



WARDEN

A NEW BASE CLASS FOR PATHFINDER

The Warden

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Warden

A Base Class for the Pathfinder Roleplaying Game

Wardens are not made, they are formed. Those who died on sacred ground may awake to find themselves to have escaped death's icy grasp. The forest chooses those of a balanced heart to be its champions- infusing their form with an iota of primal power.

Wardens wield the fury of the forest, armored with root and thorn and staving off those who would upset nature's harmony. Wardens are part plant, part man, and all warrior. Wardens themselves are a mysterious lot- forbidden from living in urban environments or partaking in technological wonders.

There are warden cults where recruits, after a long apprenticeship in a nature worshipping religion, will be ritually killed and brought back as a warden if they are found virtuous. These green knights then serve for centuries as wardens in their local regions.

Wardens are agents of impartial, neutral, balance in the world. Everything must be in harmony in accordance to nature and it is their sacred task to swiftly (and often forcefully) correct those who step out of line. They seek to preserve life but understand the necessity for death. Anything in excess or in too small amount offends nature and a warden may be called on to correct this.

HIT DICE: D10.

ROLE:

A warden is a front line fighter with a powerful ability to affect the layout of the battlefield. While they may lack the direct damage ability of a paladin or barbarian, a warden makes up for it in the ability to direct the flow of battle and bolster their allies within a 'zone' they control. Wisdom is an important ability for a warden, as it influences the save DCs of their class features, but as a front-line fighter a warden should also be sure to shore up their Strength and Constitution scores as well.



Table 1-1: The Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Zone Size
1st	+1	+2	+0	+2	Nature's reclamation 1/day	10 foot cube
2nd	+2	+3	+0	+3	Green tongue, warden training	10 foot cube
3rd	+3	+3	+1	+3	Nature's reclamation 2/day	10 foot cube
4th	+4	+4	+1	+4	Nature's gift	15 foot cube
5th	+5	+4	+1	+4	Nature's reclamation 3/day	15 foot cube
6th	+6/+1	+5	+2	+5	Warden training	15 foot cube
7th	+7/+2	+5	+2	+5	Nature's reclamation 4/day	20 foot cube
8th	+8/+3	+6	+2	+6	Green squire, nature's presence	20 foot cube
9th	+9/+4	+6	+3	+6	Nature's reclamation 5/day	20 foot cube
10th	+10/+5	+7	+3	+7	Nature's gift, warden training	25 foot cube
11th	+11/+6/+1	+7	+3	+7	Nature's reclamation 6/day	25 foot cube
12th	+12/+7/+2	+8	+4	+8	Double zone, tree step	25 foot cube
13th	+13/+8/+3	+8	+4	+8	Nature's reclamation 7/day	30 foot cube
14th	+14/+9/+4	+9	+4	+9	Warden training	30 foot cube
15th	+15/+10/+5	+9	+5	+9	Nature's reclamation 8/day	30 foot cube
16th	+16/+11/+6/+1	+10	+5	+10	Nature's gift	35 foot cube
17th	+17/+12/+7/+2	+10	+5	+10	Nature's reclamation 9/day	35 foot cube
18th	+18/+13/+8/+3	+11	+6	+11	Warden training	35 foot cube
19th	+19/+14/+9/+4	+11	+6	+11	Nature's reclamation 10/day	40 foot cube
20th	+20/+15/+10/+5	+12	+6	+12	Green knight	40 foot cube

ALIGNMENT: ANY NEUTRAL

A warden must be of a neutral alignment on at least one axis (NG, LN, N, CN, or NE) and they are encouraged to strive to be absolutely neutral ("true neutral"). If their alignment no longer contains a neutral component, they cannot take further levels in warden until their alignment once again contains a neutral component.

STARTING WEALTH:

3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CODE OF CONDUCT:

A warden has several restrictions placed upon them. If the do any of the following acts they will be regarded as "tainted" and immediately loses all warden class features (but not weapon, armor, and shield proficiencies). A tainted warden may continue to take levels in warden.

- A warden may never remain, willingly, in an urban environment for a prolonged period of time (settle, take up residence, establish a temporary base, etc.) Staying in a deeply urban environments should be avoided whenever possible but is permitted in pursuit of a greater goal.

- A warden may never swear an oath of service or loyalty to any mortal power. A warden serves only nature- never a king or local governance.
- A warden may never partake in high technology or rely on it.
- A warden may never do anything to the point of unnecessary excess (particularly libations). All things must be done in moderation (though they may be thorough).
- A warden must endeavor to uphold the balance of nature (i.e hunting is ok, but hunting a single type of creature in excess is not).

A warden may commune with nature to ask for permission if a situation demands it. This is commonly afforded, particularly in service to a greater goal. A warden may also seek atonement (via an atonement spell) for past acts.

CLASS SKILLS

The warden's class skills are Climb (Str), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the warden.

Weapon and Armor Proficiency:

The warden is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields).

Nature's Reclamation (Su):

The principle power of the wardens is to reclaim an area; to cause an area to rapidly grow into a natural terrain of their choice. Worked stone yields to sudden reforestation, the depths of the darkest dungeon becomes an arctic waste, and a deep bog spills from the surface of the forsaken desert. At 1st level, a warden can designate a 10 foot cube of space (10' x 10' x 10') as a standard action and cause it to terraform into a new terrain of their choice, chosen from the list of available warden zones (see Warden Zones at the end of the class). This area becomes known as their 'zone'. The zone lasts a number of rounds equal to the warden's Wisdom modifier modifier + 1 round per 4 warden levels, with a minimum duration of 2 rounds. The warden can only maintain a single zone at a time; if they create a new zone, the first zone ends. When a zone's duration ends, or when it is dismissed (a swift action), the terrain reverts to its original form with no damage or ill effect to the area, although there may be indications of what occurred (an aquatic zone may create small puddles, a forest zone leaves behind some twigs and leaves, etc). The zone also ends if the warden is knocked unconscious, dies, becomes frightened or panicked, or is otherwise prevented from participating in combat.

