

WARDEN 1.0

The charging minotaur's bellowed cry becomes a thunderous crash as a pillar of ice erupts in its path, the ground shuddering from the impact of horn and frost. A large man

advances on wreckage, their armor covered in rime, even as fire crackles from their fist.

The bloodthirsty howls of the werewolf pack turns to confusion when the scrawny elf that looked only to be dinner rebuffs a massive werewolf's charge, their arms swelling in size becoming bear-like limbs, dwarfing the surrounding werewolves' own once impressive claws. All around the werewolf pack can only look on in confusion as the elf continues to grow, grabbing and flinging a yelping werewolf like a rag doll.

The goblins have only a moment of glory, springing their ambush and pouring out of the forest upon the hapless group of humans before the plants beneath their feet writhe to life and to their shock and horror they find grasping vines dangling them from trees like misbegotten ornaments, frantically trying to remember the word in common for 'surrender'.

The bandit looks at his broken weapon haft in confusion, and then back up at the large woman in strange rocky armor that seems unaffected by the weapon that has just been broken against her. His confusion lasts only a moment before the earth heaves beneath him and tosses him from his feet in a violent crunching shake. 'Urk!', a crushing force explodes the air from his lungs, a heavy stone boot planted on his chest as the large jagged form looms over him.



PRIMAL CHAMPIONS

Wardens are not born of civilization and order. Though some wardens will seek to defend such things (or at least tolerate them), they are those that have harnessed primal chaotic powers. Lashing, roiling forces of untamed energy, that left unchecked would wash civilization from the face of the material plane as if it were but a temporary blip.

To what end they have harnessed these powers varies. Some seek to right ancient wrongs, some seek to protect or maintain a balance which must not be upset, some seek to root out and destroy corrupting forces that would bend the powers they wield to great evil... and some wish to bend the powers they wield to their own ends, to fulfill their own desires.

ASPECTS OF POWER

The powers of a Warden are expressions of deep and primal forces. They are power given sentience and will, entropy and destruction harnessed and focused to purpose and cause. They channel their power as a conduit, bringing it to heel through force of will and inner conviction. As a blacksmith forges a lump of iron to take on the keen edge of a sword, a warden must always refine their power, tame and temper it to be a force of change rather than raw destruction.

UNIQUE BONDS

Though wardens' powers can fall into broad categories, at the heart of their power is a unique bond they have with a primal force. Such forces are chaotic and bound to the soul of their wielders, and the bonds of no two wardens are exactly the same. What power they embrace and how it courses through them is a reflection of who they are.

CHOSEN POWERS

While the situations that lead a warden to take up their mantle of powers varies widely, their powers are reflections of who they are, a synchronization that would be impossible to thrust upon those that did not choose their path. A warden may feel they had no choice but to embrace their primal powers and wield them for a cause, but at the heart of the power is a choice: a choice to fight, a choice to stand, and a choice to be a champion.

The Warden is made by KibblesTasty, and made possible by the good folks on patreon who make this possible. You can find more of my work or additional information on my website:

<https://www.kthomebrew.com/>

THE WARDEN

Level	Proficiency Bonus	Endurance Dice	Primal Manifestations	Features
1st	+2	--	--	Mystic Bulwark, Warden Bond
2nd	+2	3	--	Primal Interdiction, Endurance Dice
3rd	+2	3	2	Warden Bond Feature, Primal Manifestations, Warden's Grasp
4th	+2	3	2	Ability Score Improvement
5th	+3	4	2	Extra Attack
6th	+3	4	3	Empowered Endurance, Primal Strike
7th	+3	4	3	Warden Bond Feature
8th	+3	4	3	Ability Score Improvement
9th	+4	5	4	Natural Body
10th	+4	5	4	Ability Score Improvement
11th	+4	5	4	Evolving Power
12th	+4	5	5	Ability Score Improvement
13th	+5	6	5	Mystic Barrier
14th	+5	6	5	Warden Bond Feature
15th	+5	6	6	Second Life, Movement Through Nature
16th	+5	6	6	Ability Score Improvement
17th	+6	7	6	Warden Bond Feature
18th	+6	7	7	Timeless Body, Invulnerable Endurance
19th	+6	7	7	Ability Score Improvement
20th	+6	7	7	Primal Decree

CREATING A WARDEN

When creating a warden consider the factors that has lead them down their path. A mortal connected to deep primal powers isn't a common thing. Is this something your character sought out to right an ancient wrong, or something dropped in their lap they now have to deal with. How do you want to use this power, and principles will you have?

QUICK BUILD

To make a warden quickly, first place your highest score in Strength, followed by Constitution and Wisdom. Second, choose a wilderness related background.

CLASS FEATURES

As a warden, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per warden level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields.

Weapons: Simple weapons.

Saving Throws: Wisdom, Strength

Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Investigation, Medicine, Nature, Perception, and Survival.

