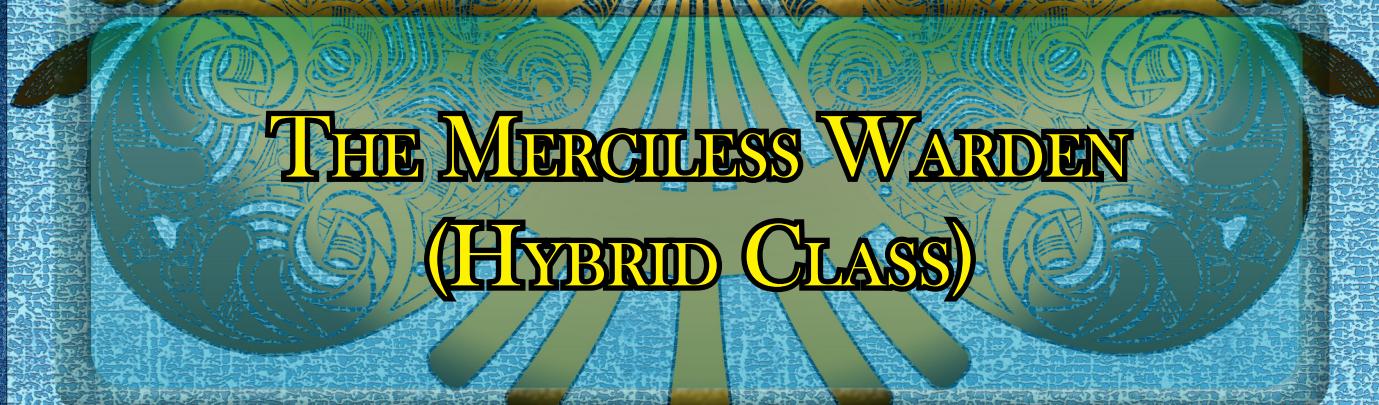
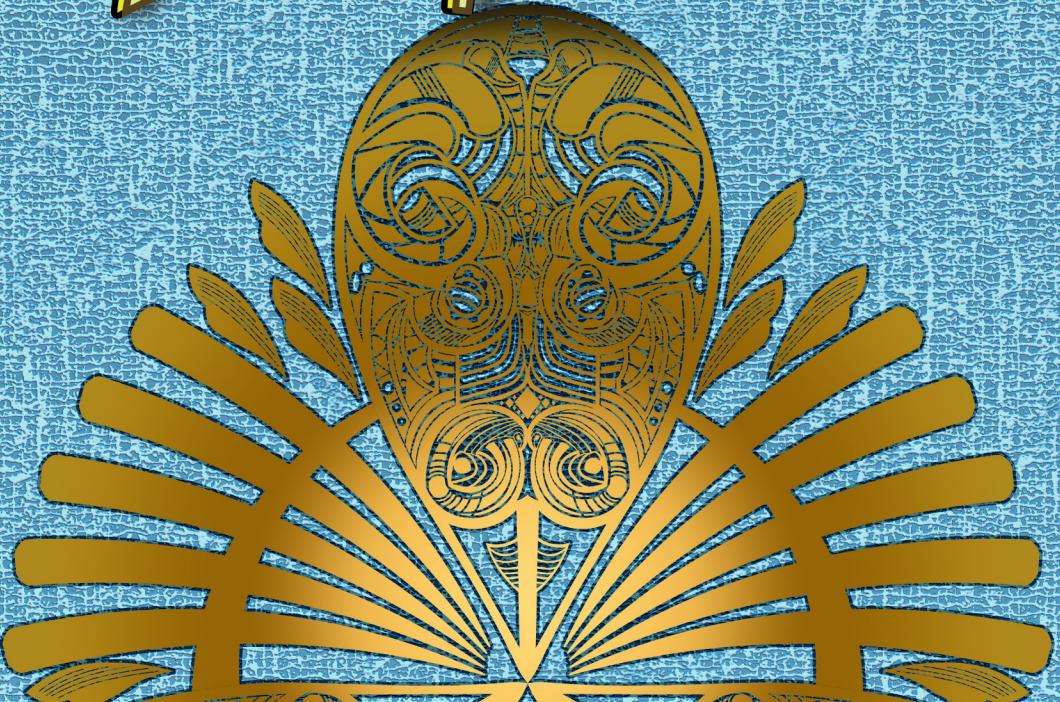




PLAYER Paraphernalia



#57

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Anger of Angels. © 2003, Sean K Reynolds.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movician Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell.