If a warden attempts to create a zone where one already exists, they must make an opposed level check with the existing zone's creator. The winner has their zone supercede the other zone where they overlap. If the warden attempts to replace their own zone, they automatically succeed without needing an opposed level check. Enemies may attempt to dispel the zone; the warden is considered to have a caster level equal to their warden level for the purpose of dispelling a zone.



At 1st level, the warden can use this ability once per day. At 3rd level, and every odd level thereafter, the warden gains an additional use of this ability. Additionally, at 4th level and every 3 levels after that, the size of a zone the warden can create increases, as shown on Table 1-1: The Warden. The warden may always choose to create a smaller zone than the maximum size allowed by their level.

Green Tongue (Sp):

At 2nd level, a warden is treated as if they were permanently under the effects of both a *Speak with plants* and a *Speak with animals* spell. Additionally the warden learns Druidic, the secret language of druids, as a bonus language.

Warden Training (Su):

As they grow in power, warden learn new ways to channel nature's power. At 2th level, the warden gains an ability chosen from the following list. At 6th level, and every 4 levels after that, they gains an additional ability.

BIOME SHIFT:

As a move action, the warden may re-select the zone type of their active zone, and/or the active zone modifiers. The warden may do both with the same action. The warden must be at least 6th level to take this warden training.

ECOTONE:

When creating a zone, the warden may select 2 zone types, and have the zone gain the base effect of both zones. A GM may rule that certain zones cannot be combined (desert and aquatic, arctic and swamp, etc). The warden may select unique zone modifiers from each zone type. The warden must be at least 10th level to take this warden training.

Sidebar: What's An Ecotone?

Ecotone is the term for a region where two biomes or ecosystems meet. An ecotone displays the properties of both biomes.

EXTENDED RECLAMATION:

Any zones that the warden creates last an additional 3 rounds. This warden training may be taken more than once; its effect stacks.

INDIGENOUS LIFE (SP):

The warden may spend a use of their nature's reclamation class feature to conjure an animal to aid them in battle. As a standard action, the warden may expend a use of their nature's reclamation class feature to cast *Summon Nature's Ally* 1 as a spell-like ability. At 4th level, and every 2 levels after that, this ability increases by 1 spell level (to a maximum of *Summon Nature's Ally* 9 at 18th level). Alternatively, the warden may dismiss an existing zone they control to use this ability, but only to summon a creature that would normally be found within the type of terrain they had created with their zone. The warden may only have a single instance of summoned creatures at a time; if they summon more creatures this way, any already summoned creatures are dismissed.

NATURAL EQUIPMENT:

If the warden uses non-metal armor and weapons they gain a +1 divine bonus* to their AC and a +2 divine bonus on damage rolls.

NATURAL WARRIOR (SP):

All wooden weapons and armor worn/wielded by the warden count as if they were under the effects of an ironwood spell. The warden must be at least 6th level to take this warden training.

RECLAIMER:

The warden gains 2 additional uses of their nature's reclamation ability per day. This warden training may be taken more than once; its effect stacks.

SHAPE GEAR (SP):

At the start of the warden's turn any wooden weapons and/or armor worn/wielded can be modified as if by a *wood shape* spell as a swift action. This, expressly, allows the warden to turn their armor into a lighter kind of armor (or return it to its heaviest form) and turn their weapons into any weapon of the same handedness that they are proficient in. Doing either of the two previously mentioned abilities does not require a Craft check and has no chance of failure. The warden must be at least 6th level to take this warden training.

SUNDERER:

The warden gains Improved Sunder as a bonus feat, even if they don't meet the prerequisites, and ignores an amount of hardness equal to $1/2$ their warden level when making a sunder attempt.

THORN LASH:

As a move action (or a free action if they have Quick Draw) the warden may create up a thorny length of vine in their hand. This counts as a whip that deals lethal damage, regardless of armor bonus or natural armor bonus. The warden is always considered to be proficient with this weapon. At 4th level, and every 4 levels after that, the thorn whip gains a +1 enhancement bonus to attack and damage rolls, to a maximum of +5 at 20th level.

WARDEN'S PATH:

The warden ignores all difficult terrain (magical or otherwise) within their zone, as well as all naturally occurring difficult terrain found outside their zone. Magically generated difficult terrain outside their zone, including terrain generated by another warden's zone, still affects them. The warden must be at least 6th level to take this warden training.

WILD EMPATHY:

The warden gains the wild empathy class feature of the druid, using their warden level as their druid level.

WILD GROWTH:

The size of zones that the warden creates increases by 10 feet per side (i.e. a 25' cube becomes 35' cube). The warden must be at least 6th level to take this warden training.

*Sidebar: Divine Bonus

A "divine bonus" is a profane bonus for evil characters and a sacred bonus for good characters. Neutral characters may select which bonus type they prefer but once the choice has been made it cannot be changed.

Nature's Gift (Su):

At 4th level, when creating a zone, the warden may imbue the area with special powers called zone modifiers, creating further effects beyond the base benefit of the zone. The choice to apply a zone modifier is made when creating the zone. They may choose to use a universal modifier (listed below), or a unique modifier based on the type of zone they are creating. Once they choose a zone modifier, it applies to the zone as long as the zone lasts and cannot be changed. The warden automatically knows all zone modifiers.

At 10th level, the warden may apply 2 zone modifiers when they create a zone. At 16th level, they may apply 3 zone modifiers when they create a zone.



LIFEBLOOD:

The warden and their allies gain fast healing $1/4$ th their warden level while within their zone. The warden can only heal up to twice their warden level in hit points to a given creature per day.

NATURAL AEGIS:

The warden and their allies within their zone gain a +2 natural armor bonus. This increases by +1 at 8th level and every 4 levels thereafter (for a maximum of +6 natural armor at 20th level).

