

# CHARACTER CLASSES

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# SPELLWARDEN

In the chaotic dance of battle and war there are many parts and players. There are the mages who sling spells of destruction, warriors who hold the line, scouts and spies who note the changes in the enemy movement, and healers who keep them all standing. Yet they are separate entities; a mage cannot understand the physical skill needed to creep silently through an enemy camp, nor warriors understand the intricacies of the arcane. The spellwarden seeks to bridge the gap; they know the rush of energy that comes from casting a spell as well as the weight and heft of a well-balanced blade, and they well know the importance of a scout's report. But the true benefit of a spellwarden's presence is their ability to hinder the enemy, lowering their effectiveness against the spellwarden's allies.

**Role:** Though no true replacement for a good member of any group, a spellwarden compliments the abilities of other adventurers. A spellwarden's chosen discipline may put him anywhere on the battlefield, as well as allow him to perform many different tasks in the absence of another profession, and their ability to hamper enemies' attacks makes them a welcome addition to any group that sees combat often.

**Alignment:** Any.

**Hit Die:** d10.

## Class Skills

The spellwarden's class skills are Climb (Str), Craft (Int), Knowledge (all) (Int), Profession (Wis), Spellcraft (Int), and Swim (Str), plus two additional skills depending on the spellwarden's arcane discipline.

**Skill Points:** 4+ Intelligence Modifier

## CLASS FEATURES

The following are class features of the spellwarden.

**Weapon and Armor proficiency:** A spellwarden is proficient with all simple and martial weapons and light armor, light shields and bucklers. A spellwarden is trained to become used to the limitations of armor and can cast spells while wearing light armor and using a light shield. The spellwarden must still have a hand free to cast a spell if the spell has a somatic component.

**Detect Magic (sp):** Sensitivity to magical auras is the simplest and earliest boon gained by a spellwarden's training. The spellwarden can use detect magic at will.

**Arcane Discipline (ex):** At 1st level the spellwarden chooses either Sword, Storm, or Mind as his arcane discipline. The arcane disciplines are different areas of focused training, and a spellwarden's choice determines the abilities he may choose as his level increases. At 5th, 9th, 13th, and 17th level the spellwarden chooses a new ability from his discipline; at 20th level he reaches the pinnacle of his training and gains the pinnacle ability for his path.

Each of the three disciplines grants bonus skills and a special affinity for certain schools of magic. Spellwardens typically title themselves after their discipline; for example, a disciple of the sword would call himself a Swordwarden, while a disciple of

the storm would call himself a Stormwarden.

Once chosen, a spellwarden cannot change his discipline. The focus required does not allow for deviation once the path is selected.

**Baleful Aura (su):** The most potent tool a spellwarden has, as well as the first thing he learns, is the ability to channel his arcane energies into an aura that disrupts the thoughts and actions of his enemies. The spellwarden can, as a swift action on his turn, focus his will and create a magical aura centered on himself with a 20ft. radius; this aura disrupts the movement of enemy attacks made within the aura and lessens their effectiveness, as well as empowering any magic that would affect their minds. Enemies in this aura suffer a -2 penalty to attack rolls, damage

rolls, and Will saves while they are in the aura. A spellwarden's baleful aura lasts for a number of rounds equal to 2+ the spellwarden's Charisma modifier. If the spellwarden is knocked unconscious, the aura fades immediately. Each time a spellwarden uses his baleful aura he must spend one hex point; a spellwarden may use his baleful aura as many times during combat as he has hex points.

**Hex Pool:** At first level the spellwarden gains a pool of energy that he uses to power his baleful aura and other abilities. A spellwarden has a number of hex points per day equal to half his level plus his Charisma modifier, minimum 1.

**Arcane Mettle:** Starting at 2nd level the spellwarden is less affected by magic. Whenever the spellwarden makes a saving throw against a spell or magical effect that has a lowered or partial effect on a successful save, he instead suffers no effects on a successful save so long as he has at least one point left in his hex pool. \*this effect does not stack with effects of improved evasion\*

**Weapon Bond:** At 3rd level the spellwarden learns how to channel his energy into his weapon, granting it special properties. So long as he has at least one hex point left in his pool any weapon he wields is treated as magic for the purpose of overcoming damage reduction. If the spellwarden spends a hex point, he may add a +1 enhancement bonus to attack and damage rolls with the weapon for a number of rounds equal to his Charisma modifier.

