

Spirit Warden

You stand at the threshold of the material and immaterial, a champion guided by the spirits of ancestors, beasts, and primal forces. Where your companions wield steel or spell alone, you fight with both.

Warden of the Spirits

Level 1

Spectral hands guide your blows. Your weapon flashes with a ghostly edge, every strike carrying the weight of unseen allies. You must take the Spirit Warden Dedication feat as your 2nd level class feat.

Prerequisites You must be an animist.

Spirit Warden Adjustments: When choosing the apparitions you are attuned to during your daily preparations, one of them must be the [witness to ancient battles](#) apparition. You can't choose the witness to ancient battles as your primary apparition. Your key attribute is Dexterity or Strength instead of Wisdom. You don't gain animist spellcasting or legendary spellcasting. This doesn't affect your apparition spellcasting.

You are trained in martial weapons. When you gain simple weapon expertise, you also gain expert proficiency in martial weapons. You gain simple weapon expertise at 5th level instead of 11th level, weapon specialization at 7th level instead of 13th level, expert spellcaster at 9th level instead of 7th level, and master spellcaster at 17th level instead of 15th level. You become a master in martial weapons, simple weapons, and unarmed attacks at 13th level, gain greater weapon specialization at 15th level, and become a master in light armor, medium armor, and unarmored defense at 19th level. You can't take [True Channel Spell](#) as a spirit warden animist.

Additional Feats: 4th [Reactive Striker](#); 8th [Disorienting Opening](#); 12th [Disruptive Stance](#), [Tactical Reflexes](#).

Spirit Warden Dedication

Feat 2

Archetype

Class

Dedication

You still hear the voices of the beyond, even if you became a spiritual warrior infused with echoes of the unseen world. Add two additional cantrips from the divine spell list to your apparition spell repertoire. You choose these from the common cantrips on the divine list or from other divine cantrips to which you have access.

Channeling Strike 

Feat 6

Archetype

Flourish

Prerequisites Spirit Warden Dedication

As you lash out, the spirits flow through your motion, carrying your will forward as the battle itself sustains your spiritual magic. Make a Strike. If you hit and deal damage, you can automatically Sustain a single vessel spell that you currently have active, applying any additional effects that come with Sustaining the spell.

Accord of Steel and Soul

Feat 6

Archetype

Prerequisites Spirit Warden Dedication

You deepened the connection of your body with the spirits of ancestral warriors and heroes. Add [haste](#) and [heroism](#) to your apparition spell repertoire, allowing you to cast them with your apparition spellcasting.

Instinctive Channel

Feat 10

Archetype

Prerequisites Spirit Warden Dedication; [Circle of Spirits](#)

You no longer strain to hold the spirits within you, as their power now courses through you as naturally as breath. When you use the [Circle of Spirits](#) action, you can also Cast the vessel spell of the apparition you chose to become your primary apparition or Sustain a single vessel spell you have active as a free action.

Effortless Channel

Feat 16

Archetype

Trigger Your turn begins

Prerequisites Spirit Warden Dedication

You can effortlessly channel the power of your apparitions, letting them flow through you as naturally as your own movements. You immediately gain the effects of the Sustain action for one of your vessel spells.

Channeling Retribution

Feat 18

Archetype

Prerequisites Spirit Warden Dedication; Reactive Striker

You can channel the spiritual power of your apparitions in a swift burst of retributive might. When you hit a creature as part of a Reactive Strike, you are quickened on your next turn. You can use the extra action to Cast the vessel spell of your primary apparition or Sustain a single vessel spell you have active.

Ultimate Incarnation

Feat 20

Archetype

Prerequisites Spirit Warden Dedication; Supreme Incarnation

You can manifest the true might of your apparitions. When you cast [avatar](#), you can choose to take on the form of any of your attuned apparition's avatar forms even if you haven't chosen that apparition as your primary apparition. Your attacks specific to your apparition's avatar form can benefit from weapon specialization, using your proficiency in simple weapons, martial weapons, or unarmed attacks to determine its effects.