

Mazur's Machinations

Adventurer's Addendum I



Artificer • Seer • Warden

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Author: Michael Mazur

Editors: Tom Capor, Selene Parkhurst, Lisa McKinney

Layout Assistance: Keith Davies

Cover and Title Art: Jessica Cohen

Interior Art: Jeff Moore

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

Class Skills: The artificer's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Escape Artist (Dex), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magical Device (Cha).

Skill ranks per level: 4 + Int modifier.

Class Features

All the following are class features of the artificer.

Weapon and Armor Proficiency: The artificer is proficient in light armor, all simple weapons, the hand crossbow, and the repeating crossbow. An artificer can cast artificer spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an artificer wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass artificer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: An artificer casts arcane spells, which are drawn from the artificer spell list. Like a sorcerer, they can cast any spell they know without preparing it ahead of time. When an artificer gains access to a new level of spells, they automatically know all the spells for that level given on the artificer's spell list. Artificers also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

To cast a spell, an artificer must have an Intelligence score of 10 + the spell's level. The Difficulty Class for a saving throw against an artificer's spell is 10 + the spell's level + the artificer's Intelligence modifier. Like other spellcasters, an artificer can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on the artificer's class table. In addition, they receive bonus spells per day if they have a high Intelligence score.

Cantrips: Artificers know all cantrips, or 0-level spells, as listed on their spell list. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Trapfinding: An artificer adds 1/2 their level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An artificer can use Disable Device to disarm magic traps.

Item Familiarity: Artificers automatically succeed on all Use Magic Device checks when using an item they created.

Blueprints (Ex): An artificer of 2nd level or higher is able to make blueprints of spells in order to help make magical items. If given an hour of study and suitable writing materials, an artificer can create a blueprint from a scroll, wizard's spellbook, or item that required that spell to make. Once created, a blueprint may be used to fulfill the requirement of casting a spell for the crafting of a magical item. Blueprints are not consumed on use, and may be used by any artificer of 2nd level or higher.

Gadgeteer (Ex): At 2nd level, an artificer has become adept at the use of all sorts of alchemical and magical items. Whenever the artificer uses an alchemical or magical item with a saving throw DC, that DC is the item's base DC, or 10 + 1/2 the artificer's level + the artificer's intelligence modifier, whichever is higher.

Vitriol Toss (Ex): Starting at 2nd level, an artificer's attacks with damaging alchemical items, such as alchemist's fire or acid, deal extra damage on a direct hit. This extra damage is 1d4 at 2nd level, and increases by 1d4 every two artificer levels thereafter. At 7th level the damage dice increase to d6s, to d8s at level 13, and d10s at level 17. Should the artificer score a critical hit with an alchemical item, this extra damage is not multiplied. Vitriol Toss only increases the damage dealt on a direct hit, and does not increase splash damage.

Bonus Feat: At 3rd and 5th level, an artificer may take any item creation feat as a bonus feat. The artificer must still meet the prerequisites for this feat.

Advanced Learning: Representing the results of study and experimentation, at 5th level and every 2 artificer levels thereafter, an artificer may add a new spell to their spell list. The spell must be a wizard spell of the abjuration or transmutation school, and of a lower level than that of the highest-level artificer spell the artificer already knows. Once a new spell is selected, it is forever added to that artificer's spell list and can be cast just like any other spell on the artificer's list.

Gadget Mastery: At 11th level, the artificer has perfected the use of magical items. Whenever the artificer uses a magical item that produces a spell or spell-like effect with a caster level, the caster level of that effect is the artificer's level or the magical item's caster level, whichever is higher.

Artificer Spell List

The artificer may cast any spell they know from their spell list, and automatically know all spells of levels they are able to cast. The artificer's spell list, below, includes spells from the Pathfinder Roleplaying Game Core Rulebook, and the Pathfinder Roleplaying Game Advanced Player's Guide (marked ^{APG}). Additional spells from other books can be added to the Artificer Spell List at the GM's discretion, but such spells need to be carefully considered. Unlike other spellcaster classes, each spell added is a boost to the class's power, due to the artificer not having a limit on spells prepared or spells known. Instead, spells from other books should be added to an individual artificer's spell list through their Advanced Learning class feature.

0-Level Artificer Spells (Cantrips)

Acid Splash: Orb deals 1d3 acid damage.
Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).
Detect Magic: Detects all spells and magic items within 60 ft.
Light: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Open/Close: Opens or closes small or light things.
Read Magic: Read scrolls and spellbooks.
Spark^{APG}: Ignites flammable objects.

1st-level Artificer Spells

Alarm: Wards an area for 2 hours/level.
Animate Rope: Makes a rope move at your command.
Break^{APG}: Gives an object the broken condition.
Burning Disarm: A metal object instantly becomes hot possibly causing the wielder to drop it or take damage.
Crafter's Fortune^{APG}: Subject gains +5 on next Craft check.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Erase: Mundane or magical writing vanishes.
Floating Disk: Creates a 3-ft.-diameter horizontal disk that holds 10 lbs/level.
Gravity Bow: Arrows do damage as though one size category larger.
Hold Portal: Holds door shut.
Identify: Gives +10 bonus to identify magic items.
Magic Aura: Alters object's magic aura.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Unseen Servant: Invisible force obeys your commands.

2nd-level Artificer Spells

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Arcane Lock^M: Magically locks a portal or chest.

Chill Metal: Cold metal damages those who touch it.

Continual Flame^M: Makes a permanent, heatless light.

Create Pit^M: Creates an extradimensional pit.

