotional he already possesses (lesser, greater, and master). This otherwise functions as the eliciter's emotion class feature, treating his total warden levels as eliciter levels.

This replaces routine patrol and improved indomitable.

Compassionate Guard: At 4th level, whenever the empathetic guardian would use his guard ability, he may also grant the guarded ally the benefits of a minor emotion power, expending a use of the emotion power as normal.

This replaces focusing guard.

Empathize (Su): An empathetic guardian may form his empathetic nature into a powerful force, allowing him to aid his allies in various ways. As a standard action, the empathetic guardian targets a single creature within his guard range that can perceive him, granting them the benefits of an empathy he possesses.

This is a mind-affecting emotion effect. An empathetic guardian may target themselves with their own empathy, even if they cannot perceive themselves. The empathetic guardian may use empathize a number of times per day equal to $3 + 1/2$ his empathetic guardian level.

Applaud: At 8th level, the empathetic guardian fills the target with encouragement, ensuring that the target is aware of

their positive impact. Whenever the target would succeed at an ability check, attack roll, saving throw, or skill check within the next minute, the next roll of the same type receives a morale bonus equal to the empathetic guardian's guard bonus. This bonus can only be applied to a roll up to 1 minute after the first attempt.

Support Network: At 9th level, the empathetic guardian reassures the target, ensuring that the people around them are here to support them no matter what. For every ally that the target can perceive, they gain 4 temporary hit points (maximum 20) for 1 minute. If the target is the empathetic guardian's guarded ally, they gain an additional temporary hit points for every ally they can see (maximum 5 additional temporary hit points).

Tender Loving Care: At 12th level, the empathetic guardian instills the target with calming thoughts and serenity. The target heals 1d8 points of ability damage and drain to all mental ability scores.

Disarming Diplomacy: At 17th level, the empathetic guardian makes an honest plea to the target in an attempt to shake their morals, even if but for a moment. The target must succeed a Will saving throw (DC 10 + $1/2$ his class level + the empathetic guardian's casting ability modifier) or suddenly become indifferent to the empathetic guardian and his allies. If the target was in combat, the target will attempt to flee or surrender. If the empathetic guardian or one of his allies would attempt a hostile action towards the target, they immediately receive another saving throw at a +4 bonus. This lasts for 1 minute per class level, after which the target returns to its original disposition.

Overwhelming Compassion: At 19th level, the empathetic guardian wholly empathizes with the target, completely changing their morals for a time. His disarming diplomacy empathy instead makes the target helpful towards the empathetic guardian and his allies, and will aid in combat if provoked. Additionally, the empathy lasts for 10 minutes per class level.

This replaces self-sufficiency, improved patrol, and tireless protector.

Custodian

“Stay safe, stay close, stay alive” -Royal Guard Jason Krozard, to his king during an assassination attempt.

Instead of defending a number of allies, custodians are dedicated to defending a single individual. Generally thought to be incredibly restrictive, this bond is commonly involuntary or fuelled by pure devotion. Despite these assumed restrictions, custodians are known to be formidable defenders of their charge, stopping at nothing to ensure they stay out of danger.

Sole Guard (Su): A custodian’s guard differs from most, commonly tempered through years of devotion with an individual. The custodian selects a single creature they are familiar with; this creature is known as the custodian’s charge, and is always under the benefits of his guard. Unlike a normal warden, this guard cannot be changed, and remains until the custodian or his charge is killed. If the custodian would be made unconscious, the benefits of his guard ability are suppressed until he is conscious again. The custodian’s guard bonus increases at a greater rate, increasing by 1 at 5th level and every three levels thereafter.

If the custodian would use an ability that requires him to use his guard ability to apply a benefit to his guarded ally, he may grant them the benefits of the ability as a standard action (or as a swift action by spending a spell point), unless otherwise noted, in addition to paying any additional costs.

The custodian can perform an 8 hour ritual to change his current charge, involving himself, and his current and intended charge. The process of changing his charge takes 48 hours to complete, after which the intended creature becomes his new charge. The intended creature must still have a deep connection with the custodian, up to player or GM discretion.

If the custodian’s charge is killed, he may select another charge after 1 week; during this period, the custodian suffers a -1 penalty on attack rolls and saving throws.

This alters guard.

Custodian Reinforcements: The custodian can choose the following reinforcement unique to the custodian archetype:

Lesser Guard (requires custodian 10): The custodian gains the ability to provide a lesser form of guard to his allies. This functions as the warden’s guard ability, except that his guard bonus is equal to +1, and increases by 1 at 14th and 18th level. The custodian can maintain up to two lesser guards at a time. The benefits of a lesser guard do not stack with a normal guard.

Intense Connection (Su): At 4th level, the bond between the custodian and his charge becomes especially intense. The custodian is always aware of the location of his charge (as long as they are both on the same plane).

This replaces focusing guard.

Divert Focus (Su): At 4th level, the custodian can suspend the benefits of his guard ability for 1 round as a swift action to regain his martial focus. During this time, the custodian is treated as not having a guarded ally, and his charge loses all benefits associated with the custodian’s guard.

Pure Devotion (Ex): At 5th level, the custodian becomes immune to any effect that would force him to attack his charge. If an effect would randomly decide which target the custodian attacks, if he would target his charge, the target must be randomly selected again until his charge is not targeted. Additionally, the custodian’s charge cannot be harmed by area of effect abilities used by the custodian, and vice versa.

Forever United (Sp): At 7th level, the custodian is always aware of the location of his charge, even if they are on a different plane. Additionally, the custodian can spend 1 round (or as a standard action by spending a spell point) to immediately teleport to his charge, appearing in an adjacent square to them (as long as they are both on the same plane).

This replaces expanded guard.

Eternal Guardian: At 20th level, the custodian becomes an immovable sentinel for his charge. The custodian may teleport to his charge’s side as a swift action (even if they are on different planes). Whenever his charge would be successfully attacked, the custodian may spend a spell point as an immediate action or by expending an attack of opportunity to briefly teleport in front of his charge, suffering the damage instead of his charge, and may either return to his original square or appear in an unoccupied square adjacent to his charge.

Finally, the custodian cannot be made unconscious (unless he wishes to), and immediately becomes stable when below 0 hit points. This allows the custodian to continue fighting while below 0 hit points, albeit still being disabled.

This replaces warden of many.

Jailer

Most warden’s prefer to defend their allies through supportive means, typically in the form of mighty bulwarks and healing magics. There are some wardens that instead prefer to support their allies in the form of restricting and hampering those who wish to harm his allies. These wardens, known as jailers, use more advanced means of detainment than a standard warden. Jailers are known to be able to ground even the most formidable of creatures, binding them to their fate.

Detain (Sp): At 2nd level, as a standard action, the jailer may release a burst of restrictive magic towards a single creature within his guard range. The target must succeed a Reflex save (DC 10 + 1/2 his class level + his casting ability modifier) or be entangled for a number of rounds equal to the jailer’s class level. Entangled creatures may attempt to break free as a move action by attempting a Strength check or Escape Artist check against the Reflex save DC.

The jailer may spend a spell point when using this ability to amplify it. When amplified, the target is also bound to the ground on a failed save, making them unable to move until they remove the entangled condition.

