

Primal Warden

Primal Warden (Hero)

Background: He who learns to leash the furies of the Primal Pillars is known as a Primal Warden. The mightiest manifestation of those realms, in their various potencies, is the Fithaier. The Primal Warden has studied their ways, means, origins and formation. He instinctively knows a Fithaier's strengths and develops an unbreakable bond with a powerful with a Primal Realm. As this bond deepens over time, the Primal Warden's kinship with the Primal forces controls gets stronger, blurring the line between summoner and summoned. Eventually, this journey of discovery leads to his own ability to take on the form of that which he could formerly only summon.

Those from the Primal Pillars are arrogant and not very friendly to outsiders. While the creatures of the Pillars of Earth and Fire hate Tylora and to varying degrees the other gods of Light for what Tylora did to them. Those of water and air have learned from the mistake that put them there and have to some degree moved on.

Membership Requirements

Have Culture (Cirth)

Must have meet and bargained with an Elder Fithaier of the type you wish to summon. Finally, the Fithaier expects a gift worth 18,000 gc, they don't want cash.

Warden Requirements & Benefits

Path Rank	Bonding	CP	Benefits
1	2 Months	10	Fithaier Summoning, Resistant to Energy
2	1 Week	20	Immunities
3	1 Week	20	Cannot be flanked
4	1 Week	20	Fithaier Form, Devotion
5	1 Week	20	Fithaier type, Magic Resistance

Fithaier Summoning (Ex): This ability allows you to summon a small Fithaier. The size of the creature increases with each rank. This takes 2 rounds and costs 1 Action Die.

Resistant to Energy (Ex): A Primal Warden gains resistance 5 per rank in the element of their path. at Rank 5 you become immune.

Immunities (Ex): Over time, a Primal Warden slowly turns into an Fithaier, gaining an Fithaier's immunities along the way.

At 2nd Rank, he becomes immune to sleep effects.

At 3rd Rank, he becomes immune to normal poisons.

At 4th Rank, he becomes immune to normal paralysis & stunning.

At 5th Rank, he becomes immune to normal critical hits.

Cannot be flanked (Ex): A Primal Warden has become so much like an Fithaier, that he loses the normal mortal orientation toward 'front' & 'back', and now like an Fithaier, he cannot be flanked.

Fithaier Form (Su): As a Primal Warden you gain the ability to turn yourself into an elder Fithaier and back again once per day. To do this you must spend an action die and it takes 2 actions to complete. The effect lasts for up to 2 hours per rank to a maximum of 10 hours, or until the Primal Warden changes back.

Fithaier type: As a Primal Warden your type changes to Fithaier, and you gain that type and subtype of the appropriate Primal Pillar. You lose any other Fithaier subtypes you may have had.

Devotion (Ex): An Fithaier's devotion to the Primal Warden is so complete that it gains a +4 morale bonus on Resolve Resist checks.

Magic Resistance (Ex): if the Primal Warden's gains Magic Resistance the Fithaier also gains the magic resistance. The reverse is true also, the higher Magic resistance prevails they do not add.