REJECT AUTOMATA:

At the start of the warden's turn, constructs within the zone take 1d6 damage per 2 warden levels. A Fortitude save (DC 10 + $1/2$ warden level + Wisdom modifier) halves the damage. This expressly bypasses the normal construct immunity to effects requiring a Fortitude save

THORN ARMOR:

While within their zone, any enemy that strikes the warden or their allies with a non-reach melee weapon, unarmed strike, or natural weapon takes 1 point of piercing damage per 2 warden levels (maximum of 10 damage). For the purpose of overcoming DR, this counts as damage from a magic weapon with an enhancement bonus equal to $1/4$ the wardens class level.

ZONE ATTUNEMENT:

While within their zone, the warden and their allies deal an additional +1d6 damage. The type of damage dealt is based on the environment created by the zone (an arctic zone deals cold damage, desert deals fire, cave might deal bludgeoning, etc.); discuss the damage type with the GM. At 8th level, and every 4 levels after that, this extra damage increases by an addition d6, to a maximum of +5d6 at 20th level.

ZONE SENSE:

While within the zone, the warden and their allies gain blindsense that extends to edge of the zone.

Green Squire (Su):

At 8th level, any time the warden dies, anyone trying to restore them to life can treat any large living tree (big enough to hold the warden) as the warden's remains. The caster attempting to bring the warden back to life must know the warden's name and provide an accurate physical description of the warden. Upon completion of the spell, the warden's body is formed from the core of the tree and falls prone in an adjacent square.

Sidebar: There Are No Trees Here!

If a warden seems to find themselves in a location where trees are rare, to keep abilities like Green Squire and Tree Step feeling relevant it is acceptable to find a suitable replacement. If underwater coral might be a good option. If in the badlands perhaps large boulders or rock formations may be acceptable. Even if it's just "areas of dense vegetation" it is still acceptable as long as it is thematically relevant to the environment.



Nature's Presence (Su):

At 8th level, the warden gains the ability to count themselves as a zone they may apply zone modifiers to. They may choose a single zone modifier and gain its benefits, even while outside a zone. They may change which zone modifier they have active as a swift action. For the purpose of zone modifiers that deal damage or provide a bonus to spellcasting, the warden may choose to have the effect instead apply to adjacent creatures. They may suppress or reactivate this effect as a swift action. A GM may rule that certain zone modifiers (such as ravine or cavern collapse) cannot be chosen for use with this ability. If the warden chooses a unique modifier based on a terrain, their features change to reflect the chosen terrain. A warden who chooses an arctic modifier may have their features highlighted by icicles and frost, a forest modifier could mean having vine-like hair, or a swamp modifier might result in them leaving rapidly disappearing damp sludge as footprints.

Double Zone (Su):

At 12th level, a warden can have up to two zones active at any time. If they attempt to create a third zone, the warden may choose which currently active zone they will dismiss. If the 2 zones overlap, the warden may choose which zone takes priority in the overlapping area; only zone modifiers from the prioritized zone affect that area.

Tree Step (Sp):

At 12th level, a warden gains the ability to step into a tree, magically infusing themselves into the plant, and exiting out of another tree as a move action. Once within a tree, they can teleport from that particular tree to another tree within a range equal to twice their move speed. Upon entering the tree they instantly know the location of all other suitable trees within transport range. If no suitable trees are in range the warden will find themselves unable to enter the tree. The trees that the warden enters and exits from must be living and must have girth at least equal to their own.

Green Knight (Sp):

At 20th level, whenever the warden is killed (fails a save against a death effect, is reduced to 0 hp, etc), they return to life the next day, as per a *true resurrection* spell, in the center of the nearest pristine natural site (a large forest untouched by loggers, a hidden crystal-clear lake, an oasis in the desert, etc). This process takes 1 day, plus 1 additional day per 100 miles that the warden died from the nearest pristine natural site.

Warden Zones

Aquatic

Base Benefit: The zone is filled with 2 feet of water per warden level, to a maximum height of the zone width. Shallow water (1-2 feet) is treated as difficult terrain, while higher water levels require creatures to swim. The water does not spill out into the area outside the zone, forming sheer walls of flowing water at the edge of the zone.

UNIQUE MODIFIERS:

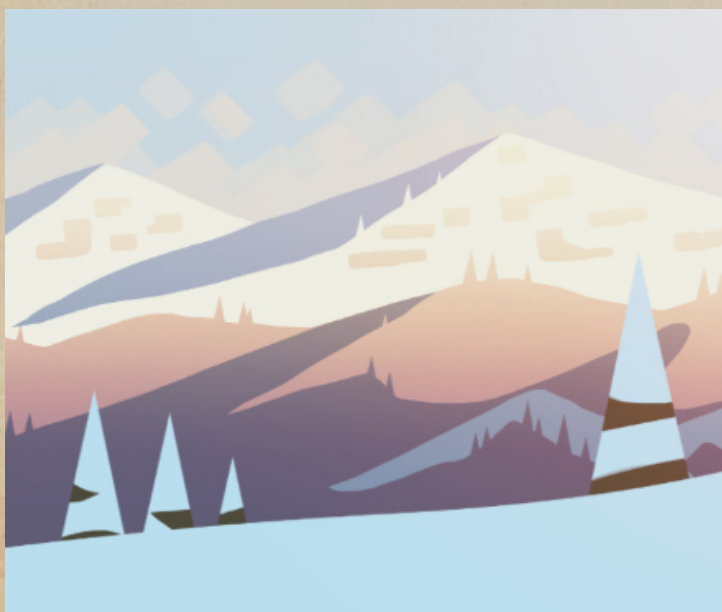
- **Atlantian:** While within the zone, the warden and their allies gain water breathing and a swim speed equal to their base land speed.
- **Extinguishing Waves:** Each round at the start of the wardens turn, magical fires within the zone are targeted by a *dispel magic* effect, using the warden's class level as their caster level.
- **Saltwater In The Wound:** Enemies injured within the zone must make a Fortitude save (DC 10 + 1/2 warden level + Wisdom modifier) or become staggered for 1 round. Creatures native to saltwater and creatures with the aquatic subtype are immune to this effect.
- **Whirlpool:** A small whirlpool forms within the zone in a square of the wardens choice. At the start of the wardens turn, enemies within the zone must make a Swim check (DC 10 + warden level + Wisdom modifier) or be dragged 10 feet closer to that square, or as close as possible if that square is occupied. The warden may create, relocate, or dismiss the whirlpool as a move action.

