

COMPLETE WARDEN



The Definitive
Vigilant Guardian Class
by Mage Hand Press



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ON THE COVER

Martin Kirby-Jackson illustrates a dragonborn warden holding the breach. Arrows thud into their shield and blows slide off their armor as waves of foes fail to break the line.

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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 who adopt a charge—be it a kingdom, a forest, or an individual—and safeguard it from harm. Through both their fortitude and shields, they are immovable bulwarks on the field of battle.

GUARDIAN'S CALL

Every warden feels a gravitational pull to defend the helpless. Sometimes, they are directly called, such as when a village or tribe selects their mightiest member to defend them, or when the spirits of a sacred grove beckon a new champion to protect their forest. Other times, the warden is compelled by more subtle means, such as witnessing uncontested injustice, or feeling the weight of responsibility when tragedy occurs. The result is the same: wardens who conclude their minds and pick up their shields to answer the call.

Wherever wardens travel, new calls make themselves evident. There is never a shortage of those in need, whereas those with strength and conscience are perpetually in short supply.

PRIMAL STRENGTH

Wardens are like mighty trees in a gale storm, or the rocks along the shore, constantly battered by waves. They demonstrate almost supernatural resilience to hardship, and can't be easily broken or slain.

Most wardens draw their might to the wild—the strength of the earth beneath their feet and the vitality of the air in their lungs—though some attribute their resiliency to an inward resolve or the absolute belief in a deity. Regardless of its source, a warden's power is intuitive and forceful, allowing them to stop foes dead in their tracks, mark those standing in their way, and shug off otherwise deadly conditions. Only those wardens who choose to defend an obviously magical charge appear to be supernatural; others simply possess a daunting force of will and bottomless tolerance for punishment.



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 wandering knight of the northern provinces, or perhaps you were beckoned by spirits of the forest 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. Finally, choose any background, preferably one that sheds light on your history of guardianship.

THE WARDEN

Level	Proficiency Bonus	Features
1st	+2	Sentinel's Stand, Warden's Grasp
2nd	+2	Fighting Style, Warden's Mark
3rd	+2	Champion's Call, Warden's Resolve
4th	+2	Ability Score Improvement, Font of Life
5th	+3	Extra Attack
6th	+3	Call feature
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

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 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 GRASP

At 1st level, as a bonus action, you can use the force of your daunting presence to ensnare nearby enemies into combat. Until the start of your next turn, you can't move, and each Large or smaller creature you choose within 5 feet of you 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.

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, until the end of its next turn, 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, even if the new roll is a 1 or a 2. 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 MARK

At 2nd level, you can use your bonus action to mark a creature you can see within 30 feet of you. While a marked creature is within 5 feet of you, it has disadvantage on any attack roll that doesn't target you. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

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

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 damage.

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.

Starting at 15th level, when you use this feature, you can choose to restore your hit points to half your maximum, if they were lower. Once you restore your hit points in this way, you can't do so again until you finish a long rest.

EXTRA ATTACK

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

SENTINEL'S STEP

Wardens are faultless trackers who 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

In the 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 aren't killed outright, you can choose to drop to 1 hit point instead.

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

INTERRUPT

Starting at 10th level, when a creature hits you with an attack, you can use your reaction to prevent one of its subsequent strikes. If the creature could make additional attacks before the end of the turn, it can make one fewer than normal.

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 Constitution saving throws.

EYES OF THE MOUNTAIN

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

Additionally, you have advantage on Dexterity saving throws.

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, wardens 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 when you hear this call at 3rd level, you can fall into a primal battle trance as a bonus action. While in your trance, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.

- Your walking speed increases by 10 feet.
- You have advantage on all melee weapon attack rolls using Strength against a creature you have marked.
- Attacks against you have advantage.

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 feature, 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 can remain marked for up to 24 hours. Additionally, while this creature is marked, you can track it effortlessly; you know the direction and distance to the creature while it remains on the same plane of existence.

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.