Heat Metal: Makes metal so hot it damages those who touch it.

Knock: Opens locked or magically sealed door.

Magic Mouth^M: Object speaks once when triggered.

Make Whole: Repairs an object.

Locate Object: Senses direction toward object (specific or type).

Obscure Object: Masks object against scrying.

Rope Trick: As many as eight creatures hide in extradimensional space.

Phantom Trap^M: Makes item seem trapped.

Shatter: Sonic energy damages objects or crystalline creatures.

Stone Call: 2d6 damage to all creatures in area.

Weapon of Awe: Weapon gets +2 on damage rolls.

3rd-level Artificer Spells

Arcane Sight: Magical auras become visible to you.

Dispel Magic: Cancels one magical spell or effect.

Explosive Runes: Deals 6d6 damage when read.

Flame Arrow: Arrows deal +1d6 fire damage.

Glyph of Warding^M: Inscription harms those who pass it.

Illusory Script^M: Only select creatures can read text.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Magic Vestment: Armor or shield gains +1 enhancement bonus per four levels.

Secret Page: Changes one page to hide its real content.

Sepia Snake Sigil^M: Create text symbol that immobilizes reader.

Shifting Sand^{APG}: Creates difficult terrain and erases tracks, can carry along some creatures and objects.

Shrink Item: Object shrinks to one-sixteenth size.

Spiked Pit^{APG}: As create pit, but filled with spikes.
Stone Shape: Sculpts stone into any shape.
Tiny Hut: Creates shelter for 10 creatures.
Versatile Weapon^{APG}: Weapon bypasses some DR.
Windwall: Deflects arrows, smaller creatures, and gases.

4th-level Artificer Spells

Acid Pit^{F,APG}: Creates a pit with a layer of acid on the bottom.
Dimensional Anchor: Bars extradimensional movement.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Firefall^{APG}: Causes fire to burst up, dealing 2d6 fire damage.
Minor Creation: Creates one cloth or wood object.
Resilient Sphere: Force globe protects but traps one subject.
Secure Shelter: Creates sturdy cottage.
Stoneskin^M: Grants DR 10/adamantine.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall or hemisphere creates dome.

5th-level Artificer Spells

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.
Disrupting Weapon: Melee weapon destroys undead.
Fabricate^M: Transforms raw materials into finished items.
Hungry Pit^{APG}: As create pit, but dealing 4d6 damage to those in it as it closes.
Mage's Faithful Hound: Phantom dog can guard a location and attack intruders.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Major Creation: As minor creation, plus stone and metal.
Passwall: Create passage through wood or stone wall.
Permanency^M: Makes certain spells permanent.
Secret Chest^F: Hides expensive chest on ethereal Plane; you retrieve it at will.
Symbol of Pain^M: Triggered rune wracks creatures with pain.
Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.
Wall of Force: Wall is immune to damage.
Wall of Stone: Creates a stone wall that can be shaped.

6th-level Artificer Spells

Analyze Dwoemer^F: Reveals magical aspects of subject.
Animate Objects: Objects attack your foes.
Antimagic Field: Negates magic within 10 ft.
Blade Barrier: Wall of blades deals 1d6/level damage.
Disintegrate: Reduces one creature or object to dust.
Dispel Magic, Greater: As dispel magic, but with multiple targets.
Enemy Hammer: Allows you to telekinetically use a creature as a weapon.
Glyph of Warding, Greater^M: As glyph of warding, but up to 10d8 damage or 6th-level spell.
Guards and Wards: Array of magic effects protect area.
Move Earth: Digs trenches and builds hills.
Stone to Flesh: Restores petrified creature.
Wall of Iron^M: 30 hp/four levels; can topple onto foes.

7th-level Artificer Spells

Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects.
Forcecage^M: Cube or cage of force imprisons all inside.
Instant Summons^M: Prepared object appears in your hand.
Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.
Mage's Sword^F: Floating magic blade strikes opponents.
Phase Door: Creates an invisible passage through a barrier.
Rampart: Creates 5-ft.-thick earthen barrier.
Reverse Gravity: Objects and creatures fall upward.
Statue: Subject can become a statue at will.
Symbol of Stunning^M: Triggered rune stuns creatures.
Symbol of Weakness^M: Triggered rune weakens creatures.
Teleport Object: As teleport, but affects a touched object.

Vision^M: As legend lore, but quicker.

8th-level Artificer Spells

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact location of creature or object.

Maze: Traps subject in extradimensional maze.

Prismatic Wall: Wall's colors have array of effects.

Screen: Illusion hides area from vision and scrying.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Telekinetic Sphere: As resilient sphere, but you move

the sphere telekinetically.

Wall of Lava: Wall damages foes that try to enter, periodically launches lava at nearby targets.

9th-level Artificer Spells

Earthquake: Intense tremor shakes 80-ft. radius.

Mage's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Refuge^M: Alters item to transport its possessor to your abode.

Teleportation Circle^M: Teleports creatures inside circle.

Wall of Suppression^M: Creates wall that disables magic.

World Wave: Earth moves you across distances.

Seer



The strands of fate are subtle things, but by manipulating them, one can influence the future. Seers are experts at reading these strands to predict events before they occur, and either change them or ensure they happen. Rather than standard magic, a seer instead uses special powers focused around divinations and manipulating fate. Some seers practice and train their crafts, while others gain their powers through a divine blessing, or even a curse. Guided by mysterious, many seers travel to ensure their prophecies of the future do or do not come to pass.