Artic

Base Benefit: The zone becomes covered slick ice and powdery snow that makes keeping one's balance difficult. Enemies that move more than half speed must make a Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) or fall prone after moving 1/2 their maximum move speed.

UNIQUE MODIFIERS:

- **Blizzard Arcana:** Allied spells with the cold descriptor cast within the zone have their caster level increased by +1, and their save DC increased by +1.
- **Frigid Winds:** At the start of the wardens turn, all enemies within the zone take 1d6 cold damage per 2 warden levels. A Fortitude save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.
- **Glacial Wall (Sp):** The warden may cast *wall of ice* as spell-like ability at will as a standard action, using their warden level as their caster level. However, the warden can only create up to one 5' square sheet per caster level. The wall can only occupy squares within the zone, and the effect automatically ends when the zone ends.
- **Whiteout:** The zone is filled with a raging blizzard, which acts as a mundane *obscuring mist* spell. The warden and their allies can see through the effect without issue.



Cave

Base Benefit: The zone becomes darker and more claustrophobic as stony phantom walls close overhead. The edge of the zone blocks line of sight, and the zone becomes an area of darkness. At 10th level, the zone becomes an area of *deeper darkness*, as the spell, although the warden treats it as mundane darkness.

UNIQUE MODIFIERS:

- **Cavern Collapse:** As a standard action, the warden may create a violent cave-in. Enemies within the zones must make a Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) or take 1d6 points of bludgeoning damage per 2 warden levels and become trapped under the rubble. Creatures that make the save take half damage and avoids becoming trapped. Creatures trapped take 1d6 nonlethal damage per 5 warden levels each round until freed (A DC 10 + 1/2 warden level + Wisdom modifier Fort save halves the damage). The rubble lasts until the zone ends. Using this ability ends all other active zone modifiers in the zone.
- **Chasm:** The zone is created with yawning abyss. The chasm occupies 1 square per 2 warden levels, and must occupy a contiguous line. The chasm is as deep as the width of the zone (i.e. a 20' cube would create a 20' deep pit).
- **Echoed Arcana:** Allied spells with the sonic descriptor cast within the zone have their caster level increased by +1, and their save DC increased by +1.
- **Stalagmite Strike:** While within the zone, the warden may direct a rock to fall from the ceiling and strike a foe. As a swift action, the warden may deal 1d6 piercing damage per 2 warden levels to a single creature within the zone. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.

Desert

Base Benefit: The zone becomes blisteringly hot. Enemies within the zone must make a Fortitude save each round (DC 10 + 1/2 warden level + Wisdom modifier) or become fatigued until the end of their next turn.

UNIQUE MODIFIERS:

- **Desert Arcana:** Allied spells with the fire descriptor cast within the zone have their caster level increased by +1, and their save DC increased by +1
- **Desert Mirage (Sp):** While within their zone, the warden may cast *hallucinatory terrain* as a spell-like ability at will as a standard action. They may only affect the area within their zone with this ability.
- **Scorching Winds:** At the start of the wardens turn, all enemies within the zone take 1d6 fire damage per 2 warden levels. A Fortitude save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.
- **Shifting Sands:** As full-round action while within their zone, the warden can cause the sands to rapidly shift, dragging foes caught along a chosen path. The warden makes a special reposition attempt against any number of enemies within the zone, rolling once and substituting their Wisdom modifier for their Strength modifier. This doesn't provoke an attack of opportunity. Each creature whose CMD they beat is moved in a direction of the wardens choice; the warden can move each creature in a different way if they so choose. For the purpose of this special reposition, the entire zone is considered the warden's threatened area.



Forest/Jungle

Base Benefit: The zone sprouts 1 large tree, plus 1 tree per 4 warden levels. The tree may be placed in either an unoccupied space or at an intersection of 4 unoccupied spaces. The trees provides cover, and extend to the maximum height of the zone. The trees can be climbed with a DC 20 Climb check.

UNIQUE MODIFIERS:

- **Strong Branches:** The branches of the trees are exceptionally strong, capable of supporting several creatures. When creating the zone, the warden may dictate certain branches to serve as platforms attached to a tree. They may create one 5'x5' square platform per 4 levels of warden they possess. The squares are not required to be contiguous, but each square must either be connected to a tree or another platform created by this effect.
- **Sudden Growth:** When creating the zone, the warden may create the trees in occupied spaces. Enemies caught by a growing tree are carried up to the maximum height of the zone and take 1d4 points of piercing damage per 3 warden levels. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) prevents the movement and halves the damage. The warden and their allies may ride the growing trees to their maximum height without taking damage, if they so choose.
- **Undergrowth:** A generous layer of crunchy leaves and small sticks coats the ground, making it hard to move quietly. Stealth checks within the zone take a penalty equal to 1/2 the warden's class level. The warden may exclude themselves and their allies from this effect.
- **Vine Trap:** While within the zone, the warden may direct plantlife to grab another creature within the zone. As a swift action, the warden may cause an enemy within the zone to become entangled for 1 round. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) negates the effect.

Mountain

Base Benefit: The zone suddenly tilts to one side, part of the ground rises, or otherwise elevates part of the area with a severe slope. One edge of the zone (the warden's choice) is 10 feet higher per 5 warden levels than the opposite edge (minimum of 10' higher). The ground slopes evenly between the two edges.