Daemon, Hydronaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Froghemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Player Paraphernalia #57 The Merciless Warden (Hybrid Class) © 2016, The Knotty-Works; Author: John Buckley

d20pfsrd.com. Copyright 2010, John Reyst.

PLAYER PARAPHERNALIA #57

By the Knotty-Works



Welcome to the fifty-seventh issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the merciless warden, a savage protector of what he considers his turf and people.

The Merciless Warden

Protecting Mother Nature is not an easy task, between pesky goblinoid incursions, annoying settlers deciding they need more land to farm, or neurotic wizards seeking to build their towers of solitude right in smack middle of the forest. Someone has got to set 'em straight, and luckily the Merciless Warden has the skills and gumption to do just that.

More than a simple tree-hugging nature lover or simpleton with more of an axe to grind than actually wield, there are those that can focus their hatred for all things civilized to be proactive in the fight for the right to keep nature natural. With the ability to focus on the task at hand, the merciless warden has a truly wild connection to the lands he travels and will do anything to protect it from those that would seek to defile or change it for their own selfish ends.

Role: The merciless warden is more than proficient with any weapon at hand, he

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

is notorious in this ability to wear down foes with both his physical prowess and psychological mind games. Few can escape him once the merciless warden sets his sights on them, willing to track down an enemy at nearly any cost.

Alignment: The merciless warden may be of any alignment.

Hit Die: d10

Parent Classes: Barbarian and Ranger.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp) and an outfit worth 10 gp or less.

Class Skills

Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (geography), Knowledge (nature), Perception, Ride, Stealth, Survival, and Swim

Skills per Level: 6 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The merciless warden is proficient with all simple and martial weapons. He is also proficient with light and medium armor and shields (except tower shields).

Brutal Resolve (Ex): At 1st level the Merciless Warden gains the ability to focus on the matter at hand. As a result he gains a +2 morale bonus to Bluff, Perception, Sense Motive, and Survival

Merciless Warden Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Brutal resolve, track
2	+2	+3	+3	+0	Brutal power, fast movement
3	+3	+3	+3	+1	Danger sense +1, Uncanny Dodge
4	+4	+4	+4	+1	Brutal power
5	+5	+4	+4	+1	Nature's Bond
6	+6/+1	+5	+5	+2	Blessing of the Land I, Brutal power
7	+7/+2	+5	+5	+2	Improved Uncanny Dodge
8	+8/+3	+6	+6	+2	Brutal power, danger sense +2
9	+9/+4	+6	+6	+3	Evasion
10	+10/+5	+7	+7	+3	Brutal power
11	+11/+6/+1	+7	+7	+3	Blessing of the Land II
12	+12/+7/+2	+8	+8	+4	Brutal power
13	+13/+8/+3	+8	+8	+4	Danger sense +3
14	+14/+9/+4	+9	+9	+4	Brutal power
15	+15/+10/+5	+9	+9	+5	Improved Evasion
16	+16/+11/+6/+1	+10	+10	+5	Blessing of the Land III, brutal power
17	+17/+12/+7/+2	+10	+10	+5	Brutal ease
18	+18/+13/+8/+3	+11	+11	+6	Brutal power, danger sense +4
19	+19/+14/+9/+4	+11	+11	+6	Unstoppable Tracker
20	+20/+15/10/+5	+12	+12	+6	Brutal power, merciless mastery

checks as well as a +2 **morale bonus** on all attack and damage rolls. He may maintain this focus for a number of rounds per day equal to 4 + his Wisdom modifier at 1st level, and gains an additional 2 rounds every level thereafter. He regains his daily uses of the Brutal Resolve after spending 8 hours of rest (they do not need to be consecutive) in a 24 hour period.

The merciless warden may initiate or end his brutal resolve as a **free action**. However, when his resolve ends, the merciless warden suffers a -2 penalty to any Wisdom based ability and skill checks and **Will** saving throws for a number of rounds equal to the time spent using his brutal resolve. The merciless warden may not re-initiate his brutal resolve while suffering the effects of a previous use of this class ability.

At 5th level and every five levels thereafter the merciless warden gains an additional +1 **morale bonus** that is added to the merciless warden's to hit and damage rolls and skills that benefit from his brutal resolve. In addition, each time the bonus increases, the merciless warden add a new skill to the list of skills that gain the **morale bonus**. The additional skills include: **Acrobatics, Climb, Handle Animal, Intimidate, Knowledge** (any field of study that the merciless warden has at least 1 rank), **Ride, and Swim**.