CHAMPION'S CALLS	
Name	Description
Bloodwrath Guardian	Enters a trance to channel the primal ferocity of beasts
Carrion King	Protector of vermin, surrounded by legions of pests
Fey Trailblazer	Defender of Fey Bridges and guide through the Feywild
Godsworn	Divinely-appointed to defend holy sites and vulnerable priests
Grey Watchman	A maneuver-trained guard that repels invaders from cities
Hellkeeper	Marked by the underworld and tasked with guarding the gates of hell
Iceheart Bastion	One with winter, called to defending the howling north
Lawbringer	Sworn to enforce extraplanar contracts and laws of the multiverse
Loresseeker	A student and protector of the arcane, called to collect and protect knowledge
Nightgaunt	An ally of the undead, suffused with necromantic energies
Soulblood Shaman	Manipulates their own soul to conjure long-forgotten magic
Stoneheart Defender	An unyielding protector of mountain strongholds
Storm Sentinel	Channels the fury of thunderstorms to protect the weak
Verdant Protector	Imbued with the power of the forests and pledged to defend them
Witchbane Hunter	Mage-killer, witch-burner, warlock-slayer

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 benefits:

- You gain all the benefits of Feral Trance.
- You gain 40 temporary hit points.
- When you hit a creature with a melee weapon attack, you can give the target a bleeding wound. Constructs, Oozes, and Undead can't get bleeding wounds. A creature loses 1d8 hit points at the start of each of its turns for each of its bleeding wounds, unless it uses an action to staunch the bleeding of all of its wounds. While a target is bleeding, it can't regain lost hit points. A creature can have a number of bleeding wounds up to your proficiency bonus.

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

CARRION KING

A master and champion of vermin, you are called defend the lowliest creatures of all: insects, rats, spiders, and other pests. You know that these creatures mean no harm, that they're merely trying to survive in a world too large for them, so you come to their aide, and they flock to your side. Unmistakably, your coming is signaled by the scrambling of little claws and the cawing of the crows. Legions of pests wait at your command to swarm, bite, and claw at anyone who might thin their numbers.

GNAWING MARK

Starting when you hear this call at 3rd level, the vermin heed your every word. When you mark a creature, insects swarm its eyes and mouth and crawl on its skin. Whenever the creature makes an attack roll or ability check while it is marked, it must roll a d4 and subtract the number rolled from the result.

INFESTED

By 6th level, insects and rodents inhabit every nook and cranny of your clothes and gear. Whenever a creature within 5 feet of you hits you with an attack, these vermin retaliate, dealing 1d6 piercing damage to the attacker. Additionally, on each subsequent attack the creature makes before the end of its turn, it must roll a d4 and subtract the number rolled from the attack roll.

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.

LORD OF THE FLIES

At 20th level, you can use your action to beckon forth a colossal swarm of flying insects and scurrying rodents, which envelop you like a cloud. For the next minute, a 10-foot radius sphere of vermin is centered upon you. The area is heavily obscured. Each creature you choose within the sphere has disadvantage on attack rolls and ability checks and takes 6d4 piercing damage when it enters the area for the first time on a turn or starts its turn there.

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

FEY TRAILBLAZER

Crossing a fey bridge into the enchanted Feywild beyond can be a perilous journey, threatening travelers with dangerous wild magic, fey tricksters, and horrific magical beasts. You, however, have heard the carefree call of magic in these few places where the Feywild intersects with the mortal plane, and have cultivated your skill in guiding travelers through the Feywild's hazards. In turn, the Feywild has left its mark on you, adorning your mark with capricious magic and letting you step easily through the planes.

ALLURING MARK

Starting when you hear this call at 3rd level, you can place your mark upon the affections within a creature's mind. When you use your Warden's Mark, you can attempt to place an Alluring Mark. When you do so, the target must make a Wisdom saving throw, with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, instead of the normal effects of Warden's Mark, while the marked creature is within 5 feet of you, it is charmed by you. Your Alluring Mark ends early if you deal damage to the marked creature.

MISTY JAUNT

By 6th level, your connection to the Feywild enables you to blink from place to place. You can spend your entire movement to teleport up to half your movement speed.

SPELL RESISTANCE

Beginning at 13th level, you have advantage on saving throws you make against spells.

ARCHFEY OF MAJESTY

At 20th level, as an action, you can channel the majesty of the archfey that rule the fey courts, becoming an embodiment of unnatural grace and beauty for the next minute. You gain the following benefits:

- Whenever a creature 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. On a successful save, the creature is immune to this ability for the next 24 hours.
- As a bonus action, you can teleport up to 30 feet to an unoccupied space it can see.