This replaces routine patrol.

Jailer’s Reinforcements: The jailer gains a number of reinforcements that are unique to the jailer archetype.

Detaining Strike: As a standard action, the jailer may make a single weapon attack in conjunction with using his detain ability. The use of this ability does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also affected by his detain ability. This ability counts as having the strike descriptor for the purposes of meeting the prerequisites for, and interacting with the Spell Attack feat.

Drain Vitality (requires altruism, jailer 12): Whenever the jailer would use his detain ability, on a failed save, the creature's life force begins to rejuvenate an ally within the jailers guard range. As long as the creature is detained, at the end of their turn, they suffer 1d8 points of damage per 4 class levels the jailer possesses, in addition to the chosen ally regaining half of the damage suffered as hit points. If the jailer would amplify his detain ability, the chosen ally instead heals the full amount of damage suffered.

Inescapable Bonds: A detained creature must use a standard action to attempt to break free from the entangled condition, instead of a move action. Additionally, the DC to break free from the detained condition increases by 2.

Interrogative Bonds (requires intuition, jailer 6): Whenever the jailer would use his detain ability, on a failed save, the jailer learns one piece of information about the target from the following list: AC, CMD, a saving throw bonus, a vulnerability, an immunity or a resistance. If the jailer would amplify his detain ability, he instead learns two pieces of information from the above list.

Mass Detain (requires jailer 6): Whenever the jailer would use his detain ability, he may use it as a full-round action and spend a spell point to target 1 additional creature per 2 jailer levels (minimum 1). The warden may spend an additional spell point when amplifying his detain ability when using mass detain to allow all instances of his detain to be amplified.

Mindbreaker (requires willpower, jailer 8): Whenever the jailer would use his detain ability, on a failed save, the detained creature also suffers a penalty to Will saves equal to the jailers guard bonus for the duration of the ability.

Positive Energy Tether (requires altruism, jailer 6): Whenever a detained creature would magically regain hit points, the jailer can spend a spell point as an immediate action or by expending an attack of opportunity to redirect an amount of healed hit points equal to the jailers class level (minimum 1) to a creature he can see within his guard range.

Vinculum of Aging (requires sentimentality, jailer 12): Whenever the jailer would use his detain ability, he may spend a spell point to infuse the hampering energies with accelerated time. On a failed save, the detained creature must then attempt a Will saving throw each round they remain detained or increase their age by 1 category (young adult to middle age, middle age to old age, and old age to venerable), suffering the penalties as normal (but not the benefits). This cannot cause the target to die of old age, and the increase to age category (in addition to the penalties associated with it) are removed when the creature is no longer detained. If the jailer would amplify his detain ability, the penalties to all physical scores are instead doubled.

Focusing Bind (Sp): At 4th level, whenever a creature would fail their saving throw against the jailer's detain ability, the jailer may regain his martial focus as an immediate action.

This replaces focusing guard.

Agonizing Shackles: At 5th level, the jailer's detain ability becomes more volatile and damaging. When a creature would fail their initial saving throw against his detain ability, and at the start of their turn while they are entangled, the jailer may deal an amount of bludgeoning damage equal to half his jailer level (minimum 1). If the jailer would amplify his detain ability, the damage dealt increases by an amount equal to his casting ability modifier (minimum 1), and deals force damage instead of bludgeoning.

This replaces projected empathy.

Planar Anchor: At 7th level, when using his detain ability, the jailer may spend a spell point to infuse his detain ability with planar anchors. A detained creature attempting to teleport or cross planes must succeed a magic skill check against the jailer's magic skill defense. If the creature fails, the attempt fails, losing any spell points spent in the process.

This replaces lingering guard.

Improved Detain (Su): At 9th level, the jailer's ability to bind and restrict is reaching perfection. Whenever the jailer would use his detain ability, he may spend a spell point to instead make the target suffer the penalties of the grappled condition on a failed save; the creature is not actually grappled during this time, only suffering the conditions penalties (meaning that the detained creature must attempt to break free using a Strength or Escape Artist check as normal). If the jailer would amplify his detain ability, the target suffers the penalties of the pinned condition on a failed save; the creature is not actually pinned during this time, only suffering the conditions penalties.

This replaces improved patrol.

Boundless Chains: At 14th level, the jailer's detain ability immediately bypasses any immunities to the entangled, grappled, or pinned conditions, such as the *freedom of movement* spell or similar effects, with the immunity instead being reduced to a +4 bonus to all saving throws against the jailer's detain ability.

This replaces the reinforcement gained at 14th level.

Jailer of the Many (Su): At 20th level, the jailer becomes an unstoppable binder of his enemies, ensuring they remain bound and detained. All saving throws made against the jailer's detain ability must be rolled twice, taking the least favourable result. The jailer may also use his detain ability as a full-round action instead of spending a spell point when amplifying his detain ability. Additionally, a detained creature must break free of the detained condition twice before they remove the entangled condition and the penalties of detain.

This replaces warden of the many.

Chapter 4

Player Options

Avatar (Druid Archetype, Champion)

The very embodiment of nature itself, the avatar is a druid that is a master of natural magics, fusing mastery over the primal energies of nature itself with the beasts that make nature their home. An avatar is a master of nature in all its forms, and may not only control it to her whim, but may eventually become a physical manifestation of nature's wrath and fury.

Proficiencies: An avatar is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, she may select a martial tradition of her choice.

This alters weapon and armor proficiencies.

Base Attack Bonus: The avatar's base attack bonus is equal to half her level (rounded down). This alters base attack bonus.

Casting: At 1st level, the avatar may combine spheres and talents to create magical effects. The avatar is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells and orisons class features.

Spell Pool: An avatar gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1).

This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An avatar gains a combat or magic talent every time she gains a class level. Avatars use their casting ability modifier as their practitioner modifier.

Primal Ward (Su): The avatar begins to gain subtle power from the essence of nature around her. While unarmored and not carrying a shield, the avatar may add her casting ability

modifier (minimum 2) to her AC and CMD. She gains an additional +1 bonus to her AC and CMD at 2nd level, and every 4 levels thereafter.

This bonus to AC applies even against touch attacks or when the avatar is flat-footed. She loses these bonuses when she wears any armor or when she carries a shield. This does not stack with the monk's AC bonus class feature or similar abilities.

This replaces spontaneous casting

Wild Bond: At 1st level, an avatar gains the Nature sphere as a bonus magic talent, and the Beastmastery sphere as a bonus combat talent. The avatar uses her class level as her base attack bonus when determining the effects of the Beastmastery sphere.

This replaces nature bond.

Nature's Voice: At 2nd level, the avatar gains her choice of the Speak With The Elements or Speak With Wildlife talents from the Nature sphere as a bonus talent.

This replaces wild empathy.

Animate Nature (Sp): At 2nd level, as a full-round action, the avatar can spend a spell point and target a portion of appropriate material within her *geomancing* range from one of her Nature sphere packages to create a primal elemental of the corresponding (geomancing) package. The avatar may create elementals of greater strength at certain levels, shown by the table below.

The elemental is friendly towards her, and while she has no special connection with it, the elemental serves her in specific tasks if the avatar communicated her desires to it. This elemental remains for 1 minute per class level, and she may only have one elemental active at a time; animating a new elemental causes the original to return to its original, inanimate form.