Role: Seers manipulate fate and fortune, providing great benefit to their allies, or great ruin to their enemies. They can support any group offensively or defensively, changing their strategy with the changing flow of battle. By tugging the strings of fate, seers can render attacks ineffectual or devastating, or prevent a killing blow, at their choosing. Seers can also call upon visions to divine knowledge about their world to uncover secrets and gain advantages to guide their allies.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The seer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill ranks per level: 4 + Int modifier.

Class Features

All the following are class features of the seer.

Weapon and Armor Proficiency: The seer is proficient in light armor and all simple weapons.

Prophecies (Ex): Given glimpses of the future, a seer can manipulate fortune and fate to their desires, subtly rewriting events to their benefit. As a move action, a seer may place a prophecy they know upon a creature within medium range (100 ft + 10 ft/level) that they have line of sight to. Each prophecy has a trigger condition and grants a benefit when triggered, which then removes the prophecy. If a prophecy's trigger condition occurs, even if the seer would not normally be aware, a seer may choose to not activate it, which does not consume the prophecy, but also does not grant any benefits. A prophecy has no set duration, but a seer may only have a limited number of prophecies active at one time. If a seer attempts to make a new prophecy and they have already reached their limit, they must choose a current prophecy to dismiss. One target cannot be affected by the same prophecy more than once at a time, although there is no limit to the number of different prophecies that may affect a target. A seer begins play knowing 2 prophecies, and gains one additional prophecy for every 3 levels. The list of prophecies is below:

Level	BAB	Fort Save	Ref Save	Will Save	Special	Prophecies Known	Concurrent	Visions
1st	+0	+0	+0	+2	Prophecies, Favor, Ruin, Visions	2	1	Detect Magic (0)
2nd	+1	+0	+0	+3	Danger Sense	2	2	Identify (1)
3rd	+1	+1	+1	+3	Enhanced Senses	3	2	Augury (2)
4th	+2	+1	+1	+4	Prophecy Cascade	3	2	Locate Object (2)
5th	+2	+1	+1	+4	Wrested Fate	3	3	Clairaudience/Clairvoyance (3)
6th	+3	+2	+2	+5	Image of Death	4	3	Arcane Sight (3)
7th	+3	+2	+2	+5	Grand Reading	4	3	Divination (4)
8th	+4	+2	+2	+6	Enhanced Senses	4	4	Locate Creature (4)
9th	+4	+3	+3	+6	Seer's Sight	5	4	Commune (5)
10th	+5	+3	+3	+7	Mass Telling	5	4	Scrying (5)
11th	+5	+3	+3	+7	Improved Favor, Improved Ruin	5	5	Find the Path (6)
12th	+6/+1	+4	+4	+8	Dedicated Prophecy	6	5	Legend Lore (6)
13th	+6/+1	+4	+4	+8	Enhanced Senses	6	5	Scrying, Greater (7)
14th	+7/+2	+4	+4	+9	Improved Seer's Sight	6	6	Vision (7)
15th	+7/+2	+5	+5	+9	Seized Destiny 1/day	7	6	Discern Location (8)
16th	+8/+3	+5	+5	+10	Greater Favor, Greater Ruin	7	6	Prying Eyes, Greater (8)
17th	+8/+3	+5	+5	+10	Seized Destiny 2/day	7	7	Foresight (9)
18th	+9/+4	+6	+6	+11	Enhanced Senses	8	7	
19th	+9/+4	+6	+6	+11	Seized Destiny 3/day	8	7	
20th	+10/+5	+6	+6	+12	Wrapped in Fate	8	8	

Prophecy of Death: The prophecy is triggered when the target of this prophecy would take damage that would reduce them to 0 or less hit points. All damage from the damage source is dealt as non-lethal damage. This prophecy cannot be used on creatures immune to non-lethal damage.

Prophecy of Defense: This prophecy is triggered when the target has an attack roll made against them. When activated, the attacker must reroll the attack and take the new result.

Prophecy of Gore: This prophecy is triggered when the target successfully makes a critical hit. When activated, the attack either deals additional damage equal to, or has its damage reduced by, 1d4 damage per the seer's class level times one less than the attack's critical multiplier.

Prophecy of Misfortune: This prophecy is triggered when the target fails a saving throw. When activated, the target may reroll the saving throw and take the better result.

Prophecy of Movement: This prophecy is triggered when the target makes a 5-foot step. When activated, the target may either move an additional five feet without provoking an attack of opportunity, or pro-

vokes attacks of opportunity from their five foot step, at the seer's choice.

Prophecy of Offense: This prophecy is triggered when the target makes an attack roll. When activated, the target must reroll the attack roll and take new result.

Prophecy of Opening: This prophecy is triggered when the target either suffers damage from an attack of opportunity or successfully makes an attack of opportunity. When activated, the target of the attack or opportunity is knocked prone.

Prophecy of Weakness: This prophecy is triggered when the target successfully makes a critical threat. When activated, the critical confirmation roll either succeeds or fails automatically, at the seer's choosing.

Favor (Su): A seer may tamper with fate to protect an ally, shielding them from harm. As a standard action, a seer may grant a target creature within close range (25 ft + 5 ft/2 levels) 1d4 temporary hit points per the seer's level. These temporary hit points fade at the beginning of the seer's next turn. If the target was the target of an activated prophecy within the last round, they instead gain 1d6 temporary hit points per the seer's level.

Starting at level 11, Favor instead grants the target 1d6 temporary hit points per the seer's level, or 1d8 temporary hit points per the seer's level if the target was the target of an activated prophecy within the last round.

Starting at level 16, Favor instead grants the target 1d8 temporary hit points per the seer's level, or 1d10 temporary hit points per the seer's level if the target was the target of an activated prophecy within the last round.