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

GODSWORN

The whispers of gods, the ringing of bells, and the meter of hymns called you, compelling you to swear an oath of protection. With your blade, you defend temples, holy sites, and other sacred ground, and with your shield, you protect pilgrims as they make their grand journeys. With your mark, you watch over magicless priests and ensure that their message turns hearts and minds, even in the most dangerous places. You know that your purpose is grander than just one life, and you look forward to seeing what designs the gods have set on your travels.

BONUS PROFICIENCIES

When you adopt this oath at 3rd level, you gain proficiency in the Medicine and Religion skills. If you already have proficiency in one of these skills, your proficiency bonus is doubled for any ability check you make that uses it.

ANOINTED MARK

At 3rd level, you can use your Warden's Mark to target a friendly creature within 30 feet. Doing so places the creature under the effects of the *bless* spell while it remains marked.

HOLY ALLIES

By 6th level, the spirits of saints and martyrs rise to protect you. You can use your action to cast the spell *spirit guardians* (DC equals 8 + your proficiency bonus + your Strength modifier) without using a spell slot. Once you use this ability, you can't use it again until you finish a long rest.

METTLE

Also 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.

SAINTED MANTLE

At 20th level, you can use your bonus action to wreath yourself in divine protection, a soft glow and faint halo signifying the sainted mantle. For the next minute, while you are conscious, you regain 5 hit points at the start of each of your turns. If you have less than half your hit points at the start of your turn, you instead regain 10 hit points.

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

GREY WATCHMAN

Ever-vigilant and unceasing in your duties, you are a watcher of the realms of men, called to keep guard over a fortress or wall. As a grey watchman, trained in the arts of combat, you have honed your skills to a razor's edge to repel any invaders that might challenge your land. You need not keep watch over the same castle your entire life, but, wherever you travel, you are dedicated to keeping your land safe from invading armies, marauding monsters, and other external threats.

BATTLE TACTICS

When you hear this call at 3rd level, you learn maneuvers that are fueled by special dice called battle dice.

Battle Dice. You have two battle dice, which are d8s. A battle die is expended when you use it. You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Warden Level	Battle Dice
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

Using Battle Dice. Once per turn, you can expend a battle die to perform a maneuver of your choice. Your maneuver options are detailed at the end of the subclass description.



Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

HOLD THE LINE

At 3rd level, when you use your Warden's Grasp, one creature you choose, other than yourself, within the effect's area gains a +1 bonus to its Armor Class and saving throws until the start of your next turn while it remains in the effect's area.

FORTIFICATION EXPERT

By 6th level, your experience manning battlements and blockades has given you insight into how to raise and reinforce them. You have advantage on any ability check you make to erect defensive fortifications, examine walls and other defenses for weak points and entryways,

or climb constructed walls. Additionally, whenever you have three-quarters cover, you are treated as having total cover.

METTLE

Also 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.

UNBREAKABLE SENTINEL

Starting at 20th level, you can use your action to transform into a paragon of battle, an unstoppable sentinel, channeling the strength of every man, woman, and child under your charge. For 1 minute, you gain the following benefits:

- You have a +2 bonus to your Armor Class.
- Whenever you hit a creature you have marked, you regain an expended battle die.

- You can take one additional reaction during each round of combat. You can't take more than one reaction during a single turn.

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

MANEUVERS

The maneuvers are presented in alphabetical order.

Bull Rush. When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend a battle die to shove the target after the attack. Add the battle die to the Strength (Athletics) check you make to shove the target. On a success, you can choose to either knock the target prone or push it up to 10 feet away from you.

Bulwark. When you hit a creature with a melee attack, you can expend a battle die as a bonus action to brace yourself for its counterattack. The next time you take damage from that creature before the start of your next turn, you can roll the battle die and reduce the damage you take by the number rolled.

Cleave. Once on each of your turns, when you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack, you can spend a battle die to move up to 15 feet and make another melee weapon attack as part of the same action. On a hit, you add the battle die to the attack's damage roll.

Heel-Cutter. When you make an opportunity attack against a creature, you can expend one battle die to knock the creature off balance, preventing it from escaping. You add the battle die to the attack roll, and the target must make a Strength saving throw. On a failed save, its speed is reduced to 0 until the end of its turn.

Reckless Assault. When you make an attack against a creature, you can expend a battle die to make a wild, desperate strike, leaving you vulnerable. You have advantage on the attack roll. Until the start of your next turn, however, attack rolls against you have advantage.