Class Level	Creature Created	Required Target
2nd	Small primal elemental	5-ft. cube of material, or a Small-sized object of metal
5th	Medium primal elemental	10-ft. cube of material, or a Medium-sized object of metal
8th	Large primal elemental	15-ft. cube of material, or a Large-sized object of metal
11th	Huge primal elemental	20-ft. cube of material, or a Huge-sized object of metal
14th	Greater primal elemental	25-ft. cube of material, or a Gargantuan-sized object of metal
17th	Elder primal elemental	25-ft. cube of material, or a Gargantuan-sized object of metal

Beginning at 14th level, the avatar may also create even stronger elementals to fight for her. When creating a greater primal elemental, in addition to the normal costs, she must also spend an additional spell point. Additionally, at 17th level, when creating an elder primal elemental, she must instead take 1 round and spend 2 additional spell points to create it, in addition to the normal costs.

This replaces the wild shape and a thousand faces class features.

Spiritual Bond (Su): At 3rd level, whenever the avatar would be under the effects of a (spirit) talent, any tamed creatures (including summoned primal elementals) and animal allies under her control also gain its benefits, with the shared effect having a maximum caster level equal to the creature's Hit Dice (minimum 1).

Ally of Nature (Su): At 4th level, the avatar's attachment to nature intensifies, providing shelter against the harshness of nature. Whenever the avatar would be affected by a sphere ability from the Nature or Weather spheres that she is unwilling for, the original caster must succeed a magic skill check against the avatar's magic skill defense. If they succeed, the sphere ability functions normally. If they fail, the sphere ability remains, but has no effect on the avatar.

This replaces resist nature's lure.

Avatar of Nature (Sp): At 20th level, once per day as a full-round action the avatar can call upon nature to lend her aid, altering her body with the primal energies around her, and shifting to her avatar form. While within this form, the avatar gains a +4 natural armor bonus to her AC, and gains the plant type instead of her original type, becoming immune to mind-affecting effects, paralysis, poison, polymorph, sleep and stunning effects. Additionally, she also gains damage reduction 10/— when within this form. The avatar may remain within this form for up to 10 minutes.

Steelsoul Monk (Unchained Monk Archetype)

Most monks train to be quick on their feet, with maneuverability and speed being the main part of a monks fighting style. However, the steelsoul monk instead trains his body to be an impenetrable fortress, with his fighting style specializing in standing steadfast where he stands, becoming an immovable sanctuary.

This archetype requires street fighter.

Iron Guardian: At 1st level, the steelsoul monk gains the Guardian sphere as a bonus talent, as well as the Indifferent Defender drawback. If he already possesses the Guardian sphere, he gains neither the talent nor the drawback.

This replaces martial arts from the street fighter archetype.

Toughness (Ex): At 1st level, a steelsoul monk gains Toughness as a bonus feat.

This replaces stunning fist.

Stone Body (Ex): At 2nd level, the steelsoul monk gains DR 2/—. This damage reduction increases by 1 at 5th level and every three levels thereafter. This damage reduction stacks with similar forms of damage reduction. As a swift action, the steelsoul monk can spend 1 ki point to double this damage reduction until the beginning of his next turn.

This replaces evasion.

Monolithic Endurance (Ex): At 2nd level, a steelsoul monk becomes stalwart and stable when they stand still. As long as the steelsoul monk would move no more than half his base speed during his turn, he gains a +2 shield bonus to AC and CMD until the start of his next turn. If he would instead not move during his turn, this bonus increases to +4.

This replaces fast movement.

Mountain Form (Ex): At 4th level, a steelsoul monk becomes an immovable mountain when he stands his ground. Whenever the steelsoul monk would end his turn without moving from the square he started his turn in, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects.

At 16th level, the steelsoul monk is immune to any attempts to force him to move, even mind-affecting and teleportation effects, as long as he would end his turn without moving from the square he started his turn in.

This replaces the still mind and flawless mind class features.

Indomitable Soul (Ex): At 9th level, whenever the steelsoul monk spends a ki point to double his damage reduction from stone body, in addition to providing DR/—, he also gains an amount of acid, cold, fire, electricity, and sonic resistance equal

to the total damage reduction he gains after expending the ki point.

This replaces improved evasion.

Mirror Strike (Su): At 13th level, whenever an attack roll would miss the steelsoul monk, as an immediate action, he may choose a new target for the attack within its original range (for ranged attacks) or reach (for melee attacks), comparing the original attack roll, with a -2 penalty, to the new target's AC and resolving the attack as normal on a successful hit.

This replaces tongue of sun and moon.

Tranquil Soul (Unchained Monk Archetype)

Most training that monks undergo already temper the mind and body to incredible lengths, managing to instill both incredible strength and calm into an individual. There are some monks however, that prefer to train in complete silence, and choose to temper the art of healing and serenity. These monks, known as tranquil souls, hold incredible healing potential, with some rumoured to be able to return the dead back to life.

Class Skills: A tranquil soul adds Diplomacy and Heal to his list of class skills and removes Intimidate and Ride from her list of class skills.

Spell Pool: At 1st level, the tranquil soul gains a small reservoir of energy he can call upon to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest. A tranquil soul may spend spell points as if they were ki points for all ki powers and class features, in addition to being treated as having at least 1 ki point as long as he has 1 spell point for ki powers and class features. As long as he has at least 1 spell point, he can make a ki strike.

At 3rd level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

At 16th level, his unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

This replaces ki pool.

Casting: At 1st level, the tranquil soul may combine spheres and talents to create magical effects. The tranquil soul is considered a Low-Caster. (Note: All casters gain 2 bonus talents

and may select a casting tradition the first time they gain the casting class feature.)

This replaces stunning fist.

Magic Talents: A tranquil soul gains the Life sphere at 1st level, in addition to gaining an additional magic talent at 3rd level and every 2 levels thereafter.

This replaces the bonus feats class feature.

Healing Palm (Su): At 3rd level, the tranquil soul gains the ability to heal creatures with a touch. The tranquil soul can expend 1 point of ki as a standard action to heal a creature within his natural reach (or as a swift action to heal himself), as the paladin's lay on hands ability. His effective paladin level is equal to his class level (minimum 1).

This replaces fast movement.

Ki Powers: The tranquil soul gains access to a small number of ki powers exclusive to him, which are listed below:

Ki Flow: The tranquil soul can spend an additional point of ki when using his healing palm ability to instead affect all allies within 30 feet. This counts as having the channel positive energy class feature for the purposes of meeting the prerequisites for feats and interacting with feats and abilities. The tranquil soul must be at least 6th level before selecting this ki power.

Restful Mercy: The tranquil soul gains a paladin mercy, treating his effective paladin level as his class level. These mercies trigger whenever he uses the *cure* ability of the Life sphere or when using his healing palm ability. This ki power can be selected multiple times. Each time, he gains another paladin mercy.

Ki Revive (Su): At 13th level, as a full-round action, the tranquil soul can spend 3 ki points to restore life to a creature that has been dead no longer than 1 minute per monk level. This functions as the Resurrection Life advanced talent, except that the creature is brought back at a number of hit points equal to twice his monk level.