Ruin (Su): A seer can cause a foe's future and fate to unravel. As a standard action, a seer may bring ruin to a creature within close range (25 ft + 5 ft/2 levels), dealing 1d4 damage per the seer's level, with a Fortitude save (DC 10 + 1/2 seer's level + seer's wisdom modifier) for no damage. If the target was the target of an activated prophecy within the last round, the damage is increased to 1d6 damage per the seer's level.

Starting at level 11, Ruin instead deals 1d6 damage per the seer's level, or 1d8 damage per the seer's level if the target was the target of an activated prophecy within the last round.

Starting at level 16, Ruin instead deals 1d8 damage per the seer's level, or 1d10 damage per the seer's level if the target was the target of an activated prophecy within the last round.

Visions (Sp): Through means unique to them, each seer has the power to call upon a variety of powerful divinations. Starting at first level, and every level up until level 17, the seer gains one new spell to use as a Vision as listed on the seer class table. Spells used as visions count as spell-like abilities, but still have the casting time, material components, divine focus, and focus requirements of the original spell. When a divine focus is required, the seer may use a fortune telling object of their choice, such as marked sticks, bones, a crystal ball, dice, or tea leaves. Each Vision has a cost from the seer's Vision Pool, as listed after the spell in parenthesis. A seer's vision pool is equal to twice the sum of their class level and wisdom modifier, and refreshes every day after 8 hours of rest.

Danger Sense (Ex): Starting at 2nd level, a seer may add one half their class level to their initiative modifier.

Enhanced Senses (Ex): At 3rd level, and every 5 levels thereafter, a seer may choose an enhanced sense from the list below.

All-Around Vision: The seer gains all-around vision, and cannot be flanked.

Blindsense: The range of the seer's blindsense is increased by 20 feet. If they do not already have blind-

sense, this ability instead grants 20 foot blindsense the first time it is taken. This ability can be taken multiple times.

Blindsight: The range of the seer's blindsight is increased by 5 feet. If they do not already have blindsight, this ability instead grants 5 foot blindsight the first time it is taken. This ability can be taken multiple times.

Darkvision: The range of the seer's darkvision is increased by 60 feet. If they do not already have darkvision, this ability instead grants 60 foot darkvision the first time it is taken. This ability can be taken multiple times.

Immunity to Gaze and Patterns: The seer gains an immunity to gaze abilities and pattern spells.

Lifesense: The range of the seer's lifesense is increased by 10 feet. If they do not already have lifesense, this ability instead grants 10 foot lifesense the first time it is taken. This ability can be taken multiple times.

Scent: The base range of the seer's scent is increased by 30 feet. If they do not already have the scent ability, this ability instead grants scent the first time it is taken. This ability can be taken multiple times.

See in Darkness: The seer's darkvision can see perfectly in darkness of any kind up to their darkvision range, including that created by *deeper darkness*. This Enhanced Sense requires the seer to have darkvision.

Tremorsense: The range of the seer's tremorsense is increased by 10 feet. If they do not already have tremorsense, this ability instead grants 10 foot tremorsense the first time it is taken. This ability can be taken multiple times.

Prophecy Cascade: Starting at 4th level, when a seer activates a prophecy, they may spend an immediate action to place another prophecy on the same target. The new prophecy cannot be the same as the one just activated, and the usual limit on concurrent prophecies applies.

Wrested Fate: Starting at 5th level, as an immediate action, when a target of one of the seer's prophecies would be reduced to 0 or less hit points due to an attack, spell, or special ability the seer may use their Favor or Ruin abilities against the creature that made the attack, cast the spell, or used the special ability.

Image of Death (Su): Starting at 6th level, a seer may spend a standard action to cause an opponent within medium range (100 ft + 10 ft/level) to see a vision of their own death, and be overcome by fear. The opponent must make a will save (DC 10 + 1/2 the seer's class level + the seer's wisdom modifier) or

be shaken for a number of rounds equal to the seer's level. This ability has no effect on targets that are already under a fear effect. If the target was the target of an activated prophecy within the last round, they suffer a -2 penalty to their saving throw against Image of Death. Image of Death is a fear effect.

Grand Reading: Starting at 7th level, a seer may take a full round action to apply as many prophecies as they know to one target within medium range (100 ft + 10 ft/level). The normal limits for concurrent prophecies and prophecies known still apply.

Rapid Prophecy: Starting at 8th level, a seer may apply a Prophecy as a swift action.

Seer's Sight (Su): Starting at 9th level, the seer can activate Seer's Sight as a free action, granting them the effects of the *True Seeing* spell at a caster level equal to their seer level. Seer's Sight can be used for a total time of one round per seer level per day, and the rounds need not be consecutive. At level 14, the seer may use Seer's Sight for a total time of two rounds per seer level per day.

Mass Telling: Starting at 10th level, a seer may

spend a full round action and apply a single prophecy to as many targets within close range (25 ft + 5 ft/2 levels) as they wish. The normal limits for concurrent prophecies and prophecies known still apply.

Dedicated Prophecy: Starting at 12th level, when a seer activates a prophecy, they may choose to not have it be removed. If so, the same prophecy cannot activate against the same target until the end of the seer's next turn, and the prophecy does not count as having activated for any other class abilities.

Seized Destiny: Starting at 15th level, a seer may take control of fate itself, manipulating events in a much more overt way. Once per day, when one of their prophecies activates that would cause a die to be rerolled, the seer may instead dictate any valid result for the die to have rolled, typically a 1 or a 20. The seer may use this ability twice per day at level 17, and three times per day at level 19.