Staggering Strike. As a bonus action when you make a weapon attack against a Large or smaller creature, you can expend a battle die to attempt to daze the target. On a hit, the target must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.

HELLKEEPER

Some wardens hear a call of flames and tormented screams rising up from the bowels of the earth. These grim few become Hellkeepers, tasked by devils with watching the gates of the underworld, safeguarding the innocent from wandering inside, and trapping the damned prisoners within. Some Hellkeepers feel that their position is a merciful one, for it protects mortals from unspeakable fiendish cruelties. Others know full well the implications of their calling and relish in the vileness of their deeds.

TORMENTER

Starting when you hear this call at 3rd level, you gain proficiency in the Intimidation skill and can double your proficiency bonus for any Charisma (Intimidation) check you make to intimidate a creature that is restrained.

HELLISH GRASP

At 3rd level, when you use your Warden's Grasp ability, each creature affected takes 1d6 fire damage. At 14th level, this fire damage increases to 2d6.

FELL RESILIENCE

By 6th level, your flesh is darkens and toughens to match that of a fiend as you come closer to death. You have advantage on Strength and Constitution saving throws when your hit points are less than half your maximum.

SPITEFUL MARK

Also at 6th level, when you mark a creature with Warden's Mark, the target takes 1d6 fire damage. At 11th level, this fire damage increases to 2d6.

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.

HELLBENT

At 20th level, as an action, you can transform into the fiendish shape of a true devil. For the next minute, your melee weapon attacks deal an additional 2d8 fire damage on a hit. Moreover, fire damage you deal ignores damage resistance and immunity. Once during the duration, if you fail a saving throw, you can choose to succeed instead.

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

ICEHEART BASTION

When you heard the call, it was in the form of howling winds flecked with snow, beckoning you to north's frigid, barren, majestic reaches. It is placed upon you to drive back the horrors that thrive in the utter frost, as well as incursions from warmer southern lands, to protect the hardy people and noble animals of this cold place. Wherever you travel, the ice of the northern lands lives in your heart, and as such, you can summon it to your hands with icy gales from the most northern mountain peaks.

SNOWSHOES

Beginning when you hear this call at 3rd level, you move unhindered by snow and ice. You ignore difficult terrain caused by such conditions and it doesn't slow your travel.

ICY GRASP

At 3rd level, when you use your Warden's Grasp, a layer of thick ice frosts upon you and anchors you to the ground, granting you temporary hit points equal to your Constitution modifier until the beginning of your next turn.

NORTH WIND

Starting at 6th level, you can exhale a breath of the true North Wind, an icy gale which affects a 100-foot long, 5-foot wide line in a direction you choose. Each

creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d6 cold damage and its speed is halved until the end of its next turn. On a success, a creature takes half damage and its speed isn't halved.

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

METTLE

Also 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 OLD HOARFROST

At 20th level, you can use your action to transform into a creature of deepest cold, a sentinel of the old hoarfrost. For one minute, you are surrounded by a frigid 15-foot radius vortex which extinguishes any nonmagical flames in its area. This area is difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it takes 8d6 cold damage. You can choose for creatures to be immune to the effects of the area.

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



LAWBRINGER

Lawbringers hear the steady, unyielding call of universal law and follow it without question. This set of invisible guidelines organizes the universe into its current state, but deviations from it threaten to destabilize all of creation. Reckless reality changing, time travel, and immortality are all violations of this law, and must be punished. Lawbringers are called to enforce laws both magical and mundane, and to deliver such punishment when necessary.

AXIOMATIC MARK

Starting at 3rd level, lawbreakers can never escape your mark. When a creature you have marked within 30 feet of you moves, you can use your reaction to move up to half your movement speed. You must end your movement closer to the marked creature than you began.

ASTUTE

At 3rd level, you have advantage on ability checks you make to discern if a creature you can see is telling the truth.

MANDATE

At 6th level, you can cast the spell *command* once without using a spell slot. This spell targets each creature you choose within 30 feet, using the same command for each target. The saving throw for this ability is 8 + your proficiency bonus + your Constitution modifier. Once you use this ability, you can't use it again until you finish a short or long rest.

CLOCKWORK MIND

Starting at 13th level, your mind is a fortress, unbendable and unbreakable. You have advantage on saving throws against being charmed or frightened. Whenever you succeed on a saving throw against an enchantment spell or an ability that attempts to cloud your thoughts or control your mind, the caster takes 4d6 psychic damage.