This replaces tongue of sun and moon.

Surge of Vivacity (Su): At 20th level, the tranquil soul can spend 8 ki points as a standard action to release forth a 60-foot-radius emanation of pure life. All dead allies within the emanation are brought back to life, functioning as the Greater Resurrection Life advanced talent. Additionally, all allies within the emanation regain all lost hit points. When the tranquil soul does this, he becomes exhausted (bypassing all immunities he may possess) until he regains his spell points, and may not use this ability for 24 hours.

This ability replaces perfect self.

Valiant Champion

(Paladin Archetype, Champion)

Most paladins fight with strict codes of unwavering honesty and honour, and whereas these tenants prove to be difficult yet worthy of following, some find these tenants to be excessively strict. These paladins try to hold their own ideals—or their gods ideals—to heart, and tend towards aiding their allies instead of slaying evil, at least to a certain extent.

Alignment and Code of Conduct: A valiant champion may be of any good alignment, and loses all class features except proficiencies if she ever willingly commits an evil act. In addition, she must act with honesty, and must stay within her deity's edicts. The valiant champion has no restrictions on the tools she may bring to defeat her foes, and does not lose any of her class abilities when using tools such as deceit or poison, as long as she acts for the greater good.

Proficiencies: A valiant champion is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, she may select a martial tradition of her choice.

This alters weapon and armor proficiencies.

Blended Training: A valiant champion gains a combat or magic talent every time she gains a class level. A valiant champion uses her casting ability modifier as her practitioner ability modifier.

Casting: At 1st level, the valiant champion may combine spheres and talents to create magical effects. The valiant champion is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class features.

Spell Pool: A valiant champion gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Insightful Strike (Su): At 1st level, whenever the valiant champion would successfully damage a creature, she may, as an immediate action, determine if the creature is evil, as the Divine Alignment Divination talent. She uses her class level as her effective caster level. This stacks normally with caster levels gained from other sources. If the creature is evil, she may expend her martial focus to immediately smite the creature as a free action that can be taken even when it is not her turn, applying the benefits of her smite evil ability to the creature as normal for the attack.

This replaces detect evil.

Focusing Grasp: At 3rd level, the valiant champion can use her lay on hands ability on herself as a move action to regain her martial focus, in addition to healing normally.

This replaces the mercy gained at 3rd level.

Divine Bond (Sp): At 5th level, instead of forming a divine bond with her weapon or mount, a valiant champion may form a bond with her implement. As a standard action, a valiant champion may enhance an object by calling upon the aid of a



celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the object to become an implement, shedding light like a torch. At 5th level, the spirit grants the implement a +1 enhancement bonus. For every three levels beyond 5th, the implement gains an additional +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the implement, stacking with existing implement bonuses to a maximum of +5, or they can be used to add any of the following implement special abilities: *aiming*, *attendant*, *capacitance*, *erudite*, *exacting*, magic talent, second sphere.

Adding these special abilities consumes an amount of bonus equal to the special abilities' cost. These bonuses are added to any special abilities the implement already has, but duplicate abilities do not stack. The bonus and special abilities granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the implement is wielded by anyone other than the valiant champion, but resumes giving bonuses if she wields the implement again. A valiant champion can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If an implement with a celestial spirit is destroyed, the valiant champion loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the valiant champion takes a -1 penalty to her caster level.

This alters divine bond.

Aura of Vitality: At 11th level, whenever the valiant champion would use her channel energy ability, allies within 10 feet of her heal the maximum possible amount. Additionally, whenever the valiant champion would use her lay on hands ability, she may expend 2 uses of lay on hands to heal the touched creature the maximum possible amount.

This replaces aura of justice.

Holy Guardian: At 20th level, the valiant champion becomes a bastion of good for her allies. Her damage reduction increases to 10/evil. Allies within 30 feet of the valiant champion gain DR 5/evil. Additionally, whenever an ally within 30 feet that she can see would be reduced to 0 hit points or fewer, as an immediate action, the valiant champion may choose to divert any amount of the damage taken to herself instead of the damaged ally.

Finally, whenever the valiant champion would fall unconscious, her soul rises from her body, appearing as a spectral version of her physical form until the end of her next turn. While within this form, the valiant champion may move in any direction (even up or down, albeit at half her normal speed), and may move through solid objects and living creatures, essentially being considered as an ethereal creature, except that she may still cast harmless spells and sphere effects upon her allies.

At the end of her next turn, her soul returns to her body, remaining unconscious as normal.

This replaces holy champion.

Feats

Extra Reinforcement

Prerequisite: Warden 5.

Benefit: Gain a reinforcement that you qualify for.

Special: This feat may be taken a second time starting at 11th level and a third time starting at 17th level.

Iron Palm (Combat)

Prerequisite: Shield sphere, Improved Unarmed Strike.

Benefit: As long as you have one hand free, your free hand is considered to be a shield for the purposes of using *active defense* and talents that augment *active defense*. Talents that require you to be wielding a shield or have a shield equipped such as Deflecting Shield, Hardened Shield and Shield Skate do not gain the benefits of this talent.

Additionally, the talents you possess within the Shield sphere count towards your unarmed damage progression.

Minor Charm Specialist

Prerequisite: Mind sphere.

Benefit: You may target an individual creature with a *lesser charm* an additional amount of times per day equal to your casting ability modifier (minimum 1). Additionally, if a creature would successfully save against your *lesser charms*, it does not count towards the maximum amount of times you may target an individual creature in a day.

Revitalizing Grasp

Prerequisite: Life sphere (at least one (vitality) talent), lay on hands class feature.

Benefit: Whenever you would use your lay on hands class feature, you may grant the affected creature the benefits of a single (vitality) talent you possess.

Rain Of Renewal (Dual Sphere)

Prerequisite: Life sphere (Stabilizing Invigoration), Weather sphere.

Benefit: When you use *control weather* to create or control Precipitation of severity 2 or more, you may choose to spend 1 additional spell point. If you do, all dying creatures within the affected area immediately stabilize. Additionally, all allies have all bleed effects ended as if you had successfully used the Heal skill to perform first aid. This benefit lasts for 1 minute or until you stop concentrating on the *control weather* effect, whichever comes last.

Unorthodox Unarmed Training (Combat)

Prerequisite: Improved Unarmed Strike, base attack bonus +4.

Benefit: Choose two combat spheres that you possess that do not have Improved Unarmed Strike as an associated feat. The talents that you possess with the two chosen spheres count towards your unarmed damage progression. You may take this feat multiple times, choosing an additional two spheres each time.

Sphere-Specific Drawbacks

Companionship (requires Beastmastery sphere)

You do not get to select a Beastmastery package. You gain either the Animal Companion or Pet talent with this drawback.

Entertainer (requires Gladiator sphere)

Whenever this sphere uses or grants ranks in Intimidate or calls for an Intimidate check, you instead gain or use ranks in Perform or attempt a Perform check, with the specific Perform skill chosen at the time of gaining this drawback. This drawback does not grant a bonus talent; removing this drawback does not require spending a talent, but requires GM permission. You use Perform ranks in place of Intimidate ranks for prerequisites for feats and talents that require the Gladiator sphere.