Wrapped in Fate: At 20th level, a seer is so in tune with the flow of fate that any prophecies that they cast upon themselves do not count against their active prophecy limit.

Warden



While druids and rangers embody nature's wisdom and cunning, the warden embodies nature's pure, unbridled strength. By tapping into wild forces, wardens are able to control their forms and shapeshift at will, turning into all sorts of natural creatures - and unnatural chimeric or elemental beasts. Their connection to nature also provides them with a variety of powers, allowing them to command elemental forces or heal the wounds of their allies.

Role: Wardens are powerful combatants, able to turn into great beasts and enter melee with the mightiest of foes. Rather than depending on weapons alone, a warden is able to change their form to suit their needs, growing fangs to fight, wings to fly, claws to burrow, or even shrinking to diminutive sizes for stealth and secrecy. As wardens are at home with nature and the wilderness, they can lead their allies through rugged and normally difficult terrain. Skilled wardens can even bend the elements of nature to their will to turn against their foes or to heal their allies.

Alignment: Any

Hit Die: d10

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The warden's class skills are Acrobatics

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Shapeshifting, Basic Forms, Natural Power
2nd	+2	+3	+3	+0	Basic Aspect
3rd	+3	+3	+3	+1	Natural Power
4th	+4	+4	+4	+1	Basic Aspect
5th	+5	+4	+4	+1	Natural Power
6th	+6/+1	+5	+5	+2	Basic Aspect
7th	+7/+2	+5	+5	+2	Advanced Power
8th	+8/+3	+6	+6	+2	Chimeric Aspect
9th	+9/+4	+6	+6	+3	Advanced Forms, Advanced Power
10th	+10/+5	+7	+7	+3	Chimeric Aspect
11th	+11/+6/+1	+7	+7	+3	Advanced Power
12th	+12/+7/+2	+8	+8	+4	Chimeric Aspect
13th	+13/+8/+3	+8	+8	+4	Advanced Power
14th	+14/+9/+4	+9	+9	+4	Elemental Aspect
15th	+15/+10/+5	+9	+9	+5	Greater Power
16th	+16/+11/+6/+1	+10	+10	+5	Greatest Forms, Elemental Aspect
17th	+17/+12/+7/+2	+10	+10	+5	Greater Power
18th	+18/+13/+8/+3	+11	+11	+6	Elemental Aspect
19th	+19/+14/+9/+4	+11	+11	+6	Greater Power
20th	+20/+15/+10/+5	+12	+12	+6	Elemental Aspect

(Dex), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Dungeoneering) (Int), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill ranks per level: 4 + Int modifier.

Class Features

All the following are class features of the warden.

Weapon and Armor Proficiency: Wardens are proficient with all simple weapons, martial ranged and throwing weapons and any natural attack granted from their Shapeshifting forms. Wardens are proficient with light and medium armor, bucklers, and light shields.

Shapeshifting (Su): As a move action, a warden may transform into their original form or into the form of a beast. When transforming, the warden may choose a particular form they know to gain the bonuses of. The form may look like any animal, magical beast, or dragon, so long as it visually manifests the capabilities of the form (the flying form requires wings, all forms with natural attacks require claws, teeth, or similar), although it need not look like any creature that exists, and the appearance of the chosen form does not grant any bonuses or abilities. When a warden transforms into a Shapeshifting form, it does not need to look like the last time the warden became that form. This shapeshifting is imperfect, and the warden must make a Disguise check with a +10 competence bonus to successfully pass as a particular kind of creature. The warden gains an insight bonus equal to their character level on this check. The warden may maintain a form indefinitely, and can transform an unlimited number of times per day.

When transformed, the warden retains all racial traits, class features, base speed, and size category unless otherwise noted. The warden may choose to have any items meld into its new form, and the warden retains all benefits of them, except for armor and shields. The warden does not gain any benefit from a melded shield, and the warden only gains benefit from a melded armor if it is made out of a non-metallic material, such as hides, plants, or stone. The warden continues to suffer the maximum dexterity bonus, speed penalty, armor check penalty, and arcane spell failure of any melded armor, and is treated as wearing it in all ways. The warden may choose to have some items change to properly fit its new form,

instead of melding, and still gain the full bonuses – the warden may continue to use metallic armor in this way.

When using Shapeshifting, the warden chooses one of the forms they are familiar with, and gains all listed stat bonuses associated with this form. These bonuses last until the warden changes into a different form. In addition, the warden gains Aspects, which can be added to any form, and provide additional bonuses and abilities. In many cases, Aspects cause the warden's Shapeshifting form to appear obviously unnatural.

All Shapeshifting forms include a "maul" attack. A maul is a natural weapon made with claws, teeth, talons, heavy limbs, or whatever is most appropriate for the creature in question. It deals 2d6 base damage for a medium creature, and is counted as a two-handed weapon for the purposes of strength bonus to damage, feats, and combat maneuvers. A maul has a base critical chance of x2, and deals piercing, slashing, and bludgeoning damage. When using a maul attack, the warden may make multiple attacks from high base attack bonuses as if it was a manufactured weapon.

Basic Forms: At level 1, a warden starts with two forms known.

Brute Form: When in Brute form, a warden gains a +2 bonus to their Strength and Constitution scores, as well as a +2 bonus to natural armor. Brute form is commonly manifested as a bear or boar.

Hunter Form: When in Hunter form, a warden gains a +2 bonus to their Dexterity, a +4 bonus to stealth and perception checks, and a +10 bonus to all base movement speeds. Hunter form is commonly manifested as a wolf or predatory cat.