UNIVERSAL AXIOM

At 20th level, as an action, you can transform into an embodiment of universal law, a ticking construct of inevitable intent. For 1 minute, you gain the following features:

- You can't be exhausted, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, knocked prone, restrained, or stunned.
- You have advantage on all saving throws.
- You can use your Mandate ability at will.

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



LORESEEKER

You have heard the call of rotting scrolls and antediluvian artifacts, remnants of wisdom now almost lost to time. As a loreseeker, you uncover and protect ancient relics, whether they be mundane scrolls or powerful magic items, that they might be archived for future generations. Some loreseekers are called to defend places of learning, from the halls of wisdom to great libraries, whereas others are entrusted with safeguarding a dangerous secret that could do irreparable harm in the wrong hands. All loreseekers, however, are students of what they protect, cultivating skill in the arcane arts, even as they hone their talents with the blade.

SPELLCASTING

Starting when you hear this call at 3rd level, you have learned to apply your archival knowledge to spellcasting.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Loreseeker Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Loreseeker Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

LORESEEKER SPELLCASTING						
Warden Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through research and deduction. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

BOOKMARK

At 3rd level, any creature that is marked by you subtracts 1d4 from saving throws it makes against your spells and effects.

ENSNARING MARK

Starting at 6th level, when you place your Warden's Mark on a creature, you can teleport the creature to an unoccupied space within 5 feet of you.

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

SPELL RESISTANCE

Beginning at 13th level, you have advantage on saving throws you make against spells.

LIBRARIAN OF THE ETERNAL

At 20th level, as an action, you can channel the power of the lore and stories you have collected, becoming a living embodiment of ancient knowledge for the next minute and gaining the following benefits:

- When you cast a spell, you gain 15 temporary hit points.
- When you cast a cantrip that has a casting time of 1 action, you can cast it as a bonus action instead.
- Any creature that is marked by you has disadvantage on saving throws against spells you cast.

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

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 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 lives, and you have risen by moonlight to the task.

DARKVISION

Starting when you hear this call 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 have darkvision, its range increases by 30 feet.

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

MARKED FOR DEATH

At 3rd level, your mark leaves a shadow of undeath on your target, beckoning it to die. If you deal damage to a creature you have marked with a melee weapon attack and its remaining hit points are lower than the damage you dealt to it with that attack, the marked creature instead drops to 0 hit points.

UNDEAD EMPATHY

By 6th level, you are a friend even to mindless Undead. Whenever an Undead creature targets you with an attack, it must first 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 for 1 minute.

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.

GRAVELORD

At 20th level, you can use your action to invite the necromantic energies of true undeath into your body, divorcing yourself from life for 1 minute and gaining the following benefits:

- You are immune to poison damage and the poisoned condition.
- You can use your Undying feature up to three times, instead of once, and you regain all expended uses when finish a long rest.
- Once per turn, when you deal damage to a hostile creature with a melee weapon attack, you can deal an extra 4d6 necrotic damage and gain temporary hit points equal to the necrotic damage dealt, which last until the start of your next turn.

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

SOULBLOOD SHAMAN

The ancestral spirits called you by starlight to enact their will on the world, to protect their descendants, and to safeguard their resting places. You are a Soulblood Shaman, a manipulator of soul and ascetic of primal magic. Your community looks to you as a leader as well as a vital connection to the afterlife, for if you play your role, they too will join their ancestors in the great beyond.

SPELLCASTING

Starting when you hear this call at 3rd level, you can channel your ancient insights into magic.

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

Spell Slots. The Soulblood Shaman Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



SOULBLOOD SHAMAN SPELLCASTING						
Warden Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spells Known of 1st-Level and Higher. You know three 1st-level druid spells of your choice, two of which you must choose from the evocation or transmutation spells on the druid spell list.

The Spells Known column of the Soulblood Shaman Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells, since you channel your magic through a connection to the great beyond. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SOULBLOOD

Also at 3rd level, as a reaction when a creature within 5 feet of you deals damage to you, you can mark that creature.

WHISPERS OF BEYOND

At 6th level, you can hear the small voices of ancient spirits when you need guidance. If you spend 1 minute in contemplation when you make an Intelligence or Wisdom check, you can consult a host of ancestor spirits to gain advantage on the roll. You can't use this ability when your ancestors wouldn't have appropriate knowledge or guidance, such as if you try to understand cutting-edge alchemy.