UNIQUE MODIFIERS:

- **Alpine Winds:** As a move action, the warden can fill the zone with strong winds. At 8th level, and every 4 levels after that, the warden may increase the strength of the winds by 1 step (to a maximum of tornado-strength winds at 20th level). The warden may always choose to set the wind strength to a lower level than the highest strength they have access to.
- **Avalanche:** As a standard action, the warden may trigger a rockslide, avalanche, or similar disaster to strike the zone. The warden makes a special bull rush attempt against all enemies within the zone, rolling once and substituting their Wisdom modifier for their Strength modifier. This doesn't provoke an attack of opportunity. Each creature whose CMD they beat is pushed in the same direction. The warden doesn't move during this special bull rush.
- **Sudden Ravine:** As a standard action, the warden causes the ground to give way under an enemy's feet. The target must make a Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) or fall 10 feet per 2 warden levels. Unless it climbs out (A DC 10 + warden level + Wisdom modifier Climb check) or finds some other way to escape the pit, the creature remains there until the zone ends, at which point it returns to ground level.
- **Volcanic Burst:** While within the zone, the warden may create a small volcanic eruption at an enemy's feet. As a swift action, the warden may deal 1d6 fire damage per 2 warden levels to a single creature within the zone. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.

Plains

Base Benefit: The zone becomes a uniform and mostly level area, with clear visibility. All natural sources of cover (large trees and rocks, dirt piles, etc) are removed from the zone, as are all man-made structures smaller than the zone's total area.

UNIQUE MODIFIERS:

- **Ankle Breakers:** The zone is pockmarked with prairie dog holes, divots, and other treacherous footing. Enemies moving faster than half speed through the zone must make an Acrobatics check (DC 10 + warden level + Wisdom modifier) or fall prone after moving 10 feet. A creature that fails by 5 or more has twisted an ankle (or similar bodypart) and has their movement speed halved until they receive 1 point of magical healing or a DC 10 Heal check.
- **Brushfire:** Spells and spell-like abilities that deal fire damage within the zone create small brush fires within their target area. Effects that target a single creature (such as scorching ray) cause that creature's occupied area to catch fire. Enemies that pass through a square with a brushfire take 1d6 fire damage per 4 warden levels and must make a Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) or catch fire. The warden may dismiss any number of brush fires as a move action, otherwise wildfires last until the zone ends.
- **Endless Expanse:** The size of the zone increases by 50% (i.e. a 30 ft. zone becomes 45 ft. zone).
- **Megafauna:** While within the zone, a single creature of the warden's choice grows 1 size category, as if by *enlarge person*, except this applies to the creature regardless of creature type and only lasts while they remain in the zone. At 8th level, and every 4 levels after that, the warden may choose to enlarge an additional creature.