Note that this class ability grants no additional class skills for the merciless warden, just the **morale bonus**. If the skill cannot be used untrained, the merciless warden may only apply the **morale bonus** if he has at least 1 rank in that particular skill.

The merciless warden is not required to use his brutal resolve in consecutive rounds, but he does suffer the penalties immediately upon ending the effect. The merciless warden's brutal resolve immediately ends if he is frightened, panicked, stunned, or unconscious.

Brutal Resolve versus Rage versus Favored Enemy: Brutal Resolve is not the same as the barbarian's Rage ability, nor the ranger's Favored Enemy ability. As such the merciless warden has no restrictions to skills she may use while manifesting the Brutal Resolve and he has the ability to concentrate while manifesting this ability.

The Brutal Resolve does require some concentration and the merciless warden cannot gain the benefits of both Rage and Brutal Resolve simultaneously.

However, the overall time of both class abilities to stack, though the merciless warden must choose which ability score grants the additional modifier when the second class ability is gained, the ability score modifiers do not stack. The merciless warden may choose how to expend the time from these class abilities as he desired.

If the merciless warden has the Favored Enemy class ability (or other similar ability such as the Slayer's Studied Target), the bonuses to the skills, attack rolls, and damage rolls do stack with the **morale bonuses** of the Brutal Resolve with the caveat that the maximum bonus granted when stacking with the Brutal Resolve is +10). The bonuses granted by the Brutal Resolve do not stack with bonuses from other abilities or effects that specifically grant a **morale bonus** (such as Bless).

Track (Ex): At 1st level the merciless warden adds ½ his class level to all **Survival** skill checks made to follow the tracks of others.

Brutal Powers: Beginning at 2nd level the merciless warden gains access to specialized abilities from his rigorous

training. He may only choose a power once unless specified by its description and some powers will only function while the merciless warden is using his Brutal Resolve as listed in the power description.

Combat Style (Ex): The merciless warden may choose one of the combat styles granted to a ranger at 2nd level. When he first takes this brutal power he gains the bonus feat granted to the ranger at 2nd level.

The merciless warden may take this brutal multiple times, gaining another bonus feat from the same combat style at the next consecutive level available (6th or 10th). The merciless warden must have the same class level as required for the ranger to gain the bonus feat and the merciless warden may not take more than one type of combat style.

Empathic Blessing (Ex): The merciless warden may attempt to improve the initial attitude of a non-domesticated animal by making a in a fashion of a **Diplomacy** skill check as if improving the attitude of a person using the merciless warden class level and Charisma bonus to the d20 roll to determine the success of the empathic attempt. The animal must be no further than 30 feet away and able to see the merciless warden. Any actions taken to threaten or hurt the beast will cause this power to automatically fail. It typically takes about a minute or so to influence the animal (just as people), though conditions may change this amount of time as deemed appropriate by the GM.

Wild animals are treated as unfriendly and the merciless warden may also attempt to use this power on magical beasts whose Intelligence is 1 or 2, though they are treated as hostile. This ability grants no method of actual communication with the animal.

Environmental Cover (Ex): The merciless warden may use this power to hide in

any of the environments chosen for his Blessing of the Land class ability using the **Stealth** skill, even if the terrain grants no natural **cover** or **concealment**.

The merciless warden must have the Environmental Gait brutal power and be at least 12th level before he may take this power.

Environmental Gait (Ex): The merciless warden may move through any type of undergrowth or difficult terrain at his normal speed without suffering damage or other impairment for those environments chosen for his Blessing of the Land class ability. This power does not protect from magically enchanted environments, energy based effects (such as acid, cold, electricity, or fire) or conditions that hinder the merciless warden's ability to survive (such as breathing). This power grants no additional bonuses to environmental conditions that are impossible without special means or specific skill checks (such as **Climb** or **Swim**). The merciless warden must be at least 6th level before he may choose this brutal power.

Environmental Resolve (Su): The merciless warden is considered to be under the effects of the **Endure Elements** spell while manifesting his Brutal Resolve as long as he is in an environment chosen by his Blessing of the Land class ability. He may expend a number of rounds equal to his class level to grant himself the benefits of the **Endure Elements** spell for a period of 24 hours. The merciless warden must be at least 8th level before he may choose this brutal power.

Improved Environmental Cover (Ex): If the merciless warden is within one of the environments chosen for his Blessing of the Land class ability, he may use his **Stealth** skill even while being observed regardless of any available **concealment** or **cover**. The merciless warden must have the Environmental **Cover** brutal

power and be at least 16th level before he may take this power.

