

RANGER CONCLAVE: LANDWARDEN



HOME BREW

JALOUSIE
(Estampe décorative)

A mystical and nomadic cadre of nature's protectors for the world's greatest
roleplaying game



RANGER: LANDWARDEN CONCLAVE



Landwardens are rangers who devote their lives to traveling the world and protecting the natural sanctuaries they come across. They use special stances that blend their druid-like magic with their martial prowess, allowing them to tap into and emulate the hazards and safeguards nature has to offer.

LANDWARDEN STANCES

At 3rd level, your time spent traveling and studying nature has taught you stances that allow you to mimic the powers of the land. You can enter a stance as a bonus action and its effects last for 1 minute. You must concentrate on your stance's form as if concentrating on a spell. A stance and its effects end early if you lose concentration, are incapacitated, or if you use a bonus action to enter a new stance.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses after you finish a long rest. While you have no uses available, you can expend one spell slot to use this feature again.

THE MOUNTAINTOP

While in this stance, you have advantage on Strength saving throws and your weapon attacks deal an additional 1d6 cold or thunder damage (your choice).

In addition, you can draw upon the mountain's might to wear down your foes. As an action, you can shorten the remaining duration of your stance by 1 round to release a blast of frigid mountain air and hail in a 15-foot cone originating from you. Each creature in the area must make a Constitution saving throw against your spell save DC. On a failed save, they take 1d10 cold damage and 1d10 bludgeoning damage, and are incapacitated until the end of your next turn. On a successful save, they take half as much damage and aren't incapacitated.

Resonance. When you enter this stance while in arctic or mountain terrain, the additional damage increases to 2d6 cold or thunder damage (your choice). In addition, the blast of frigid wind and hail becomes a 30-foot cone.

At higher levels. When you reach 11th level in this class, the additional damage to your weapon attacks increases to 1d8 while in a standard stance and 2d8 when you are in resonance with the terrain.

Also at 11th level, the blast of frigid air and hail deals 2d6 cold damage and 2d6 bludgeoning damage.

SHIFTING SANDS

While in this stance, you have advantage on Dexterity saving throws and your weapon attacks deal an additional 1d6 fire or radiant damage (your choice).

In addition, you can conjure the infirmity of shifting sands to trap your opponents. As an action, you can shorten the remaining duration of your stance by 1 round to liquefy the ground beneath a creature you can see within 30 feet. That creature must make a Strength saving throw against your spell save DC. On a failed save, they are restrained as the liquefied ground reaches up and wraps around them.



On a successful save, the liquefied ground returns to normal.

A creature can use its action to make a Strength check against your spell save DC to pull itself or another creature within 5 feet of it out of liquefied ground. On a success, the creature is no longer restrained and the ground returns to normal.

Resonance. When you enter this stance while in coastal or desert terrain, the additional damage increases to 2d6 fire or radiant damage (your choice) and you can liquefy the ground beneath up to two creatures within 60 feet.

At higher levels. When you reach 11th level in this class, the additional damage to your weapon attacks increases to 1d8 while in a standard stance and 2d8 when you are in resonance with the terrain.

Also at 11th level, the liquefied ground you conjure fully encapsulates and petrifies creatures that remain restrained by it for three rounds. When petrified this way, a creature can only be freed by the greater restoration spell or other similar magic.



VERDANT GLADE

While in this stance, you have advantage on Wisdom saving throws, and you can use your bonus action to heal a creature you touch, restoring $1d4 +$ your Wisdom modifier hit points.

In addition, you can unleash a flurry of strikes as numerous as the blades of grass in a verdant glade. When you make a weapon attack on your turn, you can choose to shorten the remaining duration of your stance by 1 round to make two weapon attacks instead. When you do so, all your weapon's damage dice are reduced by 1 die size (minimum of d4) and you only add half your ability modifier (rounded down) for those attacks.