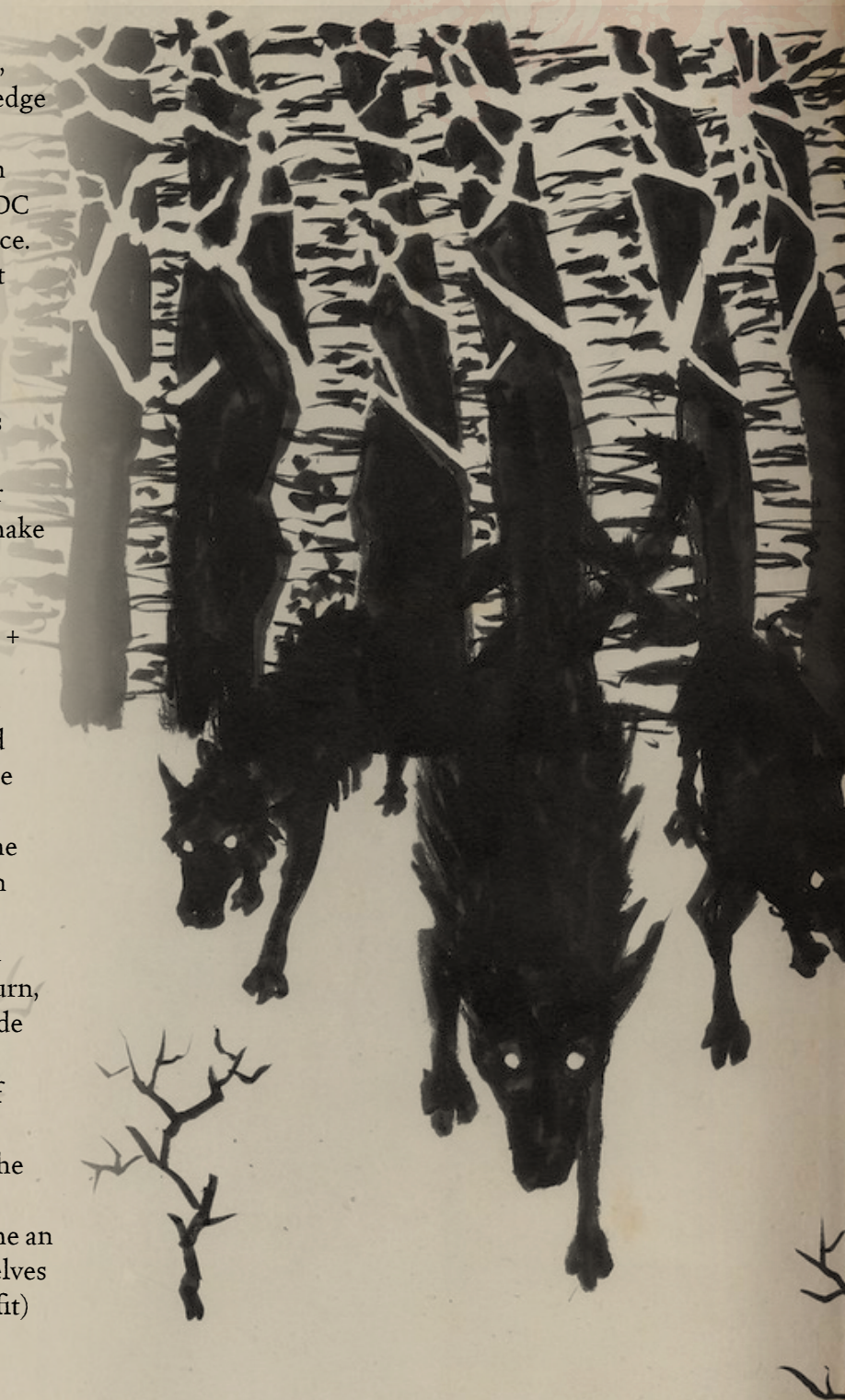


Swamp

Base Benefit: The zone becomes a knee-deep mire, although the muck doesn't extend beyond the edge of the zone. The entire zone is treated as difficult terrain, and enemies that don't move on their turn become stuck, and must make a Strength check (DC $10 + \frac{1}{2}$ warden class level) to move from that space. Planar movement and teleportation effects are not affected by this movement restriction.

UNIQUE MODIFIERS:

- **Creepy-Crawlies:** The zone is home to all sorts of small biting bugs that swarm and sting enemies. Enemies attempting to cast a spell or concentrate on a spell within the zone must make a concentration check (DC $20 + \text{spell level}$) or have the spell fail. Actions noted as requiring concentration require a Fortitude save (DC $10 + \frac{1}{2}$ warden level) or else they fail.
- **Marsh Fever:** Each round, enemies within the zone are exposed to a single contact or inhaled poison of the warden's choice at the start of the warden's turn. The warden chooses the poison when they create the zone. The DC to resist the poison cannot be greater than $10 + \frac{1}{2}$ warden level + Wisdom modifier.
- **Noxious Mire:** The zone becomes filled with a powerful stench. At the start of the warden's turn, enemies within the zone must make a Fortitude save (DC $10 + \frac{1}{2}$ warden level + Wisdom modifier) or become sickened until the end of their next turn.
- **Sinking Fen:** Enemies that become prone in the zone must take a standard action to stand up instead of a move action. Additionally, any time an enemy fails the Strength check to free themselves from the mire (see the swamp zone base benefit) by 5 or more, they fall prone.



NEW FEATS

Extra Warden Training

Prerequisites: Warden training class feature

Benefit: You gain an additional warden training. You must meet the prerequisites for the warden training as normal.

Special: You may take this feat more than once; each time you gain an additional warden training.

Favored Zone

"I love the forest in the spring. And the fall. And the wi-Look I just really love forests."

Prerequisites: Nature's gift class feature

Benefit: Choose one type of zone you can create. You gain the ranger's favored terrain class feature with the chosen terrain. The favored terrain bonuses you receive do not increase with your level. Additionally, this feat counts as the favored terrain class feature for the purposes of feat prerequisites and other effects.

Special: You may take this feat more than once; each time you gain a new favored terrain.

Enduring Reclamation

Nature shall endure, even without you.

Prerequisites: nature's reclamation class feature

Benefit: Your zones last for their full duration, even if you are knocked unconscious, die, or becoming frightened/panicked.

Normal: Your zones automatically end if you are knocked unconscious, die, become frightened/panicked, or are otherwise prevented from participating in combat.



Table 1-2: Warden Alternate Favored Class Bonuses

RACE	BONUS	SOURCE
Dwarf	+1/6 an additional use of nature's reclamation.	CRB
Elf	Zones created by the warden extend an additional 1 foot in each direction. Mechanically, this only has an effect if taken in increments of 5; a zone size of 23 square feet is the same as a zone size of 20 square feet.	CRB
Half-elf	Zones last +1/4 an additional round.	CRB
Half-orc	+1/2 to sunder checks while within the warden's zone.	CRB
Human	+1/6 a new warden training.	CRB
Grippli	Swamp zones last +1/2 an additional round.	ARG
Oread	Cave and earth zones last +1/2 an additional round.	ARG
Undine	Aquatic and water zones last +1/2 an additional round.	ARG
Aziza	Desert zones last +1/2 an additional round.	RG4
Kercpa	Forest zones last +1/2 an additional round.	RG5

WARDEN ARCHETYPES

Planar Warden

An Archetype for Wardens in the Pathfinder Roleplaying Game

Not all wardens concern themselves with the world of the material plane. There are those who instead seek to maintain the balance found between the planes that manage the powers of the multiverse; the elemental planes of air, earth, fire and water along with the positive and negative energy planes. These wardens tear minor rifts and tears in the fabric of the cosmos, creating small pockets where planar rules overwrite the existing terrain. Where a warden creates a forest in the desert, the planar warden brings the plane of fire to the material plane.

Skills

The planar warden doesn't gain Knowledge (geography) as a class skill. Instead, they gain Knowledge (planes)

This modifies the warden's class skills

Planar Zone (Su):

The planar warden doesn't gain the normal selection of zones and the unique zone modifiers that go along with them; instead, they gain zones associated with the various elemental planes.

This replaces the wardens normal selection of zones and their unique zone modifiers.

Planar Speech (Ex):

At 2nd level, the planar warden learns to read and speak Aquan, Auran, Druidic, Ignan, and Terran as bonus languages.

This replaces the green tongue class feature.

Planar Native (Su):

Starting at 8th level, the planar warden always counts as being native to whatever plane they are on, and are thus immune to spells like *dismissal*. Additionally, if the plane has a harmful effect (lack of air, toxic gases, extreme temperatures) the warden ignore such effects, as if under the effects of a constant *planar adaptation* spell.

This replaces the nature's presence class feature.

Planar Shift (Sp):

Starting at 12th level, the planar warden can create a short-lived rift between planes. Once per day, the planar warden can cast *plane shift* as a spell-like ability. At 16th and 20th levels, the planar warden gain an additional daily use of this ability, to a maximum of 3 times per day at 20th level.