SPELL RESISTANCE

Beginning at 13th level, you have advantage on saving throws you make against spells.

ETHEREAL WATCHER

At 20th level, as an action, you can shrug off your mortal form for a short time to become something spiritual and immaterial, an ethereal watcher. For 1 minute, you gain the following benefits:

- As a bonus action on your turn, you can become ethereal, as per the *etherealness* spell.
- You can use your bonus action to return from being ethereal when you use your Warden's Mark or your Warden's Grasp feature. You can use your bonus action to return from being ethereal when you cast a spell on your turn.
- When you return from being ethereal, each creature you choose within 10 feet of you takes 4d6 force damage, as they are pulled partially between the planes.
- You can cast 1st and 2nd-level druid spells you know without expending spell slots.

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

STONEHEART DEFENDER

You heard the steadfast, unyielding call from the mountains, which dwarves and gnomes have felt for generations. The stones called to you, beckoning for a protector to defend the mountains from those that would despoil them, from both within and without. You might be a watchman of old dwarven walls, or a sentinel, patrolling the lookouts of high mountain peaks. Regardless of where you stand, you are unmovable: a mountain in the shape of a man. You draw your power from the earth beneath your feet and can crush your enemies with the strength of stone.

ROOTS OF ROCK

Starting when you hear this call at 3rd level, when you use your Warden's Grasp ability, rocky roots sprout from your feet, anchoring you securely. Until the start of your next turn, you have a +2 bonus to your Armor Class.

Additionally, until you move, you can't be shoved or pushed from wherever you are standing by hostile actions, spells, or effects, unless you choose to be. You have advantage on Strength saving throws against being knocked prone, can't slip or fall from ledges, and are immune to the *fly*, *levitate*, and *telekinesis* spells.

EARTHSHATTER

Starting at 6th level, you can choose to use Warden's Grasp as an action, rather than a bonus action. When you do so, each creature affected must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

You can use this feature a number of times equal to your Strength modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

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.



IMMORTAL MOUNTAIN

By 20th level, you can summon the power of true earth as an action, protecting yourself in an encasement of stone. For 1 minute, you gain the following benefits:

- Bludgeoning, piercing, and slashing damage you take is reduced by 5.
- You gain the effects of your Roots of Rock feature for the entire duration.
- As you move, you can choose to upend the earth at your feet, leaving behind a 5-foot-wide trail of difficult terrain behind you wherever you move.

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

STORM SENTINEL

Your strength originates among furious storm clouds and flashes of lightning. As a storm sentinel, you are called to protect wayward sailors and coastal villages from the wrath of the tempests and the arrival of great waves that threaten them. You despise pirates and other enemies of coastal peoples, and will oppose them wherever they strike.

From your fingertips, you can deliver the awe of lightning and the roar of thunder to devastate your foes. With practice and patience, you can harness the power of the storm itself to fly and rain thunderbolts from above.

FLASH FROM ABOVE

Starting when you hear this call at 3rd level, whenever you are standing under the open sky, you can use your action to conjure a harmless, but impressive, bolt of lightning or peal of thunder. You can use this ability even when there are no clouds above you.

THUNDERBLAST

At 3rd level, whenever you hit a creature you have marked with a melee weapon attack, each creature you choose within 5 feet of the target takes 1d8 lightning damage.

STATIC BURST

Starting at 6th level, when you use Warden's Grasp as a bonus action, each creature affected can't take reactions until the start of your next turn.

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.

STORMLORD

Starting at 20th level, you have a flying speed equal to your walking speed.

Additionally, you can use your action to summon a bolt of lightning to strike you, imbuing your body with the storm's fury. For 1 minute, you gain the following benefits:

- Your flight speed is doubled.
- You can cast the *call lightning* spell as a bonus action (DC equals 8 + your proficiency bonus + your Constitution modifier) without expending a spell slot. When you cast the spell in this way, you can call a bolt of lightning on subsequent turns as a bonus action.

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

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 when you hear this call 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 didn't have it already. Additionally, you can use your action to draw a thick mass of vines and leaves to conceal you. Until you move, you have 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 benefits:

- Your AC becomes 20, if it was lower.
- Your melee attacks have a reach of 10 feet.
- You can use Warden's Grasp as an action, rather than a bonus action. When you do so, 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.