Unified Traditions

Arcane Swindler

Arcane swindlers utilize magic in a less constructive fashion, instead using their innate guile and subtle magics to fool and steal from their victims. Usually employing a combination of physical misdirection and actual illusion magic, even those trained against these maneuvers struggle to discern the difference from arcane misdirection and pure skill.

Casting Ability Modifier: Charisma or Intelligence

Bonus Combat Talents:

Equipment Sphere: Finesse Fighting

Scoundrel Sphere: Cut And Run

Variable: The arcane swindler gains a talent of their choice from either the Athletics or Scout spheres.

Bonus Magic Talents:

Illusion Sphere

Telekinesis Sphere: Telekinetic Tools

Drawbacks: Coy Caster, Mental Focus, Passive Telekinesis (Telekinesis)

Boon: +1 spell point per odd level in casting classes.

Resolute Vanguard

Commonly acting as sentries and elite guards, resolute vanguards represent a fusion of both magic and martial capabilities for the sole purpose of defending their ward. Resolute vanguards are always seen next to their allies, vigilant for anything that could pose a threat to their allies. Never too far, a resolute vanguard ensures that their allies stay close and stay safe.

Casting Ability Modifier: Charisma

Bonus Combat Talents:

Equipment Sphere: Shield Training (discipline)

Guardian Sphere: (patrol) package

Shield Sphere: Cover Ally

Bonus Magic Talents:

Protection Sphere: Community, Bulwark (succor)

Drawbacks: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*aegis*) (Protection)

Boon: +1 spell point per odd level in casting classes.

Spellbound Tactician

Most tactician's inspire their people with grand words and incredible charisma, yet there are some tactician's and leaders blessed with magic, allowing them to instill their allies with magically-enhanced courage and zeal. These spellbound tacticians are able to manipulate the battlefield with both their voice and magic, uniting soldiers on the battlefield through brilliant tactics and spellbinding unity.

Casting Ability Modifier: Charisma

Bonus Combat Talents:

Equipment Sphere: Any one talent

Warleader Sphere: Militant Will

Variable: The spellbound tactician gains a talent of their choice from either the Leadership or Gladiator spheres.

Bonus Magic Talents:

War Sphere: Eternal Vigilance, Resolve (mandate)

Drawbacks: Consciousness Linked, Emotional Casting, Magical Signs, Verbal Casting, Battle Manipulation (War)

Boon: Drawback Feat (Battlecry), +1 spell point, +1 spell point per 3 levels in casting classes

Chapter 5

New Talents

Basic Talents

Alchemy Sphere

Elixir (formulae)

Craft DC: 20

You create a vial of potent liquid that can be used as a potion, removing 1d4 points of ability damage to one ability score of your choice. You can only affect a particular creature with this ability a number of times per day equal to 1/2 the number of ranks you possess in Craft (alchemy) (minimum 1) plus your practitioner modifier.

You can increase the Craft DC for this item in increments of 5, each time you do so, you may apply one of the following benefits:

- You may affect an additional ability score of your choice to benefit from this formulae.
- You remove 2 points of ability drain to the affected ability score(s).
- The amount healed increases by one die size (1d6, 1d8, 1d10, 1d12).

If a chosen benefit is chosen more than once, its effects stack.

Neutralizer (formulae)

Craft DC: 20

You create a neutralizing paste that can be applied to yourself or a willing creature within your reach as a standard action. Neutralizers aid against one energy type of your choice (acid, cold, electricity, or fire), plus an additional damage type at 10 ranks in Craft (alchemy), and grants energy resistance 5 against the chosen damage type, plus 5 additional points of energy resistance per 5 ranks in Craft (alchemy) you possess. Neutralizers lose their effectiveness after suffering two attacks of the chosen energy type, or after 10 minutes, whichever comes first. A creature can only benefit from one neutralizer

at a time, applying another neutralizer replaces the effects of the previous one.

You can increase the Craft DC for this formulae in increments of 10; each time you do you may suffer one additional attack, and increase the duration of the neutralizer before it becomes ineffective by an additional 10 minutes.

Gladiator Sphere

Enthusiastic Cheer (boast)

One allied creature within range gains a number of temporary hit points equal to your Intimidate ranks (minimum 1). These temporary hit points last for 1 minute. For every 4 ranks in Intimidate you possess, you may affect an additional ally.

Inspire (boast)

You may grant yourself or one allied creature within range a +2 morale bonus to their next saving throw made within the next minute. For every 5 ranks in Intimidate you possess, the bonus increases by 1.

Life Sphere

Calming Vitality (vitality)

Your Life magic instills the target with tranquility and harmony. This grants the target a +4 morale bonus to concentration checks.

Greater Restore

When using your *restore* ability, you may spend an additional spell point to select two options when using *restore* instead of one (such as *restoring* both mind and soul). If you possess a talent that grants special applications of *restore*, you may also select from the granted special applications too.

Lingering Vitality

Whenever a creature benefiting from one of your (vitality) talents would lose its benefits due to taking damage from failing a saving throw or being hit with an attack roll, the benefits of the (vitality) talent lasts for 1 additional round before ending.

Securing Vitality (vitality)

Your Life magic instills the target with stability and strength. This grants the target a +2 circumstance bonus to CMB and CMD.

Stabilizing Invigoration

In addition to its other effects, using invigorate immediately stabilizes a dying creature, and you may immediately attempt a Heal check as a free action to treat any bleed damage the creature is suffering from, with your Heal skill modifier for this check being your caster level + your casting ability modifier instead of your normal bonuses (if higher), as if using first aid.

Nature Sphere

Purify Nature (geomancing)

You may purify the nature around you, making brackish water drinkable, poisonous plants edible, and hazardous air breathable.

Air

Improved Purify Air: You may spend a spell point to cast Purify Air as an instantaneous effect, causing the affected area to be purified of any toxins indefinitely (not accounting for the natural spreading of such gases). Additionally, whenever you concentrate on Purify Air, you may choose to center the sphere effect's radius on yourself. If the air you are attempting to purify is magical in nature (including fog and clouds), you must attempt a magic skill check against the magic skill defense of the caster. On a success, all negative effects such as concealment or damage are removed from the purified air.

Earth

Cultivate Soil: If you possess the (earth) package, as an instantaneous effect, you may spend a spell point to cause the soil within a 20-foot radius, plus 10 feet per 4 caster levels you possess to churn and enrich itself, allowing the soil to be used to grow plantlife. If the earth you are attempting to purify is cursed or poisoned, you must attempt a magic skill check against the magic skill defense of the effect, or the DC of the poison (if any). On a success, the curse or poison is dispelled and removed from the affected area.

Fire

Purifying Heat: If you possess the (fire) package, as an instantaneous effect, you may spend a spell point to attempt to purify any toxins within a creature's bloodstream using extreme heat. You may attempt a magic skill check against the DC of each poison the target is suffering from. On a success, the poison is neutralized.

Metal

Pure Metals: If you possess the (metal) package, whenever you would use Recover Ore to gain materials to earn a wage using an appropriate Craft or Profession skill, you earn double your check result in gold pieces worth of raw materials, instead of half your check result. Additionally, you may use Reforge to completely remove all rust and damage on a non-magical metal object, removing the broken condition from the object and causing it to regain 1d4 hit points, +1 additional hit point per 4 caster levels you possess. If you possess Reforge Mastery, this increases to 1d6 + 1/2 your caster level hit points.