As the spellwarden gains experience he may add additional abilities to his weapon.

At 7<sup>th</sup> level and every four levels thereafter the spellwarden may add an additional +1 enhancement bonus to his weapon by

spending a hex point, to a total of +5 at 19<sup>th</sup> level. These bonuses may be used to give the weapon special abilities so long as the spellwarden has enough of a bonus to do so. If the weapon is not already magical, one point of the bonus must be used to give the weapon a +1 enhancement bonus before any special abilities are placed on the weapon. Any abilities granted to a weapon that is already magical cannot bring its total enhancement bonus above +10 and cannot increase its enhancement bonus to attack and damage above +5.

At 7<sup>th</sup> level the spellwarden may also spend a hex point to treat the weapon as if it were silver or cold iron for the purpose of overcoming damage reduction; this lasts for a number of rounds equal to his Charisma modifier.

At 11<sup>th</sup> level the spellwarden may spend two hex points to treat the weapon as if it were a specific alignment for the purpose of overcoming damage reduction. This effect lasts for a number of rounds equal to his Charisma modifier.

At 15<sup>th</sup> level the spellwarden may spend two hex points to treat the weapon as if it were adamantine; this effect lasts for one round.

At 19<sup>th</sup> level the spellwarden may spend five hex points to treat the weapon as if it were epic for the purposes of overcoming damage reduction; this effect lasts for one round.

**Spells:** Beginning at 4th level the spellwarden gains the ability to cast arcane spells, drawn from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can.

To learn or cast a spell, a spellwarden must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1<sup>st</sup> level spells, Cha 12 for 2<sup>nd</sup> level spells, and so forth). The Difficulty

## The Spellwarden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	-Spellwarden Spells per Day-			
						1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Detect Magic, Arcane Discipline, Baleful Aura, Hex Pool	-	-	-	-
2nd	+2	+0	+3	+3	Arcane Mettle, Aura Ability	-	-	-	-
3rd	+3	+1	+3	+3	Weapon Bond +1	-	-	-	-
4th	+4	+1	+4	+4	Aura Ability	0	-	-	-
5th	+5	+1	+4	+4	Discipline Power	1	-	-	-
6th	+6/+1	+2	+5	+5	Aura Ability	1	-	-	-
7th	+7/+2	+2	+5	+5	Weapon Bond +2 (silver, cold iron)	1	0	-	-
8th	+8/+3	+2	+6	+6	Aura Ability	1	1	-	-
9th	+9/+4	+3	+6	+6	Discipline Power	2	1	-	-
10th	+10/+5	+3	+7	+7	Aura Ability, Enhanced Aura	2	1	0	-
11th	+11/+6/+1	+3	+7	+7	Weapon Bond +3 (alignment)	2	1	1	-
12th	+12/+7/+2	+4	+8	+8	Aura Ability	2	2	1	0
13th	+13/+8/+3	+4	+8	+8	Discipline Power	3	2	1	0
14th	+14/+9/+4	+4	+9	+9	Aura Ability	3	2	1	1
15th	+15/+10/+5	+5	+9	+9	Weapon Bond +4 (adamantine)	3	2	2	1
16th	+16/+11/+6	+5	+10	+10	Aura Ability	3	3	2	1
17th	+17/+12/+7/+2	+5	+10	+10	Discipline Power	4	3	2	1
18th	+18/+13/+8/+3	+6	+11	+11	Aura Ability	4	3	2	2
19th	+19/+14/+9/+4	+6	+11	+11	Weapon Bond +5 (epic)	4	3	3	2
20th	+20/+15/+10/+5	+6	+12	+12	Discipline Pinnacle, Greater Aura, Aura Ability	4	4	3	3

Class for a saving throw against a spellwarden's spell is 10 + the spell level + the spellwarden's Cha modifier.