WITCHBANE HUNTER

Where there is magic, there is evil. Witches lurks in the shadows with hags and warlocks, waiting for your guard to lower, such that they might turn their hexes upon the innocent. But your ever-vigilant sword is ready for them, ready to defend the nonmagical folk from evil spellcasters the world-over. You slay vampires, hexers, devils, and fey alike with impunity, for anyone who might despoil the world with magic shall be hunted and put to the stake.

WITCHBANE MARK

Starting when you hear this call at 3rd level, you have advantage on saving throws you make against the spells and effects of any creature you have marked. Additionally, the marked creature has disadvantage Constitution saving throws it makes to maintain concentration.

ELDRITCH REFLECTION

At 6th level, when you succeed on a saving throw against a spell, you can use your reaction to cast the spell back at the caster, as though it originated from you, turning the caster into the target. Once you reflect a spell in this way, you can't do so again until you finish a long rest.

SPELL RESISTANCE

Beginning at 13th level, you have advantage on saving throws you make against spells.

ANTIMAGE

At 20th level, you can use your bonus action to transform into an arbiter of spellcasters, a breaker of mages, wreathed with antimagic. For the next minute, you have advantage the first attack roll you make on each of your turns. Additionally, whenever you use your Warden's Grasp, the area affected becomes an *antimagic field*, as per the spell. You can wrap the field around creatures you choose within its radius, creating pockets where magic still functions, even though magic originating there can't extend to the rest of the field.

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

WARDEN ALTERNATE CLASS FEATURES

The warden's unique "tank" role is supported entirely on its three core features: Warden's Grasp at 1st level, which lets them constrain a group of creatures to make themselves the only viable target, Warden's Mark at 2nd level, which allows them to single out a target and draw its aggression, and Warden's Resolve at 3rd level, which makes them survivable enough to use their other features with impunity. These three features define the warden's unique style, but this need not be the only style for the warden's combat. You can use the following sets of alternate class features in place of the warden's core features to entirely pivot its style of play to your preference.

At 1st level, you can pick one of the following sets of alternate class features for your warden. If you do so, you use all three of the variant's features instead of Warden's Mark, Warden's Grasp, and Warden's Resolve, as well as their respective improvements at later levels. If other features directly reference these three original features or their mechanics (such as marking a creature), use their respective replacement feature instead.

WARDEN CHAMPION

Champions are warriors constantly in search of their match. To that end, they will engage practically anyone in a fair duel, setting aside matters at hand to prove their mettle and skill with the blade.



CHAMPION'S CHALLENGE

Replaces Warden's Grasp

At 1st level, as a bonus action, you can issue a challenge to each creature within 5 feet of you. Only hostile creatures of Large size or smaller which have at least 5 Intelligence heed this challenge. On its next turn, a creature which heeds the challenge must make an attack against you if it makes an attack on its turn and you are within range.

At 14th level, the range of this challenge extends to 10 feet.

CHAMPION'S MARK

Replaces Warden's Mark

At 2nd level, you can use a bonus action to mark a creature you can see within 15 feet. You have a +2 bonus to your Armor Class against the marked creature's attacks. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

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

CHAMPION'S FORTITUDE

Replaces Warden's Resolve

Starting at 3rd level, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by your proficiency bonus.

Starting at 17th level, as a reaction, you can reduce damage you take by your level. Once you use this ability, you can't use it again until you finish a long rest.

WARDEN OF THE HUNT

Wardens of the hunt practice an aggressive form of defense: dead foes, after all, can't harm allies.

HUNTER'S SNARE

Replaces Warden's Grasp

At 1st level, as a bonus action, you can trap your foes in close combat and punish them when they turn to flee. Until the beginning of your next turn, creatures within 5 feet of you provoke opportunity attacks when they leave your reach, even if they took the Disengage action.

HUNTER'S MARK

Replaces Warden's Mark

At 2nd level, you can use a bonus action to mark a creature you can see within 60 feet. You deal an extra 1d6 damage whenever you hit a marked target with a melee weapon attack. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

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

This ability does not stack with the spell *hunter's mark*.

HUNTER'S RESISTANCE

Replaces Warden's Resolve

Starting at 3rd level, you have a number of resistance points equal to twice your proficiency bonus. As a reaction when you take bludgeoning, piercing, or slashing damage from an effect you can see, you can spend a resistance point to gain resistance against the damage. You regain expended resistance points when you finish a short or long rest.

