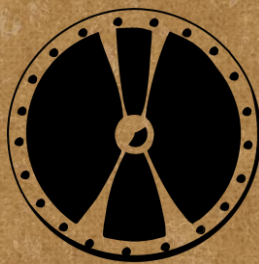


MAGE HAND PRESS



WARDEN



WARDEN

An immense goblinoid army stretches from the horizon to the castle walls. In the breach, a single knight holds back the horde, eviscerating all comers, and allowing none to pass.

Blood dripping from his blade, a scarred half orc gets down on all fours and breaks into a sprint, his eyes alight with bestial fury.

Advancing slowly, an elf brandishing a green scimitar emerges from the foliage before two poachers. Startled, they turn to run, but find their feet bound fast by leaves and vines.

Wardens are vigilant guardians, and unbreakable defenders of the weak. They are nature's shield, and the watchers of the realms of men. When the world cries out for a champion, wardens heed the call.

MIGHTY GUARDIANS

Ever-vigilant, wardens are the staunch defenders of nature and the chosen champions of people. A warden might be selected by his tribe to defend them from their enemies, or be visited by the spirits of a sacred grove and beckoned to watch over the forest. Where a warden is not directly called to defend others, he feels the constant pull to take up a charge of his own, to use his strength as a bastion for the weak.

Wherever a warden travels, his strength travels with him, and new causes make themselves known. There is never a shortage on those who need protection, for the strong always seem to stand above the weak.

PRIMAL STRENGTH

Wardens are like mighty trees in a gale storm, or the rocks along shore, constantly being battered by waves. Though they may experience extraordinary hardship, a warden cannot be easily moved, and seldom can be broken.

Wardens draw their extraordinary toughness from the wild itself. They can feel the strength of the earth beneath their feet, the vitality of the air in their lungs, and the fury of the blazing sun overhead. They channel this power intuitively, without ever considering it. Indeed, some wardens believe that their power comes from within, and that nature does nothing to empower them, but even these wardens feel nature's pull to defend the powerless, take up a cause.

THE WARDEN		
Level	Proficiency Bonus	Features
1st	+2	Sentinel's Stand, Warden's Mark
2nd	+2	Duel, Fighting Style, Warden's Grasp
3rd	+2	Champion's Call, Warden's Resolve
4th	+2	Ability Score Improvement, Font of Life
5th	+3	Extra Attack
6th	+3	Call feature, Defiant
7th	+3	Sentinel's Step
8th	+3	Ability Score Improvement
9th	+4	Undying
10th	+4	Interrupt
11th	+4	Mark improvement
12th	+4	Ability Score Improvement
13th	+5	Call feature
14th	+5	Grasp improvement
15th	+5	Font of Life improvement
16th	+5	Ability Score Improvement
17th	+6	Resolve improvement
18th	+6	Sentinel's Soul
19th	+6	Ability Score Improvement
20th	+6	Call feature

CREATING A WARDEN

When creating a warden, consider what drives your character. What brought you to raise up your shield for others? Do you fight to protect anyone or anywhere in particular? A threat to your homeland, or loved ones, might have been your catalyst, but you also might have risen to combat a menace to the natural world. What was your call, and how do you honor it? What motivates you to keep fighting, even when you're at death's door?

Most wardens have been recognized as exemplary defenders. Perhaps, you are known as a great wandering knight in the northern provinces, or perhaps you were visited by spirits of the forest, which beckoned you to protect them from invaders. Who has called you, and how did you respond?



QUICK BUILD

You can build a warden quickly with these suggestions. First, make Constitution your highest ability score, followed by Strength and Dexterity. Then, choose the Primal Toughness option for Sentinel's Stand.

CLASS FEATURES

As a warden, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warden level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Nature, Perception, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background:

- A shield and any martial weapon
- (a) chain shirt, (b) leather armor and a spear, or (c) chain mail (if proficient)
- (a) two light hammers or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

SENTINEL'S STAND

Wardens are towers that cannot easily be felled. At 1st level, choose one of the following features.

Armor Proficiency. You gain proficiency with heavy armor.

Primal Toughness. Your hit point maximum increases by 1 + your Constitution modifier, and it increases by 1 every time you gain a level in this class.

Stalwart Spirit. You gain proficiency in one saving throw of your choice.

WARDEN'S MARK

At 1st level, you can use your bonus action to mark one creature you can see within 30 feet. Whenever you make a weapon attack against a creature you have marked, you gain a +2 bonus on the damage roll. The mark ends if you can no longer see the marked creature, if the marked creature dies, or if you use your bonus action to mark a different creature.

At 11th level, whenever you take the Attack action on your turn, you can make an additional attack against a creature you have marked.

DUEL

At 2nd level, as a bonus action once per turn, when you make a melee weapon attack against a creature you have marked, you can compel it into a duel. Until the beginning of your next turn, while that creature is marked, it has disadvantage on attack rolls against any creature other than you.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Crippling. When you hit a creature with a melee weapon attack, its speed is reduced by 10 feet, to a minimum of 0, and it can't take the Dash action until the end of its turn.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a weapon or shield.

Titan Fighting. You gain a +2 bonus to melee weapon attack rolls you make against Large or larger creatures.

WARDEN'S GRASP

By 2nd level, as a bonus action, you can use the force of your daunting presence to ensnare nearby enemies into combat. Until the beginning of your next turn, you can't move, and each Large or smaller creature you choose within 5 feet can't willingly move away from you unless it first takes the Disengage action.

At 14th level, the range of this ability increases to 10 feet.