Like other spellcasters, the spellwarden can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on [Table 1]. In addition, he gains additional spells per day if he has a high Charisma score. When [Table 1] indicates that a spellwarden gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that level.

A spellwarden begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on [Table 2]. Upon reaching 9th, 12th, 15th, and 18th level, a spellwarden can choose to learn a new spell in place of one he already knows. In effect, the spellwarden "loses" the old spell in exchanges for the new one. The new spell's level must be the same as that of the spell being exchanged. A spellwarden may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Through 3<sup>rd</sup> level the spellwarden has no caster level. At 4<sup>th</sup> level and higher, his caster level is his spellwarden level -3.

**Eschew Materials:** The spellwarden gains eschew materials as a bonus feat at 4th level.

**Aura Ability (su):** As a spellwarden gains levels, he learns to make his baleful aura more potent and use it in different ways. Starting at 2nd level, a spellwarden gains an aura ability. He gains another aura ability at each even level of spellwarden attained after 2nd. Some powers may be used to augment a spellwarden's baleful aura with an additional cost of hex points, while others are used in place of the normal effects. Unless otherwise noted, a spellwarden cannot select an individual power more than once.

**Aura of Resistance:** Instead of hindering enemies, the spellwarden may focus his aura to bolster himself and his allies. Instead of the normal effect, the spellwarden and all allies within the aura gain an enhancement bonus to all saving throws equal to the spellwarden's Charisma modifier. When the spellwarden gains the Enhanced Aura ability, this bonus increases to 2 + the spellwarden's Charisma modifier. When the spellwarden gains the Greater Aura ability, this bonus increases to 4 + the spellwarden's Charisma modifier.

**Blinding Aura:** The magic of the aura creates flashes of light to disorient the spellwarden's enemies when he or his allies strike true. While in the aura, when the spellwarden or one of his allies rolls a natural 20 on an attack roll the target of the attack is dazzled for one round; if the attacker confirms a critical hit, the target is blinded for one round instead. This ability costs an additional hex point to use.

**Deceiving Aura:** The spellwarden may apply the modifier from his aura as a bonus to the DC of any Illusion spells cast by him or his allies while in the aura instead of giving enemies a penalty to attack and damage rolls.

**Disruptive Aura:** Enemy spellcasters within the aura also receive the aura's penalty on rolls made to cast defensively. This ability costs an additional 2 hex points to use. \*receive a penalty to def casting checks equal to the aura's combat penalty\*

**Expanded Aura:** The radius of the spellwarden's baleful aura extends by 10ft. This ability may be taken up to three

times, to a maximum radius of 50ft.

**Focused Disruption:** The spellwarden can cause a single caster within range of his focused effect to lose his focus on his spells. The spellcaster must succeed at a Will save (DC 10 + ½ the spellwarden's level + the spellwarden's Charisma modifier) or be forced to make a concentration check each round as if he were casting defensively, regardless of combat conditions. If the target under this effect fails a concentration check he loses the spell meant to be cast. *Prerequisites:* Disruptive Aura, Focused Effect.

This ability costs 3 hex points to use.

**Focused Effect:** Rather than creating an aura around himself, the spellwarden may focus the energy on a single creature within range. The spellwarden must be able to see the target in order to use this ability. The range of this effect is twice the radius of the aura. The targeted creature must succeed on a Will save (DC 10 + ½ the spellwarden's level + the spellwarden's Charisma modifier) or suffer double the normal penalty of the aura. Creatures affected by this power are unaffected by the spellwarden's normal aura or the aura of another spellwarden's aura while this power lasts. This power lasts a number of rounds equal to the spellwarden's Charisma modifier. This ability may be taken multiple times. Each time this ability is taken the spellwarden may designate another target within range with a single use of this ability; each target receives a separate Will save.