Natural Power (Su): A warden has a basic understanding of natural magic, and can call upon it in battle. At 1st level a warden gains one Natural Power, and an additional Natural Power every two levels thereafter. A warden cannot select an individual power more than once.

Deafening Roar: As a move action, the warden can roar so loudly that their enemies are struck deaf. All enemies within close range (25 ft + 5 ft/2 levels) must make a Fortitude save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) or be deafened for 2d4 rounds. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier.

Healing Balm: As a standard action, the warden can heal an ally within close range (25 ft + 5 ft/2 levels) for 1d4 hit points per warden level. This ability can

be used a number of times per day equal to 1 + the warden's wisdom modifier.

Heartening Roar: As a move action, the warden can let out a mighty roar to bolster the courage of their allies. All allies within close range (25 ft + 5 ft/2 levels) have all fear effects removed, and gain a +4 bonus to saves against fear for a number of rounds equal to 3 + the warden's wisdom modifier. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier.

Hibernate: When taking the full defense action, the warden may spend a swift action to grant themselves 3 temporary hit points per warden level. These temporary hit points last a number of rounds equal to the warden's level, and the warden gains a +2 morale bonus to saving throws while they last. This ability may be used a number of times per day equal to 1 + the warden's wisdom modifier.

Lightning Blast: As a full round action, the warden can hurl lightning from their hands, paws, or jaws, as a ranged touch attack with a range increment of 30 feet. This attack deals 1d4 electric damage per the warden's level. Lightning Blast can be used a number of times per day equal to 3 + the warden's wisdom modifier.

Overgrowth: As a standard action, the warden can cause all terrain within five feet of them to sprout thick vines and plants, causing the terrain to become difficult terrain for all creatures except the warden. This ability must be used on solid ground, although it need not be natural. The vines wither and dissipate after a number of rounds equal to 3 + the warden's wisdom modifier.

Basic Aspect: As a warden grows more experienced, they learn to shape and tailor the forms they take with custom traits. When a warden uses Shapeshifting, they may choose to have any number of aspects they know apply to the new form, including their base form if they so choose. The aspect must in some way be represented in the new form, although it need not take the literal effect of the name – a snake form that attacked by biting the target can still use the Razor Claw power to double the maul attack's threat range, for example. A warden gains a next aspect at every even numbered level.

Aquatic Adaptation: The warden gains a swim speed of 30 feet, and can breathe underwater.

Clamping Jaws: When the warden hits a target with a maul attack, they may choose to deal normal damage and attempt to start a grapple as a free action without provoking an attack of opportunity. The warden gains a +4 bonus on combat maneuvers to start and

maintain a grapple. Clamping Jaws can only be used to attempt to initiate a grapple once per round.

Keen Senses: The warden gains Darkvision to a range of 60 feet, Low-Light vision, and a +2 bonus on perception checks.

Natural Stride: The warden's base movement speed increases by 10 feet. The warden may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. In addition, any natural terrain that has been magically manipulated to impede motion does not affect them.

Razor Claws: The warden's maul attack's critical threat range is increased to 19-20/x2.

Tracker: The warden gains the Track feat as a bonus feat, and gains the Scent ability in all forms. In addition, they leave no trail in natural surroundings and cannot be tracked. They may choose to leave a trail is so desired.

Advanced Power (Su): Starting at 7th level, a warden can choose one of the following Advanced Powers in place of a Natural Power.

Earthen Grasp: As a standard action, the warden can cause a stone hand to emerge out of any natural terrain or worked stone, and grasp at a foe. One target within medium range (100 ft + 10 ft/level) and no more than 5 feet above the ground suffers a grapple attempt against its CMD, using a CMB equal to the warden's level + the warden's wisdom modifier. If successful, the creature gains the grappled condition and cannot move without first breaking the grapple. The earthen grasp receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot take any other actions. The CMD of the earthen grasp, for the purpose of escaping the grapple, is equal to 10 + its CMB. The stone hand cannot be damaged, and if the initial grapple attempt fails, there is no effect. This ability can be used a number of times per day equal to 3 + the warden's wisdom modifier.

Frightful Roar: As a move action, the warden can let out a howl that instills fear in the hearts of their foes. All enemies within close range (25 ft + 5 ft/2 levels) must make a will save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) or become shaken for 2d4 rounds. Frightful Roar has no effect on targets already under a fear effect, and regardless of the save's success, the target cannot be effected by the same warden's fearful roar for 24 hours. This ability may be used a number of times per day equal to 1 + the warden's wisdom modifier.

Improved Healing Balm: As a standard action, the warden can heal an ally within close range (25 ft + 5 ft/2 levels) for 1d6 hit points per warden level, and 1d4 ability damage from each ability score. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier

Inspiring Roar: As a move action, the warden can inspire their allies to fight harder. All allies within close range (25 feet + 5 ft/2 levels) gain a +2 morale bonus to attack rolls for a number of rounds equal to the warden's level. The warden may use this ability a number of times per day equal to 1 + the warden's wisdom modifier.

Lightning Strike: As a full round action, the warden can cause lightning to burst out of thin air, shocking a target within medium range (100 ft + 10 ft/level). This attack deals 1d6 electric damage per the warden's level. Lightning Strike can be used a number of times per day equal to 3 + the warden's wisdom modifier.