Plant

Purify Food: If you possess the (plant) package, as an instantaneous effect, you may spend a spell point to purify all food within a 10-foot radius, plus 5 feet per 4 caster levels you possess, making spoiled, rotten, or otherwise contaminated food edible. If the food you are attempting to purify is poisoned or diseased, you must attempt a magic skill check against the DC of the poison or disease. On a success, the poison or disease is removed from the food.

Water

Purify Water: If you possess the (water) package, as an instantaneous effect, you may spend a spell point to purify all water within a 10-foot radius, plus 5 feet per 4 caster levels you possess of brackish, stagnant, or otherwise contaminated water. If the water you are attempting to purify is poisoned or diseased, you must attempt a magic skill check against the DC of the poison or disease. On a success, the poison or disease is removed from the water.

Protection Sphere

Durable Barrier

The force that makes up your *barriers* are as durable as metal, if not even more so. *Barriers* you create reduce all bludgeoning, piercing, and slashing damage dealt to it by an amount equal to half your caster level (minimum 1). You may spend a spell point to instead allow your barrier to reduce all damage types by an amount equal to half your caster level (minimum 1).

War Sphere

Cooperative Momentum (momentum)

Whenever an ally would be affected by an ability originating from another ally that is subject to spell resistance and covers an area, the ally may spend a point of *momentum* to treat themselves and their equipment as if they were immune.

Disrupting Momentum (momentum)

Whenever an ally would be attacked with a melee attack or combat maneuver, the ally may spend 2 points of *momentum* as an immediate action to force the attacker to roll their attack roll or combat maneuver check twice and take the lowest result (Will negates).

Focusing Momentum (momentum)

As a move action, an ally may spend 2 points of *momentum* to regain their martial focus. Alternatively, the ally may spend 3 points of *momentum* to regain their martial focus as a swift action instead.

Impose (mandate)

Whenever a member of this *mandate* takes damage, the other member of this *mandate* may choose to transfer up to an amount of damage equal to twice your caster level (minimum 1) to themselves as a free action (usable outside their turn).

Revitalizing Momentum (momentum)

As a swift action, an ally may spend any amount of *momentum* (maximum equal to your casting ability modifier). The ally gains a number of temporary hit points equal to 1d4 per *momentum* spent. These temporary hit points last for a number of rounds equal to the amount of *momentum* spent.

Warleader Sphere

Synchronized Strikes (tactic)

When an ally within range of this tactic makes a successful weapon attack against a creature, the next successful weapon attack against that creature made by another ally within range of this tactic ignores any damage reduction or hardness the creature may possess.

Advanced and Legendary Talents

Alchemy Legendary Talents

Ambrosia (formulae)

Prerequisites: Alchemy sphere (Panacea (formulae)), Craft (alchemy) 10 ranks.

You manage to brew the perfect balance of arcane reagents and divine ingredients to create a single extract of a purely divine liquid, capable of curing almost anything. This extract can be used as a potion, and is used to cure a number of maladies and debilitations, determined by the Craft DC used for its creation:

DC 25: The creature is cured of a single curse effect affecting them.

DC 35: The creature removes all temporary negative levels or one permanent negative level they possess.

DC 40: The creature is healed of all broken bones, severed body parts, and ruined organs. This includes restoring senses that are impaired or lost, such as sight or hearing. This process of healing takes 10 minutes.

DC 50: The creature removes all temporary and permanent negative levels, and the creature is treated as benefiting from a miracle or wish spell for abilities and spells that specify they can only be removed by the use of these spells (but does not mimic any other applications of the spells).

This ambrosia is often too much to handle for most creatures, with a particular creature only being able to benefit from an Ambrosia once per day. Any additional attempts to drink an ambrosia during this period have no effect.



Elixir Of Life (formulae)

Prerequisites: Alchemy sphere, Craft (alchemy) 5 ranks.

Craft DC: 25

You create an elixir that can be used as a standard action to restore a dead target within your natural reach back to life. As long as the target has not been dead for longer than 1 round, the creature is healed to 1 hit point, and gains a temporary negative level. You can increase the Craft DC for this formulae in increments of 10; each time you do so this formulae can target dead creatures that have been dead for 1 additional round, and gain 1 additional hit point per Hit Die the creature possesses when revived.

Athletics Legendary Talents

Slipstream (fly, run, swim)

Prerequisites: Acrobatics, Fly or Swim 5 ranks, Athletics sphere.

When you have martial focus, while using movement modes associated with the packages you possess, the squares that you pass through become easier to move through for 1 round, plus 1 round per 5 ranks you possess in the skill associated with the movement type. Allies who move through these squares only subtract 5 feet of movement for every 2 squares travelled within the affected squares. A creature that only moves through one of these affected squares in a round subtracts 5 feet of movement as normal.

Life Advanced Talents

Resurrection, Supreme

Prerequisites: Life sphere (Break Enchantment, Greater Resurrection, Make Whole, Restore Senses (cure), Restore Spirit (cure), Resurrection, Resuscitate), caster level 20th.

When you bring a target back to life with your Resurrection talent, they suffer no permanent negative levels, in addition to having all ability score damage and drain completely removed. You may also resurrect creatures whose bodies have been destroyed completely, provided that you may specifically identify the deceased in some fashion. Additionally, you may spend an additional 2 spell points to also allow the Resurrection to count as using a *miracle* or *wish* spell for creatures that require such an effect to be resurrected, in addition to being able to resurrect creatures regardless of how long they have been dead for.

Warleader Legendary Talents

Piercing Voice

Prerequisites: Warleader sphere.

Whenever you would be affected by a magic effect that would make you unable to speak (such as the silence option of the Suppression Illusion talent), the caster must first attempt a magic skill check against a DC equal to 10 + 1/2 your Diplomacy ranks + your practitioner modifier (minimum 1). If the caster fails, your voice is not affected by the magic effect, allowing you to speak, use *shouts*, *tactics* with verbal components, etc. If the caster succeeds, your voice is completely silenced and affected by the effect normally. If the effect would suppress other forms of noise (such as moving), they still remain suppressed even if the caster fails.

Additionally, whenever the effects of your *shouts* would be either reduced in range or completely negated with a solid barrier or wall, they instead carry through the obstruction without interruption.

Resonating Chorus (shout)

Prerequisites: Diplomacy 5 ranks, Warleader sphere.

You may release a shout that causes nearby metal weapons to suddenly resonate with sound. For the *shout's* duration, you and your affected allies' weapon attacks made with metal weapons deal an additional 1d6 points of sonic damage. This damage increases by 1d6 at 10 ranks in Diplomacy and every 5 ranks beyond.

You may expend your martial focus when using this shout to allow the shout to benefit all kinds of weapons. Additionally, at 10 ranks in Diplomacy, the damage die size is also increased to d8s instead of d6s.

Chapter 5

Bestiary & NPCs

Merry

Merry Barker's childhood was filled with hardship. Ever since he was born, he was blamed for the subsequent death of his mother, yet despite the abuse and intolerance he had faced, he remained a stubborn optimist and carefree soul. Eventually however, he turned to more dubious pursuits, indulging in unchained frivolity and borderline hedonistic pursuits. This vicious cycle was only stopped by finding the love of his life, a human man known as Elias. With his life on track, Merry decided to give his life direction and discipline, and joined the army, fighting for his country for years.