Resonance. When you enter this stance while in forest or grassland terrain, you can heal a creature for $1d6 +$ half your ranger level (rounded down) as a bonus action, and you can choose to make three weapon attacks instead of two.

At higher levels. When you reach 11th level in this class, you can heal a creature for $1d6 +$ half your ranger level (rounded down) hit points while in a standard stance or $1d8 +$ half your ranger level (rounded down) when you are in resonance with the terrain.

Also at 11th level, you can add your ability modifier normally to the attacks you make using this stance.

MOUNTING DARKNESS

While in this stance, you have advantage on Intelligence saving throws, and you can use your bonus action to take the Dodge action, obfuscating yourself in shadows.

In addition, you can plunge your foes into a darkness most sinister. When you hit with a weapon attack, you can choose to shorten the remaining duration of your stance by 1 round to leave a malignant mark on your target. Your target must make a Wisdom saving throw against your spell save DC. On a failed save, the malignant mark infects the deepest recesses of their mind. When a creature bearing a malignant mark misses an attack or fails a saving throw, they take necrotic or psychic damage (your choice) equal to your proficiency bonus.

At the end of an affected creature's turn, it makes a Wisdom saving throw. On a success, it removes the malignant mark on its mind.

Resonance. When you enter this stance while in the Underdark or swamp terrain, creatures with malignant marks take damage equal to twice your proficiency bonus when they miss an attack or fail a saving throw.

At higher levels. When you reach 11th level in this class, creatures with malignant marks infesting their minds have their instincts dulled. The next time a creature infested with a malignant mark makes an attack roll or saving throw, they must roll a d6 and subtract the number rolled from their attack roll or saving throw.



HARDENED TRAVELER

At 7th level, your time spent traveling has imbued you with a natural hardiness. You gain one of the following features of your choice:

Nomad's Constitution. You have advantage on Constitution saves against nonmagical effects and hazards, and you always know the source of these effects.

Untiring Wayfarer. If you are suffering from exhaustion, you treat it as one level less, unless your exhaustion level would cause you to die.

Unshaken Pilgrim. You have advantage on saves against being charmed or frightened.

Adept Landwarden. You can regain a use of your Landwarden Stances feature after you finish a short rest. Once you use this feature, you can't do so again until you finish a long rest.

BLESSINGS OF THE LAND

At 11th level, you become further attuned to the world's blessings. When you assume a stance, you gain $1d10 +$ your ranger level temporary hit points that last for 1 hour.

Additionally, when a creature within 60 feet of you damages you while you have these temporary hit points, they take damage equal to your Wisdom modifier (minimum of 1). The type for this damage depends on your current terrain:

Terrain	Damage
Arctic	Cold
Coast	Radiant
Desert	Fire
Forest	Acid
Grassland	Force
Mountain	Thunder
Swamp	Poison
Underdark	Necrotic
Other	Psychic

REALM CALLER

At 15th level, you can call the lands to you. As an action, you can manifest your desired terrain in a 20-foot sphere centered on you for 1 minute. This terrain must be one of the following: arctic, coast, desert, forest, grassland, mountain, swamp or the Underdark. This sphere moves along with you and hostile creatures treat this area as difficult terrain.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses after finishing a long rest.

LEGAL DISCLAIMERS

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

Credit to artist Cita A F for their page backgrounds.

This work also uses art presumed to be in the public domain and released under Creative Commons Zero (CC0), courtesy of the National Gallery of Art, Washington. I do not claim ownership on any of these works of art and am just using them under the National Gallery of Art's Open Access Policy. Art and their artists in order:

- "Jalousie" by Eugène Grasset
- "Mountain of the Holy Cross" by Thomas Moran
- "Forest Interior with a Waterfall, Papigno" by André Giroux
- "Prince Charming in the Forest" by Walter Crane

MORE CREDITS

All other original material in this work is copyright 2021 by Patrick Sean Lebosada and published under the Community Content Agreement for Dungeon Masters Guild.