Improved Quarry (Ex): The merciless warden's ability to focus on his quarry improves, allowing him to select his quarry as a **free action** and may take 20 while tracking the target and his **insight bonus** to attack increases to +4. If his quarry is captured, dismissed, or dispatched he may select another target as his quarry after 10 minutes. The merciless warden must have the Quarry brutal power and be at least 18th level.

Invulnerable Stance (Ex): The merciless warden automatically gains a hardened personal aura while manifesting his Brutal Resolve, gaining a **DR 1/—**. This **damage reduction** increases by +1 at 11th level and every three levels thereafter (maximum of **DR 5/—** at 20th level). The merciless warden must be at least 6th level before he may take this power.

Merciless Trapper (Ex): The merciless warden gains the **Learn Ranger Trap** as a bonus feat when this power is first taken and does not need to meet the prerequisite for the feat. He is considered a ranger in regards to the traps the merciless warden may choose to learn and make. The merciless warden may take this brutal power multiple times, taking the **Extra Ranger Trap** feat or the **Advanced Ranger Trap** feat. The **Advanced Ranger Trap** feat may only be taken once and the merciless warden must be at least 8th level before he may take that bonus feat, but does not have to meet the prerequisite of having 8 ranks of **Survival**.

Rage Powers: The merciless warden does have access to many rage powers normally available to the barbarian. He may choose any of the following rage powers as long as he meets the requirements for the power, treating his effective barbarian level equal to her merciless warden class level. Rage

powers limited to while the barbarian is raging can only be used while the merciless warden is manifesting his Brutal Resolve. This brutal power may be taken more than once, selecting a different rage power each time (unless the rage power itself allows the barbarian to choose it more than once, in which case the rage power may be taken a number of times as allowed by the rage power). Available rage powers include: boasting, taunt, clear mind, energy resistance, fearless rage, greater energy resistance, greater hurling, guarded life, guarded stance, hurling, hurling charge, internal fortitude, intimidating glare, knockback, knockdown, lesser hurling, low-light vision, mighty swing, night vision, no escape, powerful blow, quick reflexes, renewed vigor, strength surge, swift foot, terrifying howl, and unexpected strike.

Quarry (Ex): This brutal power grants the merciless warden the ability to select one individual within his line of sight as his quarry using a **standard action**. The merciless warden may track his quarry while moving at his normal rate using his **Survival** skill with no penalty and may take 10 for this check if desired. He also gains a +2 **insight bonus** on attack rolls made against his quarry and critical hits are automatically confirmed. The merciless warden must be at least 10th level before he may choose this brutal power and he may only have a single quarry at a time. The merciless warden may release his connection to the quarry as a **free action**, but may not initiate this power again it in a 24 hour period unless he confirms that his previous quarry is captured or dead, though he must wait for a period of at least an hour after releasing the connection.

Trapmaster (Ex): The merciless warden gains **Disable Device** as a class skill and may add 1/2 his class level on **Perception** checks to locate a trap and any **Disable Device** checks as long as he has at least

1 rank in the **Disable Device** skill. If the merciless warden has at least 10 ranks in **Disable Device** he may use that skill in an attempt to disarm magic traps. The merciless warden must have the Merciless Trapper brutal power and be at least 8th level.

Fast Movement (Ex): At 2nd level the merciless warden gains a +10 ft movement bonus to his base land speed. If he is wearing heavy armor or carrying a heavy load, the merciless warden loses this movement bonus. This bonus is applied before modifying the merciless warden's speed because from armor worn or load carried. This bonus stacks with any other movement bonus the merciless warden may gain from other class abilities, regardless of class.

Danger Sense (Ex): Beginning at 3rd level the merciless warden gains the ability to sense danger before others. If the merciless warden is in immediate danger of being harmed, he gains a perception check as an **immediate action** with a +1 **circumstance bonus** to avoid being caught flat footed from surprise or a triggered trap. The merciless warden also gains an initial +1 **dodge bonus** for the first attack made against him during a surprise round, regardless of whether or not he is surprised. Once the first attack is made (regardless of success or failure, the bonus is lost for that encounter).

These bonuses increase by +1 every five levels thereafter with a maximum of +4 at 18th level.

Uncanny Dodge (Ex): At 3rd level the merciless warden gains the extraordinary sense of danger and cannot be caught flat-footed. He also does not lose her Dexterity bonus when facing an invisible opponent, though this ability is lost for any condition that robs him of his ability to move or if he is successfully **feinted** by an opponent. If the merciless warden already possesses Uncanny Dodge

from another class, he gains Improved Uncanny Dodge at 3rd level rather than 7th level (see below).