This effect costs two hex points to use. \*plus the amount for the intended hex\*

**Frightening Aura:** Enemies entering the aura or in the aura when it is activated must succeed on a Will save (DC 10 + ½ the spellwarden's level + the spellwarden's Charisma modifier) or become Shaken for a number of rounds equal to the spellwarden's Charisma modifier. This is a mind-affecting, fear effect. A creature that succeeds on the save is immune to this effect for 24 hours. Creatures who fail the save and leave the aura are subject to the fear effect if they reenter the aura after their effect has ended. This ability costs an additional hex point to use.

**Lingering Aura:** The duration of the spellwarden's aura increases to a number of rounds equal to 4 + the spellwarden's Charisma modifier, and the aura persists until the duration expires even if the spellwarden is knocked unconscious.

**Overpowering Aura:** The spellwarden may spend a number of hex points to increase the effectiveness of his frightening aura or his focused effects. Each additional hex point spent increases the DC of that effect by 2.

**Weakening Aura:** Instead of reducing the offensive power of his enemies, the spellwarden may use his aura to reduce their defensive capabilities. While in the spellwarden's aura the damage reduction of the spellwarden's enemies is reduced by an amount equal to the spellwarden's Charisma modifier; all enemies in the aura also suffer a penalty to AC equal to ½ the spellwarden's Charisma modifier, rounded down. When the spellwarden gains the Enhanced Aura ability, enemy damage reduction is reduced by 2 + the spellwarden's Charisma modifier and enemies suffer a penalty to AC equal to 2 + ½ the spellwarden's Charisma modifier, rounded down. When the spellwarden gains the Greater Aura ability, enemy damage reduction is reduced by 4 + the spellwarden's Charisma modifier and enemies suffer a penalty to AC equal to 4 + ½ the spellwarden's Charisma

modifier, rounded down.

**Enhanced Aura:** At 10<sup>th</sup> level the penalty from the spellwarden's baleful aura increases to -4.

**Greater Aura:** At 20<sup>th</sup> level the penalty from the spellwarden's baleful aura increases to -6.

## Arcane Disciplines

**Sword:** The discipline of the sword is the most martial of the three, and its focus is to improve the combat effectiveness of the spellwarden and his allies. Swordwardens gain Heal (Wis) and Survival (Wis) as class skills, and when a swordwarden gains the ability to cast spells he gains a +1 effective caster level for the purposes of determining the effectiveness and the difficulty of dispelling any spell he casts from the Abjuration, Conjunction, or Transmutation schools of magic so long as he has at least one hex point left in his pool. In addition, a swordwarden gains a +2 bonus on concentration checks made to cast defensively when casting a spell from one of those schools.

A swordwarden may choose from the following abilities.

**Armored Mage:** The swordwarden reduces the arcane casting failure chance due to armor he is wearing by 20%. This ability applies to a single type of armor or shield, chosen at the time this ability is selected, and this ability stacks with the Arcane Armor Training and Arcane Armor Mastery feats. This ability may be selected multiple times; each time this ability is selected it applies to a different type of armor or shield. The swordwarden must still be proficient with the armor or shield to use it effectively.

**Bonus Feat:** The swordwarden may choose a bonus feat instead of a discipline ability. The swordwarden must still meet the prerequisites of the feat.

The swordwarden may choose from the following feats: Arcane Armor Mastery, Arcane Armor Training, Armor Proficiency (Medium), Combat Casting, Extra Hex Points, Improved Initiative, Shield Proficiency, Spell Focus (Abjuration, Conjunction, or Transmutation), Greater Spell Focus (Abjuration, Conjunction, or Transmutation), Spell Penetration, or Greater Spell Penetration.

**Empowered Focus:** The spellwarden's magical focus becomes more refined. Choose Abjuration, Conjunction, or Transmutation. Once per day the spellwarden may add his Charisma modifier to the DC of a single spell cast from that school. This ability may be selected multiple times. Each time this ability is chosen the spellwarden can choose another school of magic or gain an additional use of this ability for a single school of magic per day.

**Reflexive Spell:** Once per encounter the swordwarden may cast a spell from the Abjuration, Conjunction, or Transmutation school as an immediate action when an enemy attacks him. The spell must have a casting time of one standard action or less and cannot be a spell with a targeted effect unless it has a range of personal. After using this ability the spellwarden is dazzled for one round.