MANEATER WARDEN

Fast, ruthless, and sometimes cannibalistic, the so-called "maneater" wardens prefer to dart around their prey, carving off pieces with lightning-quick, unavoidable strikes.

MANEATER'S HOWL

Replaces Warden's Grasp

At 1st level, as a bonus action, you can release a thunderous, blood-curdling howl. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you.

At 14th level, this ability affects creatures within 10 feet of you, and pushes them up to 10 feet away from you.

MANEATER'S MARK

Replaces Warden's Mark

At 2nd level, you can use a bonus action to mark a creature you can see within 60 feet. Your melee weapon attacks against the marked creature score a critical hit on a roll of 19 or 20. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

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

MANEATER'S BLOODLUST

Replaces Warden's Resolve

You have a temporary damage pool. When you take damage, 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.

Starting at 17th level, whenever you use your Font of Life ability, your temporary damage pool is reduced to 0 without being subtracted from your hit points.

WARDEN PARAGON

Templars and outcast paladins might take up the paragon mantle, channeling divine power and enduring the brunt of enemy blows to spare others.

PARAGON'S RESCUE

Replaces Warden's Grasp

At 1st level, as a bonus action, you give your allies a respite from the fray. Each friendly creature you choose within 5 feet of you can immediately move up to 10 feet without provoking opportunity attacks.

At 14th level, this ability affects friendly creatures within 10 feet of you, and allows them to move up to 15 feet without provoking opportunity attacks.

PARAGON'S TWIN MARKS

Replaces Warden's Mark

At 2nd level, you can place two marks: a mark of shielding on a friendly creature to shelter it from harm, and a mark of bane on a hostile creature to ensure its defeat. You can place a mark on a creature you can see within 30 feet. Whenever a creature with your mark of shielding takes damage, its damage is halved (rounded down) and you take the same amount of damage. Whenever you deal damage to a creature with your mark of bane, the damage you deal is considered magical for the purposes of overcoming damage resistance and immunity. Your marks each last for 1 minute, or until you mark another creature, become incapacitated, or you or the marked creature dies.

At 11th level, whenever you take the Attack action on your turn, you can make an additional attack against a creature with your mark of bane.

PARAGON'S FONT

Replaces Warden's Resolve

Starting at 3rd level, you have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your warden level \times 5. As an action, you can regain a number of hit points, up to the maximum amount remaining in your pool.

Starting at 17th level, whenever you use your Font of Life ability, you can also use this ability to regain hit points without using an action.

WARDEN PENUMBRAL

The penumbrals are touched by a bitter, primeval darkness that lurks in corners of the world never touched by sunlight. Such wardens channel this darkness instead of power borne of the natural world to protect themselves and ensnare their enemies.

GRASPING SHADOWS

Replaces Warden's Grasp

At 1st level, as a bonus action, you can summon forth shadows of the damned, creating a 10-foot radius cloud centered on yourself. The sphere appears heavily obscured from the outside. From the inside, however, the sphere is lit as normal and the outside appears heavily obscured. Shadowy hands reach from the sphere's boundaries and latch onto all within the sphere. You and each Large or smaller creature you choose can't leave the sphere unless it first takes the Disengage action. The shadows disperse at the beginning of your next turn.

At 14th level, when you create the sphere, you can choose to extend its radius to 15 feet.

MARK OF SHADOWS

Replaces Warden's Mark

At 2nd level, you can use your bonus action to mark a creature you can see within 30 feet. If the creature is Large or smaller, you can pull it up to 5 feet closer to you with shadowy tendrils. Whenever the marked creature willingly moves away from you, it treats the area in which it moves as difficult terrain. The mark lasts for 1 minute, or until you mark another creature, become incapacitated, or die.

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

FORM OF SHADOWS

Replaces Warden's Resolve

Beginning at 3rd level, when you have fewer than half your hit points, you fade into a blur of shifting darkness, causing any melee attack roll made against you to have disadvantage. An attacker doesn't have disadvantage if it doesn't rely on sight, as with blindsight, or can see through illusions, as with *truesight*.

Starting at 17th level, you also have advantage on Strength, Dexterity, and Constitution saving throws while you have fewer than half your hit points.

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