

Holy Warden

There are some white mages who take their pursuit of the light to extremes. These white mages are known as holy wardens. Many pursue in the destruction of the darkness, and nearly every holy warden favors righteous wrath over redemption.

The holy warden is an archetype of the white mage class.

Limit Break (Su): At 1st level, the holy warden receives the Limit Break (Pillar of Light).

Pillar of Light (Su): This Limit Break causes the holy warden to emit a pillar of holy light to burst from him in a 30-ft.-radius, centered on him. All enemies within the area of effect take 1d6 points of holy damage per white mage level, a Reflex save (DC 10 + half of the white mage's level + his Wisdom modifier) reduces the damage by half. In addition, regardless of save, all enemies are inflicted with light blindness for a duration of 1 round + 1 round per four white mage levels after 1st.

This ability replaces one of the white mage's standard Limit Breaks.

Holy Magery (Ex): At 1st, 5th, 9th, 13th, and 17th level, a holy warden increases her power with her spells. At each such opportunity, she can choose from the list of the following or from the white magery list (with a maximum of 2 per):

- **Light Mastery:** This increases the holy warden's caster level by 1 for all spells with from the light school.
- **Increased Holy:** This increases any light school spell the holy warden casts by 1 extra die of the appropriate type. This allows the holy warden to overcome any damage cap a spell might restrict her to.

This ability modifies white magery, replacing healing mastery and increased healing.

Light Infliction (Su): At 3rd level, whenever a holy warden casts any white magic light spells that inflicts holy damage also inflicts light blindness for a number of rounds equal to his Wisdom modifier unless they make a Will save (DC 10 + half of the white mage's level + his Wisdom modifier) to negate it.

This ability replaces divine caress.

Holy Seal (Ex): Beginning at 4th level, a holy warden can increase the potency of his next holy damage spell as a swift action, so long as the casting time of the spell is 1 standard action or less. The next light spell the holy warden casts deals half again as much damage as normal and any holy resistance the target(s) of this spell has is lessened by half as well. He can use this ability once per day and every four white mage levels thereafter, he gains an additional use.

This ability replaces divine seal.

Luminous Form (Su): The holy warden can transform his body into churning light, granting him the effects of *blur* and causing his body to shed light as a sunrod. At 6th level, creatures that end their turn adjacent to the holy warden's luminous form become blinded for 1 round unless they make a Will save (DC 10 + half of the white mage's level + his Wisdom modifier). At 12th level, creatures that end their turn adjacent to the holy warden's luminous form are blinded for 1d4 rounds (successful Will save reduces to 1 round). At 18th level, the holy warden's luminescence is as bright as natural sunlight, and creatures affected by natural sunlight are so affected if they end their turn adjacent to his luminous form. The holy warden can maintain his luminous form for up to 1 minute per day per white mage level; this duration need not be continuous, but it must be used in 1-

minute increments. The holy warden can forgo the *blur* and blinding aspects of this ability to instead simply shed light as a torch, though this still counts against the ability's duration for the day.

This ability replaces innate spell.

Stunning Light (Su): At 7th level, a holy warden learns to increase the effectiveness of bright light on creatures with light blindness. Daylight spells cast by the holy warden or other sources of bright light he wields cause creatures with light blindness within the area of bright light to become stunned for 1 round in addition to being blinded if they fail the save.

This ability replaces auto-regen.

Paralyzing Light (Su): At 11th level, a holy warden can stop light-blind enemies in their tracks, often gaining a great edge in battle. Daylight spells cast by the holy warden or sources of bright light wielded by him cause creatures with light blindness within the area of bright light to become paralyzed for 1 round in addition to being blinded and stunned if they fail the save.

This ability replaces divine veil.