Shifting Winds: As a standard action, the warden can cause the air around creatures to be disrupted, causing flying creatures to fall from the sky. All creatures in a line up to long range (100 ft + 10 ft/level) must make a fortitude save (DC 10 + 1/2 warden's level + warden's wisdom modifier) or lose the ability to fly for a number of rounds equal to the warden's wisdom modifier. Affected creatures float to the ground as if under the effect of a *feather fall* spell. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier.

Thunderous Roar: As a move action, the warden can let out a roar so powerful that creatures are swept off their feet. All creatures within a 30 foot cone must make a Fortitude Save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) or be knocked prone. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier

Chimeric Aspect: Starting at 8th level, a warden can choose one of the following Chimeric Aspects in place of a Basic Aspect.

Breath Weapon: The warden can exhale a cone of energy as a standard action. When the warden selects the breath weapon power, they must choose between acid, cold, electricity, or fire. The breath weapon is a 60 ft cone that deals 1d6 damage per warden level of the chosen energy type, and allows a Reflex save for half damage (DC 10 + 1/2 the warden's level + the warden's wis modifier). After using the breath weapon, the warden cannot use it again until 1d4 rounds have passed.

Lycanthropic Hide: The warden gains damage reduction X/silver, where X is equal to their wisdom modifier.

Magical Hide: The warden gains spell resistance equal to their wisdom modifier plus their warden level, or 5 + their warden level, whichever is higher.

Poisonous Fangs: The warden's natural weapons exclude a dangerous poison. Once per round, after inflicting damage, a warden can choose to have a creature damaged by its maul attack make a Fortitude save (DC 10 + 1/2 warden level + warden's wisdom modifier) or suffer 1d4 strength and dexterity damage.

Pouncing Legs: When the warden charges, they may make a full attack with their maul attack.

Tunneling Claws: The warden gains a 30 ft burrow speed. They may tunnel through dirt, but not rocks, and cannot charge or run while burrowing. When burrowing, the warden may choose to leave behind a tunnel other creatures can use.

Wings: The warden gains wings with a Fly speed equal to their base movement speed with average maneuverability.

Advanced Forms: At level 9, the warden gains an additional four forms known.

Behemoth Form: When in Behemoth Form, the warden's base size increases by up to one step, to a maximum of huge size. They do not gain any ability score changes associated with monsters changing size, although their face and reach change appropriately, and they gain the standard size bonus to rolls. In addition, the warden gains a +4 bonus to constitution and a +4 bonus to natural armor. Behemoth form is commonly manifested as a massive bear.

Feral Form: When in Feral Form, a warden gains a +6 bonus to their Strength score, a +2 bonus to will saves, and the base critical damage of their maul attacks increases to x3. Feral form is commonly manifested as a wolf or boar.

Predator Form: When in Predator Form, a warden gains a +2 bonus to their strength, a +4 bonus to their Dexterity, a +4 bonus to stealth and perception checks, 1d6 dice of sneak attack as per the rogue class feature, and a +10 bonus to each base movement speed. Predator form is commonly manifested as a wolf or predatory cat.

Stealth Form: When in Stealth form, the warden's base size decreases by up to two steps, to a minimum of diminutive size. They do not gain any ability score changes associated with monsters changing

size, although their face and reach change appropriately, and they gain the standard size bonuses to rolls. In addition, the warden gains a +4 bonus to stealth checks and a +20 ft bonus to base movement speeds. Stealth Form is commonly manifested as a small rodent or bird.

Elemental Aspect: Starting at 14th level, a warden can choose one of the following Elemental Aspects in place of a Basic Aspect.

Air Aspect: The warden gains an enhancement bonus to all movement speeds equal to the base rate of that movement speed. The warden gains a +10 enhancement bonus to Fly checks, and any flight speed the warden has gains Perfect maneuverability.

Earthen Aspect: The warden becomes immune to bull rush and trip attempts, and when a critical hit or sneak attack is scored on the warden, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The warden suffers a -10 ft penalty to base speed when using Earthen Aspect. The benefits of Earthen Aspect go away if the warden is not touching the ground, although the speed penalty remains.

Fire Aspect: The warden is wreathed in flame, and any natural attack made against them causes the attacker to take 1d6 fire damage. In addition, their maul attack deals an additional 1d6 fire damage.

Water Aspect: The warden gains a permanent *Freedom of Movement* effect when underwater, as per the spell.

Greater Power (Su): Starting at 15th level, a warden can choose one of the following Greater Powers in place of a Natural Power.

Commanding Roar: As a move action, the warden may bark out a bestial command that is understood in the spirit, although not in the mind. All allies within medium range (100 ft + 10 ft/level) gain 5 temporary hit points per the warden's level, and a +4 morale bonus to attack rolls, saving throws, and immunity to fear effects as long as these temporary hit points last. These temporary hit points automatically fade after 10 rounds. This ability can be used a number of times per day equal to 1 + the warden's level.

Control Weather: Once per day, the warden may use *Control Weather* as a spell list ability with a caster level equal to their warden level.

Hideous Growth: As a full round action action, the warden causes vines and flowers to sprout from a creature's skin, causing them intense pain. One creature within short range (25 ft + 5 ft/2 levels) must

make a Fortitude save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) or suffer 1d4 damage per the warden's level and become nauseated for one round and entangled for 2d4 rounds. On a successful save, the target is still considered entangled for one round. This ability is usable a number of times per day equal to 1 + the warden's wisdom modifier.

Greater Healing Balm: As a standard action, the warden can heal an ally within close range (25 ft + 5 ft/2 levels) for 1d10 hit points per warden level, 2d6 ability damage from each ability score, and 1d4 negative levels. This ability can be used a number of times per day equal to 1 + the warden's wisdom modifier.