CHAMPION'S CALL

By the time you reach 3rd level, you feel the inexorable pull of an important duty or task that you assume as your own. No outside force compels your choice or enforces your conduct; if you fail in your charge, you alone are responsible.

Your choice grants you features at 3rd level and again at 6th, 13th, and 20th level.

WARDEN'S RESOLVE

Starting at 3rd level, whenever your hit points are less than half your maximum, you have resistance to bludgeoning, piercing, and slashing damage.

Starting at 17th level, when your hit points are less than half your maximum, you have resistance to all damage except psychic.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your

choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FONT OF LIFE

By 4th level, you can use your action to end either one disease or one condition afflicting you. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned. You can use this action even if the condition you end would otherwise prevent it. Once you use this ability, you must finish a short or long rest before you can use it again.

At 15th level, once per day when you use this ability, your hit points are also restored to half your maximum, if they were lower.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DEFIANT

At 6th level, you can draw from a deep well of fortitude to shrug off punishment. As an action, you can gain temporary hit points equal to half your warden level, rounded up, plus your Constitution modifier, which last for 1 minute.

You can use this ability a number of times equal to your Constitution modifier and regain all expended uses when you finish a long rest.

SENTINEL'S STEP

Wardens are faultless trackers, which can navigate hazardous terrain with ease. At 7th level, select one of the following features.

Earthstrength. You possess the might of the earth itself. Your carrying capacity doubles, and you have advantage on ability checks and saving throws against being pushed against your will or knocked prone.

Thundering Charge. On your first round of combat, your speed increases by 30 feet and you have advantage on the first melee weapon attack you make.

Wildblood. Your reflexes have been honed by the perils of nature. You can't be surprised while you are conscious. Additionally, you have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

UNDYING

At 9th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point

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

INTERRUPT

Starting at 10th level, when a creature within 5 feet of you makes a melee weapon attack targeting you, you can use your reaction to punctuate its strikes. The attack against you gains advantage. After that attack, the creature can make no more attacks until the end of its turn.

SENTINEL'S SOUL

Wardens are unshakable guardians that cannot be bowed. At 18th level, choose one of the following features:

Ageless Guardian. You are immune to poison and disease, no longer need food or water, suffer none of the frailty of old age, and can't be aged magically. You can still die of old age, however.

Additionally, you have advantage on Dexterity saving throws.

Eyes of the Mountain. You gain tremorsense with a range of 15 feet, and can detect the presence of hidden or invisible creatures within 30 feet.

Impenetrable Mind. Your thoughts can't be read and you can't be charmed or frightened.

Additionally, you have advantage on Wisdom saving throws.

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.

BLOODWRATH GUARDIAN

The primal power you wield has formed an intrinsic bond with the creatures of the wild, and you have taken up the task of defending them. Because you share in the beast's ferocity, tenacity, and animal instinct, you can summon a beast's primal strength from within yourself, and slay your enemies in an animalistic trance.

While entranced, you can sense a connection to a greater being, the Primal Beast, the first predator, from which all hunters are descended. As your commitment to defending the wilds from corruption grows, you grow closer to the Primal Beast, until you can at last adopt its ancient form yourself, and allow it to hunt once again.



FERAL TRANCE

Starting at 3rd level, you can fall into a primal battle trance as a bonus action. While in your trance, you gain the following benefits if you aren't holding a shield or wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- Your base movement speed increases by 10 feet.
- Once per turn, when you make an attack roll against a creature, you can end your current mark, and mark that creature instead.
- When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Your trance lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your trance on your turn as a bonus action.

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

PREDATOR'S SCENT

By 6th level, you hunt like an animal. A creature you have marked remains marked for 24 hours, even if it moves out of your sight and further than 30 feet away. You gain no damage bonus against the creature while it is out of range, but you can track it effortlessly. While this creature is marked, you know the direction of, but not the distance to, the creature.



VERDANT PROTECTOR

You draw your strength from the trees of the forest and the loamy earth beneath your feet. As a Verdant Protector, you are the champion of the green things in nature, and defend them against those who would despoil the wilds. You easily find allies among druids, and others that understand the forest's sacred trees and ancient spirits.

At your command, the plants of the earth sprout up to assist you in your duty. At the pinnacle of your power, you can assume the form of an elder tree guardian, which looks much like a treant, with tough, bark skin, and long, branchlike arms.

GREEN MARK

Starting at 3rd level, when you mark a creature, the plants of the earth come alive to hinder its progress. While this creature is within 30 feet of you, the ground it walks on is difficult terrain.

VERDANT SKIN

At 6th level, you gain proficiency in the Stealth skill, if you did not have it before. Additionally, you can use your action to draw a thick mass of vines and leaves to conceal you. Until you move, you have a advantage on Dexterity (Stealth) checks you make to hide among vegetation.

METTLE

At 13th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FORM OF THE OAK SENTINEL

Starting at 20th level, you can use your action to transform into an oak sentinel, a bark-covered titan of the forest. For 1 minute, you gain the following features:

- Your AC becomes 20, if it was lower.
- Your attacks have Reach, if they did not have it before.
- When you use Warden's Grasp as a bonus action, you can make an attack against each creature affected, with a separate attack roll for each target.

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

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FORM OF THE PRIMAL BEAST

At 20th level, as an action, you can transform into a hunched thing of fur and shadow, an echo of the Primal Beast. For 1 minute, you gain the following features:

- You gain all the benefits of Feral Trance.
- You gain temporary HP equal to twice your level.
- Once per turn, when you hit a creature with a melee weapon attack, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d8 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw (save DC equals 8 + your proficiency bonus + your Strength modifier), ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

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



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