This replaces the tree step class feature.



Planar Zones

Air

Base Benefit: All creatures within the zone begin to gently float in the air, as if by a *levitate* spell. Creatures without a fly speed (natural or otherwise) cannot move under their own power unless they make an Acrobatics or Fly check (DC 10 + warden level + Wisdom modifier) to move up to their movement speed.

UNIQUE MODIFIERS:

- **Bolt From The Blue:** While within the zone, the warden may conjure a lightning bolt to strike a foe. As a swift action, the warden may deal 1d6 electricity damage per 2 warden levels to a single creature within the zone. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.
- **Cloudbank:** The zone is filled with a thick cloud or fog, which acts as a mundane *obscuring mist* spell. The warden and their allies can see through the effect without issue
- **Galeforce:** As a move action, the warden can fill the zone with strong winds. At 8th level, and every 4 levels after that, the warden may increase the strength of the winds by 1 step (to a maximum of tornado-strength winds at 20th level). The warden may always choose to set the wind strength to a lower level than the highest strength they have access to.
- **Tradewind:** Allies within the zone gain a fly speed equal to the warden's base speed with average maneuverability.

Earth

Base Benefit: The zone becomes darker and more claustrophobic as stony phantom walls close overhead. The edge of the zone blocks line of sight, and the zone becomes an area of darkness. At 10th level, the zone becomes an area of *deeper darkness*, as the spell, although the warden treats it as mundane darkness.

UNIQUE MODIFIERS:

- **Crystal Trap:** As a swift action, the warden can cause sharp crystals to grow within a single square in the zone. The crystals are considered masterwork caltrops, except they make their attack rolls at the wardens highest BAB, and are treated as magic weapons with an enhancement modifier equal to 1/4th the warden's class level. The warden can change which square the crystals grow in as an immediate action.
- **Entomb:** As a standard action, the warden can attempt to make a special grapple check against a prone enemy within the zone, using their Wisdom modifier in place of the Strength modifier. If the warden succeeds, the creature becomes grappled. The warden doesn't gain the grappled condition, but otherwise treats this as a normal grapple. If the warden chooses to damage the creature, they deal bludgeoning damage equal to their warden level.
- **Stalagmite Strike:** While within the zone, the warden may direct a rock to fall from the ceiling and strike a foe. As a swift action, the warden may deal 1d6 piercing damage per 2 warden levels to a single creature within the zone. A Reflex save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.
- **Stoneguard:** As a move action, the warden can create a 5' square stone pillar in an unoccupied space in the zone, plus an additional pillar per 4 warden levels. These stone pillars do not need to be contiguous (although they can be stacked vertically if the warden wishes), but each must touch a stone surface. If the warden uses this ability again, the existing stone pillars crumble into dust.

Fire

Base Benefit: Whenever an enemy within the zone takes fire damage, they must make a Reflex save (DC $10 + 1/2$ warden level + Wisdom modifier) or catch fire. Enemies that catch fire take the warden's class level in fire damage each turn.

UNIQUE MODIFIERS:

- **Everything Burns:** Enemies within the zone that catch fire must make 2 successful Reflex saves to put out the flames, and jumping into bodies of water does not automatically extinguish a creature on fire.
- **Ignis Arcana:** Allied spells with the fire descriptor cast within the zone have their caster level increased by +1, and their save DC increased by +1.
- **Melting Point:** Objects within the zone take full damage from effects that deal fire damage, ignoring hardness. Additionally, metal objects within the zone become vulnerable to fire damage, taking 150% damage from fire effects before hardness. Magic items get a Fortitude save (DC $10 + 1/2$ warden level + Wisdom modifier) each time they take fire damage to resist both these effects.
- **Volcanic Burst:** While within the zone, the warden may create a small volcanic eruption at an enemy's feet. As a swift action, the warden may deal 1d6 fire damage per 2 warden levels to a single creature within the zone. A Reflex save (DC $10 + 1/2$ warden level + Wisdom modifier) halves the damage.

Negative Energy

Base Benefit: All enemy healing effects, including fast healing and regeneration, are reduced by 1 point. This reduction improves by an additional point at 4th level and every 4 levels thereafter, to a maximum of reducing healing by 6 points at 20th level. This cannot take a healing effect below 0 points of healing (i.e. this cannot turn a healing effect into a damage effect).

UNIQUE MODIFIERS:

- **Deadly Miasma:** Enemies within the zone must roll twice on Fortitude saves and take the worse result.
- **Executioner (Sp):** While within the zone, the warden can cast *death knell* at will as a spell like ability, and may target any creature within the zone as though they were touching the creature.
- **Mortis Arcana:** Allied spells with the death descriptor or that deal negative energy damage that are cast within the zone have their caster level increased by +1, and their save DC increased by +1.
- **Reaper Man (Sp):** While within the zone, the warden gains a constant *deathwatch* spell effect, and can focus on a single creature as a move action to learn any damage immunities, resistances, or vulnerabilities the creature possesses as though they had successfully identified the creature with a relevant Knowledge check.



Positive Energy

Base Benefit: The warden and their allies within the zone automatically stabilize while below 0 hit points, and regain 1 + 1/4th warden class level hit points each round. This healing cannot take a creature above 1 hit point.