**Spell and Strike:** As a standard action the swordwarden may cast a spell from the Abjuration, Conjunction, or Transmutation schools while making a melee attack. The spell must have a casting time of one standard action or less. The swordwarden makes a normal attack and if the attack hits, the target

takes damage from the weapon and the spell goes off normally. If the spell is an attack spell, only the target of the attack takes damage, as if he were the only target of the spell. If the spell had an area of effect, it is treated as being centered on the target. Otherwise the spell functions normally.

**Sword Discipline Pinnacle:** At 20<sup>th</sup> level the swordwarden has mastered the training of the discipline of the Sword. So long as the swordwarden has one unused spell slot or one hex point left in his pool, he has damage reduction 5/adamantine, and he ignores the arcane casting failure chance from any armor or shield with which he is proficient. In addition, his spellcasting is enhanced; all non-damage-dealing Abjuration, Conjunction, and Transmutation spells he casts are considered extended without increasing the casting time or using a higher level slot.

**Storm:** The discipline of the storm focuses on the study of destructive magic and crippling enemies so they are easy prey for the stormwarden's allies. A stormwarden gains Intimidate (Cha) and Use Magic Device (Cha) as class skills, and when a stormwarden gains the ability to cast spells he gains a +1 effective class level for the purposes of determining the effectiveness and difficulty of dispelling any spell he casts from the Evocation or Necromancy schools of magic so long as he has at least one hex point left in his pool. In addition, whenever the stormwarden casts a touch spell or ranged touch spell of the Evocation or Necromancy schools, he gains a bonus to the touch attack roll equal to ½ his Charisma modifier rounded down.

A stormwarden may choose from the following abilities.

**Bonus Feat:** The stormwarden may choose a bonus feat instead of a discipline ability. The stormwarden must still meet the prerequisites for the feat.

The stormwarden may choose from the following feats: Combat Casting, Empower Spell, Extra Hex Points, Heighten Spell, Improved Critical (Touch Spell), Lightning Reflexes, Magical Aptitude, Maximize Spell, Point Blank Shot, Precise Shot, Spell Focus (Evocation or Necromancy), Greater Spell Focus (Evocation or Necromancy) Spell Penetration, Greater Spell Penetration.

**Energy Affinity:** Choose an energy type. Whenever you cast a spell that deals damage of that type, you add +1 damage per die rolled. This ability may be selected multiple times; each time you select this ability it applies to a different energy type.

**Energy Shield:** Requires Energy Affinity. Whenever you would take damage of a type your energy affinity applies to, you may sacrifice an unused spell slot to reduce the damage. If you do so, you reduce the damage by your Charisma modifier times the spell level of the expended spell slot.

**Imbue Weapon:** The stormwarden may channel the damaging energy of a spell into his weapon. By sacrificing an unused spell slot, the stormwarden may channel the energy of a damage-dealing spell of that level or lower into his weapon as a swift action on his turn. One attack per round made with that weapon deals an additional 1d6 points of damage of the same type that would be dealt by the spell. This effect lasts for a number of rounds equal to the level of the spell plus the stormwarden's Charisma modifier.

**Touch Conversion:** The stormwarden may change any damage-dealing spell he casts into a touch spell or ranged touch spell. A non-touch spell changed this way only affects a single

target and loses any area of effect it originally had; if converted to a ranged touch spell it has the same range as the original spell. The stormwarden may use this ability to convert touch spells into ranged touch spells as well; the spell changes to a ranged touch spell with a short range (25ft + 5ft per caster level). Converting a spell this way increases the casting time and uses a up a spell slot as if the spell was one level higher.

**Storm Discipline Pinnacle:** At 20<sup>th</sup> level, the stormwarden has mastered the training of the discipline of the storm. The stormwarden gains the Improved Critical (Touch Spell) feat; if he already has that feat, the threat range of his touch spells increases by 1 after the feat is applied. He also gains a +4 bonus to confirm critical hits made with touch spells. In addition, any damage-dealing Evocation or Necromancy spell he casts with a duration of instantaneous is automatically considered empowered without increasing the casting time or using a higher level spell slot, and any Evocation or Necromancy spell he uses with a duration higher than instantaneous is considered extended without increasing the casting time or using a higher level spell slot.