Nature's Bond (Ex): At 5th level the merciless warden gains an *animal companion* as a Druid at an effective level equal to his own class level -4. The *animal companion* must be of the animal type and available at his effective druid level and normally found in his current environment.

The *animal companion* will travel with the merciless warden as desired, though he may release the animal at any time. Once released the animal is not obligated to return, but the merciless warden may spend 24 hours to actively search out and find another *animal companion*.

Once the animal has spent 24 hours with the merciless warden, it gains all of the benefits of the *animal companion* based on the effective druid level of the merciless warden. The *animal companion* also gains the benefits of the merciless warden's Brutal Resolve as long as the animal is adjacent to the merciless warden.

If the merciless warden gains an *animal companion* from another class, he does not gain an additional *animal companion*, but he may add his effective druid level to his overall class.

Blessing of the Land (Ex): At 6th level the merciless warden gains the +2 bonus on initiative checks and a +10 foot bonus to his base land speed. The merciless warden chooses a specific type of terrain when this class ability is gained from the list of the Ranger's Favored Terrains.

The merciless warden may choose an additional terrain at 11th and 16th level gaining the same +2 initiative bonus and +10 foot movement bonus for that terrain while the previous terrains chosen increase by an additional +2 initiative bonus and +10 foot movement bonus.

Only one set of bonuses applies, so if an environment may fit in multiple categories chosen by the merciless warden, he may only apply the highest bonus that qualifies.

The merciless warden's *animal companion* also gains the bonus to initiative and movement as long as it is within 30 feet of the merciless warden.

Improved Uncanny Dodge (Ex): At 7th level, the merciless warden may no longer be *flanked*. This ability denies any precision based effect normally granted by *flanking* (such as sneak attack) unless the attacker is at least four levels higher of the appropriate class than the merciless warden. If the merciless warden has levels in another class that grants Uncanny Dodge and Improved Uncanny Dodge, these levels stack with his merciless warden class levels to determine his effective level to protect against any precision based attacks while he is being *flanked*.

Evasion (Ex): At 9th level the merciless warden gains the ability to avoid damage from area base attacks that grant a *Reflex* save to reduce the damage by half. If the merciless successfully makes his *Reflex* save, he suffers no damage from the area-based attack. If the merciless warden is wearing heavy armor or carrying a heavy load, or if he is *helpless* or *unconscious*; he loses any benefit from this class ability.

Improved Evasion (Ex): The merciless warden's ability to avoid damage from area based attacks improves at 15th level. Even if the merciless warden fails his *Reflex* save and suffers damage from an area based attack, he only suffers half the normal damage caused by the attack. As with Evasion, if the merciless warden is wearing heavy armor, carrying a heavy load, or is *helpless* or *unconscious* he loses any benefit from this class ability.

Brutal Ease (Ex): The merciless warden no longer suffers any penalties to and Wisdom based skill or ability checks or his Will save after ending his brutal resolve at 17th level.

Unstoppable Tracker (Ex): The merciless warden may move at his normal movement rate while tracking at 19th level without suffering any penalties and only suffers -10 to his *Survival* check if moving at twice his normal movement rate. If he chooses to move at 1/2 his normal movement rate, he may take 20 on his *Survival* skill check for tracking.

Merciless Mastery (Ex): At 20th level the merciless warden may choose a number of non-class skills he gains **morale bonuses** while using his Brutal Resolve equal to his Wisdom modifier (minimum of 1) and treat them as class skills, gaining the +3 bonus granted class skills. While manifesting his Brutal Resolve, the merciless warden gains a +4 **dodge bonus** to his **AC** and he adds the **morale bonus** granted by the Brutal Resolve to his saving throws.

New Feats

The merciless warden may choose the following feats as desired as part of her normal progression.

Extra Brute Resolve

You have learned to maintain your focus of determination just a little longer than most.

Prerequisites: Brute Resolve class ability.

Benefit: You can manifest your Brute Resolve for 6 additional rounds per day.

Special: You may take this feat multiple times, gaining 6 additional rounds each time it is taken.

Extra Brute Power

You unlock another secret of empowering your Brute Strength.

Prerequisites: Brute Power class ability.

Benefit: You gain an additional brute power.

Special: You may take this feat more than once, selecting a different brute power each time you select this feat.



Artwork by Allen Morris (allenmorrisart.com)

OTHER KNOTTY WORKS PATHFINDER

COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