Yet, on one fateful day, Merry had decided to leave the army, intending on marrying his love. However, he was soon met with the cruel view of his lover in the arms of another, and left the town, devastated. With a lack of purpose, he returned to his vicious cycle. Yet in one of his drunken stupors, he found a group that instilled life into the tavern, and soon decided to join them on the road to the next major city. On this journey, he learned of their own tragedies and mistakes, and explained his own too. This venture turned south however, and the group was ambushed. With several people close to the brink, Merry felt a flood of energy flow within him, creating a barrier between the fallen and the group of bandits, giving the group enough time to recover and flee.

With newly found purpose, Merry's spark for life had become a roaring flame, slowly healing himself and those around him with his empathy, joyfulness and caring attitude.

MERRY BARKER

CR 5**XP 1,600**

Male tiefling (div) warden 5

NG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE**AC** 17, touch 10, flat-footed 17 (+7 armor)**hp** 42 (5d10+115)**Fort** +6, **Ref** +1, **Will** +4; +2 vs. mind-affecting
Resistance cold 5, electricity 5, fire 5

OFFENSE**Speed** 30 ft.; 20 ft. with armor**Melee** +2 *morningstar* +7 (1d6+4/x2)**Ranged** none**Special Attack** none**Spell-Like Ability** (CL 5th)

- **At will** - *deathwatch*

MAGIC**Caster Level** 3; **MSB** +5; **MSD** 16; **Concentration** +9**Tradition** Resolute Vanguard (Drawbacks: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*aegis*) (Protection); **CAM** Cha**Spell Points** 12**Protection Sphere** - **DC** 15, **Duration** *aegis* (3 hours), **Range** touch, **Talents** Armored Magic, Bulwark, Community, Energy Resistance, Healing Aegis, Mass Aegis

- *Aegis* (Armored Magic, Deflection, Energy Resistance)
- *Succor* (Bulwark, Healing Aegis)

TACTICS

Merry will generally ensure that his allies are protected in some way, typically using Mass Aegis to ensure that everyone has protection. In combat, he will typically mix between using his *patrol* and other *aegises*, depending on the situation. If an ally is in particular danger, he will use his (succor) talents to attempt to keep them up, ensuring he has the actions to take a hit for them if necessary. When Merry is in danger, he will attempt to keep himself up using his delayed damage and by using his (succor) talents, but will try to defend his allies till his final breath.

STATISTICS**Str** 14, **Dex** 10, **Con** 16, **Int** 8, **Wis** 10, **Cha** 18**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Mystic Focus, Extra Combat Talent (2)

Martial Tradition Resolute Vanguard, PAM Cha, DC 15

Talents Equipment (Armor Training, Shield Training (discipline)), Guardian ((patrol) package, Clear Path (zone), Defend Other, Swift Guardian), Shield (Cover Ally)

Skills Diplomacy +12, Heal +5, Knowledge (nobility) +4, Perception +6, Sense Motive +5, Spellcraft +3

Languages Common, Infernal

SQ vigil (selflessness), guard (+2), expanded guard (two), focusing guard, projected empathy, reinforcement (defend ally)

Other Gear +1 *breastplate*, +2 *morningstar*, *cloak of resistance* +1, *ring of protection* +1, explorer's outfit, 750 gp

Primal Elemental

Unlike most elementals that exist on various elemental planes, primal elementals are creatures that embody an aspect of nature, and are typically created or spontaneously birthed from the world itself to act as guardians and defenders of the natural world. These elementals always appear to be made up of plantlife, although the nature of this plantlife always depends on the facet of nature it was created from: for example, a primal elemental created from the remains of a wildfire may be composed of charred wood and burning embers, whereas one created from the sea would be made up of silt, seaweed and coral.

Despite usually only encompassing one essence of nature, there have been primal elementals known to encompass two or more essences of nature, being made up of mud, lightning, etc. All primal elementals gain the following abilities:

Innately Magical (Su): A primal elemental is a creature of nature, possessing partial dominion over the very element that composes itself. Primal elementals gain the Nature sphere with the package most closely associated with its elemental nature. A primal elemental is considered a Low-Caster, possessing both a number of magic talents and a caster level equal to 1/2 its Hit Dice. This counts as having the casting class feature for the purposes of meeting the prerequisites for feats. These talents may only be spent gaining talents associated with its Nature package or (spirit) talents. They also possess a spell pool with a number of spell points equal to its caster level + its Constitution modifier.

Primal Essence (Su): A primal elemental is the pure manifestation of nature in its wildest form. Typically thought to be wardens of a certain aspect of nature, these elementals can vary as greatly in appearance as they can their power and disposition.

Air: Composed largely of thin and wispy plantlife that shakes to an ever-present wind, these elementals are largely known for their lithe appearance and calm demeanours. Air-based primal elementals gain the Auran language, a 60 feet fly speed (perfect maneuverability), sonic resistance 10 + their Hit Dice, and a +2 bonus to Dexterity. Spells or abilities that explicitly target or affect air elementals also affect air-based primal elementals.

Earth: Made up of large chunks of rock, earth, fungi and roots, these elementals are commonly the largest among all types of primal elementals, usually acting as immovable vanguards and

defenders of caves and caverns. Earth-based primal elementals gain the Terran language, a 30 feet burrow speed, DR 1/adamantine, +1 per 5 Hit Dice, and a +2 bonus to Constitution. Spells or abilities that explicitly target or affect earth elementals also affect earth-based primal elementals.

Fire: Commonly made up of charred wood, singed plants and burning embers, these elementals are known to be the most volatile and dangerous of primal elementals; known to set ablaze small villages that encroach too far into the lands of nature. Fire-based primal elementals gain the Ignan language, fire resistance 10 + their Hit Dice, and deal an additional 1d6 fire damage with their natural attacks. Spells or abilities that explicitly target or affect fire elementals also affect fire-based primal elementals.

Metal: Usually the most varied in appearance, these elementals are usually composed up of ore-riddled stone and rough gemstones, commonly acting as a nuisance for most mining operations that dig too deep. Metal-based primal elementals gain the Aklo language, electricity resistance 10 + their Hit Dice, a +2 natural bonus to AC, +1 per Hit Die, and a +2 bonus to Strength. Spells or abilities that explicitly target or affect metal or ferrous creatures (such as *rusting grasp*) also affect metal-based primal elemental.

Plant: Made up of thick vines, moss and flowers, these elementals are known to be patient caretakers of nature, usually formed after a great wildfire to return life to what was destroyed. Plant-based elementals gain the Sylvan language, a 30 feet climb speed, acid resistance 10 + their Hit Dice, and a +2 bonus to their CMB when attempting trip and disarm maneuvers. Spells or abilities that explicitly target or affect creatures with the plant creature type also affect plant-based primal elementals.

Water: Made up of dense seaweed, damp driftwood and coral, these elementals are great defenders of rivers and lakes, commonly to defend against pollution and waste that would find its way within them. Water-based elementals gain the Aquan language, a 30 feet swim speed, cold resistance 10 + their Hit Dice, and a +2 bonus to their Dexterity. Spells or abilities that explicitly target or affect water elementals also affect water-based primal elementals.

