

CHAMPION'S CALL

A warden's call is a binding charge to protect and defend others from harm. Every warden eventually hears a call, and responds with mighty deeds. In answering this call, they embrace the traits of those they stand to protect, gaining primal, and sometimes even mystical, abilities.

NIGHTGAUNT

Blood-drinkers, undead, and other creatures of the night are often feared and hunted, and few stand in their defense; except, of course, the grim and terrible nightgaunt. Tales of the nightgaunt are whispered of in fairy tales, casting them as a things to be feared: hunters of clerics and goodly vampire slayers. Their appearance always presages long nights and great rises in hungry undead.

You felt the calling of the moon bringing you to the graveside of living corpses. Though vampires, zombies, and skeletons are mighty, they are always outnumbered, hunted, and turned by clerics; never given a fair chance to live peacefully. They require an ally among the living to continue their ceaseless existences, and you have risen by moonlight to the task.

DARKVISION

At 3rd level, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already possess darkvision, its range increases by 30 feet.

Starting at 13th level, you can see through magical, as well as nonmagical, darkness.

BLOODHUNT

At 3rd level, your fury begets survival. You have a temporary damage pool. When you take damage, half of it is added to this pool instead of being subtracted from your hit points. When you regain hit points, you can choose to split the healing between your hit points and decreasing the damage in this pool. At the end of your turn, the entire damage pool is subtracted from your hit points and resets to 0.

When you deal damage with a melee weapon attack to a creature you have marked, you can decrease your temporary damage pool by half the damage dealt (rounded down), to a minimum of 1.

UNDEAD EMPATHY

By 6th level, you are a friend even to mindless undead. Whenever an undead tries to attack you, it must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier.) On a failed save, its attack misses and, if its Intelligence is 4 or lower, it becomes friendly to you and your allies.

UNDEAD FORTITUDE

Starting at 13th level, you have learned to repair your form, just as powerful undead can regenerate their bodies. When you use your Font of Life ability, your temporary damage pool is reduced to 0 without being subtracted from your hit points.

GRAVELORD

At 20th level, you can use your action to invite the necromantic energies of true undead into your body, divorcing yourself from life for the next minute and gaining the following benefits:

- Whenever you deal damage with a melee weapon attack, you deal an extra 2d8 necrotic damage.
- All damage you take is added to your temporary damage pool.
- You can use your bonus action to decrease your temporary damage pool by 10. If your temporary damage pool is already 0, you instead regain 10 hit points.

Once you use this feature, you can't use it again until you finish a long rest.