Nature's Wrath: As a full round action action, the warden unleashes a flurry of elemental forces against a target. One creature within medium range (100 ft + 10 ft / level) suffers 1d8 damage per the warden's level of acid, cold, electric, or fire damage, whichever would deal the most damage. An affected creature may make a Reflex save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) for half damage. This ability is usable a number of times per day equal to 3 + the warden's wisdom modifier.

Terrifying Roar: As a move action, the warden can let out a roar that causes pure terror within their foes. All enemies within close range (25 ft + 5 ft/2 levels) must make a Will save (DC 10 + 1/2 the warden's level + the warden's wisdom modifier) or become frightened for 2d4 rounds. Terrifying Roar has no effect on targets already under a fear effect, and regardless of the save's success, the target cannot be effected by the same warden's terrifying roar for 24 hours. This ability may be used a number of times per day equal to 1 + the warden's wisdom modifier.

Greatest Forms: At level 16, the warden gains an additional four forms known.

Tyrant Form: When in Tyrant Form, the warden's base size increases by up to two steps, to a maximum of gargantuan size. They do not gain any ability score changes associated with monsters changing size, although their face and reach change appropriately, and they gain the standard size bonus to rolls. In addition, the warden gains a +2 bonus to strength, a +6 bonus to constitution and a +6 bonus to natural armor. Tyrant form is commonly manifested as a massive bear or mammoth.

Ravager Form: When in Ravager Form, a warden gains a +8 bonus to their Strength score, a +4 bonus to will saves, the base damage of their maul attack is treated as if they were one size larger, and the base critical damage of their maul attacks increases to x4.

Ravager form is commonly manifested as a wolf or boar.

Killer Form: When in Killer Form, a warden gains a +4 bonus to their strength, a +6 bonus to their Dexterity, a +6 bonus to stealth and perception checks, 3d6 dice of sneak attack as per the rogue class feature, and a +20 bonus to all base movement speeds. Killer form is commonly manifested as a wolf or predatory cat.

Covert Form: When in Covert form, the warden's base size decreases by up to three steps, to a minimum of Fine size. They do not gain any ability score changes associated with monsters changing size, although their face and reach change appropriately, and they gain the standard size bonuses to rolls. In addition, the warden gains a +10 bonus to stealth checks and a +30 ft bonus to base movement speeds. Covert Form is commonly manifested as a rodent or insect.

Feats

The following feats are designed for the Artificer, Seer, and Warden, although many can be used by characters of other classes.

Additional Aspect

Prerequisite: Basic Aspect warden class feature

Benefit: Gain an additional warden aspect that you qualify for.

Special: This feat can be chosen multiple times. Each time, it grants a new aspect.

Battle Roar

Prerequisite: Natural Power class feature

Benefit: You may use any "Roar" warden Natural Power as a swift action during a charge, whenever you successfully score a critical hit, or whenever you successfully cause a foe to drop to 0 HP or less.

Concentrated Splash

Benefit: When you throw an alchemical grenade-like weapon, you may choose to have it not deal splash damage. Instead, it ignores up to five points of elemental resistance the target has and the attack's critical multiplier is increased to x3.

Continuous Ruination

Prerequisite: Ruin class feature

Benefit: When you use your Ruin class feature on a character with an ongoing prophecy, you may instead have them suffer the effects of a Continuous Ruination. At the end of each of their turns, they must make a Fortitude save or suffer damage from your Ruin effect. This effect is lost if the target is no longer under the effect of a Prophecy, or if they make two successful Fortitude saves in a row.

Favored Prophecy

Prerequisite: Prophecy class feature

Benefit: Choose one prophecy. You may have one instance of this prophecy active without it counting against your Concurrent Prophecy limit.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new prophecy.

Fortune's Favor

Prerequisite: Favor class feature

Benefit: Any character who benefits from temporary hit points from your Favor class feature gains a +2 morale bonus to saving throws while those hit points last. In addition, you gain a +2 morale bonus to saving throws whenever you benefit from temporary hit points, no matter the source.

Gadget Focus

Benefit: Add +1 to the Difficulty Class for all saving throws against any alchemical or magical item you use.

Greater Gadget Focus

Benefit: Add +1 to the Difficulty Class for all saving throws against any alchemical or magical item you use. This bonus stacks with the bonus from Gadget Focus.

Greater Natural Power Focus

Prerequisite: Natural Power class feature

Benefit: Add +1 to the Difficulty Class for all saving throws against any warden natural power you use. This bonus stacks with the bonus from Natural Power Focus.

Guiding Star

Prerequisite: Favored Prophecy, Seer level 9

Benefit: Choose one of the prophecies you have chosen Favored Prophecy for. Once per round during your turn, you may apply this prophecy to yourself as a free action.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new prophecy you have taken Favored Prophecy for.

Natural Power Focus

Prerequisite: Natural Power class feature

Benefit: Add +1 to the Difficulty Class for all saving throws against any warden natural powers you use.

Practiced Diviner

Benefit: Your divination spells that have a d% based chance of working gain a +15% chance of working. For spells like *Contact Other Plane* that consult a table, or use a low result, the DM adjusts the rolled number by 15 in whichever direction is most helpful to you.

Practiced Power

Prerequisite: Natural Power class feature

Benefit: All of your warden Natural Powers with a limited number of uses per day can be used an additional time per day.

Speed Shifting

Prerequisite: Shapeshifting class feature

Benefit: You may activate the warden's shapeshifting class feature as a swift action.

Normal: Shapeshifting is a move action.