UNIQUE MODIFIERS:

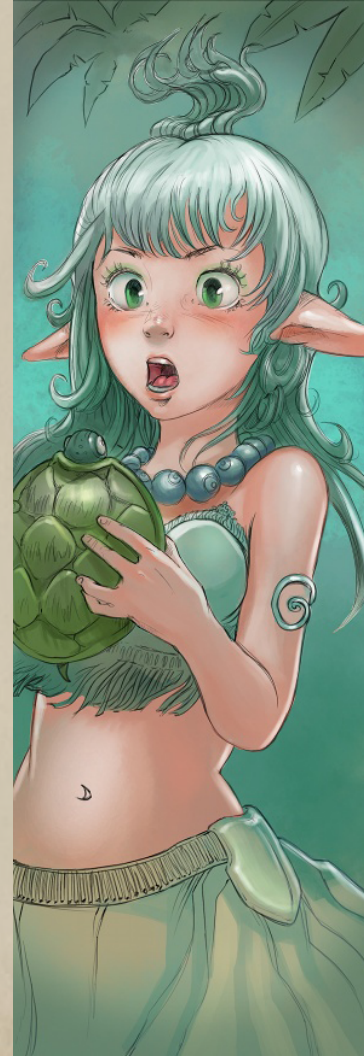
- **Eternals:** While within the zone, the warden warden and their allies gain the ferocity trait, don't gain the staggered condition or take damage for performing strenuous actions while at below 0 hp, and add the warden's class level to their Constitution score when determining the negative hit points needed to die. When the zone ends, allies within the zone below 0 hp become stable at -1 hp.
- **Grove Of Rebirth:** At the start of their turn, allies of the warden within the zone heal 1 point of ability damage or drain, and gain a new saving throw to remove negative levels.
- **Healer's Favor:** All *cure* spells cast within the zone can target any willing creature within the zone, regardless of the normal range of the spell.
- **Reject Undeath:** Undead creatures and creatures with the negative energy affinity trait take 1d6 points of positive energy damage per 2 warden levels at the start of their turn. A Will save (DC 10 + 1/2 warden level + Wisdom modifier) halves the damage.

Water

Base Benefit: The zone is filled with 2 feet of water per warden level, to a maximum height of the zone width. Shallow water (1-2 feet) is treated as difficult terrain, while higher water levels require creatures to swim. The water does not spill out into the area outside the zone, forming sheer walls of flowing water at the edge of the zone.

UNIQUE MODIFIERS:

- **Atlantian:** While within the zone, the warden and their allies gain water breathing and a swim speed equal to their base land speed.
- **Extinguishing Waves:** Each round at the start of the wardens turn, magical fires within the zone are targeted by a *dispel magic* effect, using the warden's class level as their caster level.
- **Saltwater In The Wound:** Enemies injured within the zone must make a Fortitude save (DC 10 + 1/2 warden level + Wisdom modifier) or become staggered for 1 round. Creatures native to saltwater and creatures with the aquatic subtype are immune to this effect.
- **Whirlpool:** A small whirlpool forms within the zone in a square of the wardens choice. At the start of the wardens turn, enemies within the zone must make a Swim check (DC 10 + warden level + Wisdom modifier) or be dragged 10 feet closer to that square, or as close as possible if that square is occupied. The warden may create, relocate, or dismiss the whirlpool as a move action.



Beast Knight

An Archetype for Wardens in the Pathfinder Roleplaying Game

Beast knight are wardens created through wild shamanic rituals. They are less in tune with nature as a whole, but possess a greater rapport with wild animals. Warriors in the service of lycanthropic nature cults and aggressive druid circles, beast knights take it upon themselves to serve as nature's sword and claw.

Beastclaw (Su):

At 1st level, the beast knight gains 2 claw attacks that deal 1d4 damage each (1d3 damage for a small warden). These are primary natural attacks, or secondary attacks if the beast knight attacks with a manufactured weapon in the same round. Additionally, starting at 4th level all of the beast knight's natural attacks gain an enhancement bonus to attack and damage rolls equal to 1/4th their warden class level (minimum +1).

Finally, the beast knight may use a natural attack in the place of an unarmed strike when making a full attack action. If they do so, they cannot use that same natural attack outside the full attack that turn, and any remaining natural attacks are treated as secondary natural attacks. For example, a 11th level beast knight could make 3 iterative attacks at the appropriate BAB using one of their claws, but could then only attack with one claw as a secondary natural attack. This replaces the warden's nature's gift class ability.

Wild Shape (Su):

At 4th level, the beast knight gains the druid's wild shape class feature. The warden has an effective druid level equal to their warden level when determining what shapes they can take with wild shape and how often they can wild shape. Additionally, the beast knight counts as a druid of equal level for the purpose of meeting feat prerequisites, although they do not gain a caster level. This replaces the warden's nature's reclamation class ability.

Beast Barding (Su):

At 8th level, any armor the beast knight wears is treated as having the *wild* magic armor property, allowing them to retain their armor bonus even while using wild shape. This does not affect the total enhancement bonus of the armor. Unlike normal wild equipment, the armor remains visible and reshapes itself to accommodate the beast knight's new form.

This replaces the warden's nature's presence class ability.



Lycan Knight (Su):

At 12th level, when the beast knight uses wild shape, they can choose to retain a roughly humanoid shape, allowing them to retain the ability to speak, use their hands, and wield manufactured weapons. Their equipment grows or shrinks to match any change in size. Additionally, the beast knight becomes immune to the curse of lycanthropy.

This replaces the warden's double zone class ability.

Beast Training:

The beast knight cannot learn the following warden trainings: biome shift, ecotone, extended reclamation, indigenous life, reclamer, warden's path, or wild growth.

Instead, the beast knight gains access to the following new trainings:

- **Beast Trail:** The beast knight ignores naturally occurring difficult terrain, and ignores the slowing effects of magical difficult terrain while using wild shape.
- **Combat Feat:** The beast knight gains a bonus combat feat. The beast knight must meet all the prerequisites for the feat. This training may be taken multiple times; each time the beast knight gains a new combat feat.
- **Tireless Beast:** The beast knight ignores movement penalties caused by non-metal armors. Additionally, they may rest in non-metal armor with becoming fatigued.
- **Wild Shape Feat:** The beast knight gains a bonus feat. The chosen feat must have wild shape as a prerequisite, and the beast knight must meet all the prerequisites for the feat. This training may be taken multiple times; each time the beast knight gains a new feat.

This modifies the warden's selection of warden trainings.

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