**Mind:** The discipline of the mind focuses as much on espionage as it does on sowing chaos in the ranks of a mindwarden's enemies. Mindwardens gain Perception (Wis) and Stealth (Dex) as class skills, and when a mindwarden gains the ability to cast spells he gains a +1 effective caster level to determine the effectiveness of any spell he casts from the Divination, Enchantment, or Illusion schools of magic so long as he has at least one

hex point left in his pool. In addition, the mindwarden adds 1 to the DC of any spell he casts from one of those schools while hidden or benefiting from concealment.

A mindwarden may choose from the following abilities.

**Arcane Senses:** A mindwarden's *detect magic* ability increases to a 120ft cone.

**Bonus Feat:** The mindwarden may choose a bonus feat instead of a discipline ability. The mindwarden must still meet the prerequisites for the feat.

The mindwarden may choose from the following feats: Alertness, Combat Casting, Deceitful, Deft Hands, Extra Hex Points, Spell Focus (Divination, Enchantment, or Illusion), Greater Spell Focus (Divination, Enchantment, or Illusion), Spell Penetration, Greater Spell Penetration, Enlarge Spell, Extend Spell, Silent Spell, Still Spell, Widen Spell.

**Invasive Mind:** By ignoring nearby dangers, the mindwarden may focus his will to make his spells especially potent. The mindwarden may take a penalty to AC, CMD, and Reflex saves for one round to add a +2 bonus to the DC of any Divination, Enchantment, or Illusion spell he casts during that round and to rolls made for those spells to penetrate spell resistance. The penalty to AC, CMD and Reflex is -2 or equal to the mindwarden's Dexterity modifier, whichever penalty would be higher. The mindwarden is considered flat-footed when he uses this ability.

**Sudden Spell:** The mindwarden can sometimes cast quickly and still apply metamagic to his spells. The mindwarden may apply a single metamagic feat he knows to a Divination, Enchantment, or Illusion spell as he casts it without increasing the casting time; the spell still takes up a higher level spell slot. The ability is usable a number of times per day equal to the mindwarden's Charisma modifier. This ability may be selected multiple times; each time this ability is selected, the mindwarden adds another feat he knows that may be applied this way and gains another use of this ability per day.

**Spelltrap Senses:** The mindwarden has sharpened his senses to a degree that allows him to find and disable certain traps. The mindwarden may detect and disable magical traps as if he were a rogue. To disable magical traps, the mindwarden uses Spellcraft instead of Disable Device. This ability does not allow the mindwarden to detect or disable non-magical traps with a DC higher than 20.

**Mind Discipline Pinnacle:** At 20<sup>th</sup> level the mindwarden has mastered the training of the discipline of the mind. He gains a +4 bonus to saves against spells from the Enchantment and Illusion schools, and once per day when he saves against spells from either school he may roll twice and take the higher result. He also gains a permanent *nondetection* effect, as per the spell, as if the mindwarden had cast the spell upon himself and all equipment he is carrying. In addition, he gains the Sudden Spell ability for free, usable with any two metamagic feats he knows; if he already has the Sudden Spell ability, he may add either two more metamagic feats to his usable list or gain an additional two uses per day.

## Spellwarden Spells Known

Level	1st	2nd	3rd	4th
1	–	–	–	–
2	–	–	–	–
3	–	–	–	–
4	2 <sup>1</sup>	–	–	–
5	2	–	–	–
6	3	–	–	–
7	3	2	–	–
8	4	2	–	–
9	4	3	–	–
10	4	3	2 <sup>1</sup>	–
11	4	4	3	–
12	4	4	3	–
13	4	4	4	2 <sup>1</sup>
14	4	4	4	3
15	4	4	4	3
16	4	4	4	4
17	5	4	4	4
18	5	5	4	4
19	5	5	5	4
20	5	5	5	5

<sup>1</sup>Provided the Spellwarden has sufficient Charisma to have a bonus spell of that level.