SMALL PRIMAL ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, native)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +5, **Will** +0

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee slam +4 (1d4+1)

Special Attack none

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 4, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 13

Feats Extra Magic Talent

Skills Acrobatics +7, Climb +6, Escape Artist +7, Intimidate +5, Knowledge (nature) +5, Perception +5

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 1; **MSB** +2; **MSD** 13; **Concentration** +2

Tradition Resolute Vanguard (Drawbacks: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*ae-gis*) (Protection)); **CAM** Wis

Spell Points 1

Nature Sphere: (geomancing) see primal essence; Create Nature, (spirit) Nature's Weapon

- *geomancing*, close (25 ft.), **DC** 12
-

MEDIUM PRIMAL ELEMENTAL**CR** 3

XP 800

N Medium outsider (elemental, native)

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +5, **Will** +2

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee slam +7 (1d6+2)

Special Attack none

STATISTICS

Str 14, **Dex** 12, **Con** 12, **Int** 4, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 17

Feats Extra Magic Talent, Weapon Focus (slam)

Skills Acrobatics +8, Climb +9, Escape Artist +8, Intimidate +7, Knowledge (nature) +8, Perception +8

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 2; **MSB** +2; **MSD** 13; **Concentration** +3

Tradition Resolute Vanguard (Drawbacks: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*ae-gis*) (Protection)); **CAM** Wis

Spell Points 3

Nature Sphere: (geomancing) see primal essence; Create Nature, (spirit) Nature's Carapace, Nature's Weapon

- *geomancing*, close (30 ft.), **DC** 12
-

LARGE PRIMAL ELEMENTAL**CR** 5

XP 1,600

N Large outsider (elemental, native)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 9, flat-footed 18 (+8 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +6, **Will** +4

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee 2 slams +12 (1d8+4)

Ranged none

Special Attack none

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** 4, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 23

Feats Extra Magic Talent, Extra Spell Points, Improved Initiative, Weapon Focus (slam)

Skills Acrobatics +11, Climb +15, Escape Artist +11, Intimidate +11, Knowledge (nature) +13, Perception +13

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 4; **MSB** +4; **MSD** 15; **Concentration** +7

Tradition Resolute Vanguard (Drawbacks: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*ae-gis*) (Protection)); **CAM** Wis

Spell Points 8

Nature Sphere: Grant Spirit, (geomancing) see primal essence; Create Nature, (spirit) Nature's Carapace, Nature's Weapon, Wreath Of Elements

- *geomancing*, close (35 ft.), **DC** 15
-

HUGE PRIMAL ELEMENTAL**CR** 7

XP 3,200

N Huge outsider (elemental, native)

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 7, flat-footed 21 (-1 Dex, +11 natural, -2 size)

hp 105 (10d10+50)

Fort +12, **Ref** +5, **Will** +6

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee 2 slams +15 (2d6+6)

Ranged none

Special Attack none

STATISTICS

Str 22, **Dex** 8, **Con** 20, **Int** 4, **Wis** 16, **Cha** 10

Base Atk +10; **CMB** +18; **CMD** 27

Feats Extra Magic Talent x2, Extra Spell Points, Improved Initiative, Weapon Focus (slam)

Skills Acrobatics +12, Climb +19, Escape Artist +12, Intimidate +13, Knowledge (nature) +16, Perception +16

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 5; **MSB** +5; **MSD** 16; **Concentration** +10

Tradition Resolute Vanguard (*Drawbacks*: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*aegis*) (Protection)); **CAM** Wis

Spell Points 10

Nature Sphere: Deep Nature, Grant Spirit, (geomancing) see primal essence; Create Nature, (spirit) Nature's Carapace, Nature's Weapon, Rejuvenation, Wreath Of Elements

- *geomancing*, close (35 ft.), **DC** 17

GREATER PRIMAL ELEMENTAL **CR 9**

XP 6,400

N Huge outsider (elemental, native)

Init +3; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 20, touch 7, flat-footed 23 (-1 Dex, +13 natural, -2 size)

hp 149 (13d10+78)

Fort +15, **Ref** +7, **Will** +10

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee 2 slams +20 (2d8+8)

Ranged none

Special Attack none

STATISTICS

Str 26, **Dex** 8, **Con** 24, **Int** 4, **Wis** 18, **Cha** 10

Base Atk +13; **CMB** +23; **CMD** 32

Feats Extra Magic Talent x2, Extra Spell Points, Improved Initiative, Improved Natural Armor, Iron Will, Weapon Focus (slam)

Skills Acrobatics +15, Climb +24, Escape Artist +15, Intimidate +16, Knowledge (nature) +20, Perception +20

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 6; **MSB** +6; **MSD** 17; **Concentration** +13

Tradition Resolute Vanguard (*Drawbacks*: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*aegis*) (Protection)); **CAM** Wis

Spell Points 12

Nature Sphere: Deep Nature, Grant Spirit, (geomancing) see primal essence; Create Nature, Nature Lord, (spirit) Nature's Carapace, Nature's Weapon, Rejuvenation, Wreath Of Elements,

- *geomancing*, close (40 ft.), **DC** 19

ELDER PRIMAL ELEMENTAL **CR 11**

XP 12,800

N Huge outsider (elemental, native)

Init +3; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 22 (-1 Dex, +15 natural, -2 size)

hp 166 (16d10+78)

Fort +17, **Ref** +9, **Will** +11

Defensive Abilities primal essence; **Immune** elemental traits

OFFENSE

Speed 30 ft., see primal essence

Melee 2 slams +24 (2d8+10)

Ranged none

Special Attack none

STATISTICS

Str 30, **Dex** 8, **Con** 24, **Int** 4, **Wis** 22, **Cha** 10

Base Atk +16; **CMB** +28; **CMD** 39

Feats Extra Magic Talent (nature) x2, Extra Spell Points x2, Improved Initiative, Improved Natural Armor, Iron Will, Weapon Focus (slam)

Skills Acrobatics +18, Climb +29, Escape Artist +18, Intimidate +19, Knowledge (nature) +25, Perception +25

Languages see primal essence

SQ primal essence

MAGIC

Caster Level 8; **MSB** +8; **MSD** 19; **Concentration** +14

Tradition Resolute Vanguard (*Drawbacks*: Emotional Casting, Magical Signs, Verbal Casting, Limited Protection (*aegis*) (Protection)); **CAM** Wis

Spell Points 18

Nature Sphere: Deep Nature, Grant Spirit, (geomancing) see primal essence; Create Nature, Manipulate Nature, Nature Lord, (spirit) Dragonlung, Nature's Carapace, Nature's Weapon, Rejuvenation, Wreath Of Elements

- *geomancing*, close (45 ft.), **DC** 20

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The Warden

This handbook introduces a new class - The Warden - as well as provides a host of new options for supporting and aiding your allies. Whether you protect your allies through magic or mettle, within these pages you'll find all manner of new options standing steadfast between your allies and those that would mean them harm.

For use with both the Spheres of Power and Spheres of Might systems. For Pathfinder 1st edition.