Languages: Primordial

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- a simple melee weapon and a shield.
- (a) two javelins or (b) two handaxes.
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MYSTIC BULWARK

When you don light or medium armor, you can enhance it with mystical defenses, integrating it with manifestations of your primal bond (for example, an Elemental Soul may manifest icy plating to reinforce it). When you do so, you can use your Wisdom modifier in place of your Dexterity modifier when calculating your AC with that armor.

While you have your armor integrated with your primal power, when you take bludgeoning, piercing, or slashing damage, you can reduce the damage taken by 2. This value increases at 5th level (to 3), 9th level (to 4), and 13th level (to 5), and 17th level (to 6).

RULES TIP: DAMAGE REDUCTION

Damage reduction is applied before damage resistance when calculating damage.

WARDEN BOND

You select an aspect of primal powers, gaining the ability to manifest your bond with that power. The options for Primal Bonds are listed at the end of the class. Your choice grants you features at 1st level and again at 3rd, 7th, 14th, and 17th level.

PRIMAL INTERDICTION

Starting at 2nd level, nature hinders your foes with aspects of your primal power. This effect has a 5 foot radius, turning the ground within range into difficult terrain for creatures of your choice.

Additionally, at the end of your turn, you can choose to recklessly defend your allies within this area at the cost of your own safety, giving attacks against you advantage, and giving attacks against allies within the effect disadvantage if you are also in range of the attack being made (or have been at any point since the start of the attacker's turn).

The range of this effect increases by 5 feet at 5th level (to 10 feet), and again at 11th level (to 15 feet), and 17th level (to 20 feet).

ENDURANCE DICE

Additionally at 2nd level, you gain access to three d12 endurance dice. You have two ways to use these dice, though other features may grant additional ways to use it:

- Once per turn, when you take damage, you can roll an endurance die to reduce the damage taken by the amount rolled (no action required).
- When you make a saving throw, you can roll an endurance die and add it to the saving throw (no action required). You can do this after you roll the save, but before you know the outcome of the save.

You gain another at 5th (4 dice), 9th level (5 dice), 13th level (6 dice), and 17th level (7 dice). You regain all expended endurance dice when you complete a short or long rest.

PRIMAL MANIFESTATIONS

Starting at 3rd level, your connection to the primal forces you've bonded with develop in new ways, unique to you, that grant you new powers and abilities.

You gain two such Primal Manifestations selecting from the list at the end of the class description. When you gain certain Warden levels, you gain additional manifestations of your choice, as shown on the Warden Class Table.

Additionally, when you gain a level in the class, you can choose one of the manifestations you know and replace it with another manifestation that you could learn at that level. If a manifestation has a prerequisite, you must meet it to learn the manifestation. A level prerequisite refers to your level in this class.

WARDEN'S GRASP

Starting at 3rd level, when you make an opportunity attack, you can replace the attack with a grapple check.

EXTRA ATTACK

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

EMPOWERED ENDURANCE

Starting at 6th level, when you roll an endurance die, you can add your Constitution modifier to the result rolled when blocking damage.

Additionally, if you roll for initiative with no endurance dice remaining, you regain 1 endurance die.

PRIMAL STRIKE

Starting at 6th level, your attacks from natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

NATURAL BODY

At 9th level, you sustain yourself from the forces of nature. You no longer need to eat or drink, though can if you choose. You become immune to disease.

EVOLVING POWER

Starting at 11th level, the damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple dice, only one die increases.

MYSTIC BARRIER

Starting at 13th level, your Mystic Bulwark damage reduction applies to all sources of damage (rather than just bludgeoning, piercing, and slashing damage).

SECOND LIFE

At 15th level, when you would be reduced to 0 hit points, you are instead reduced to 1 hit point, and gain temporary hit points equal to half your maximum hit points. Once this is triggered, it cannot be used again until you complete a long rest.

MOVEMENT THROUGH NATURE

Additionally at 15th level, you gain your choice of a climbing speed equal to your walking speed, a swimming speed equal to your walking speed, or a burrowing speed equal to half your walking speed. When you burrow, you leave behind a tunnel equal to your size.



TIMELESS BODY

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

INVULNERABLE ENDURANCE

Additionally at 18th level, when you roll an Endurance Die, you can roll two dice and take the higher roll.

PRIMAL DECREE

At 20th level, you can use your primal connection with the natural powers of the world to reshape the land around you on a large scale. This can take the form of effects like *earthquake*, *tsunami*, *control weather*, or a transmutation or conjuration spell from the Druid spell list that modifies the terrain (such as *wall of stone*).

At the GM's discretion, this might be used to accomplish other large scale feats not listed by a spell, such as changing the course of a river, quenching a forest fire, or causing an active volcano to have a small eruption. Its range of effect should generally be contained with a 1 mile radius area when not replicating the spells listed above. When used in this way it takes 1 minute to invoke the effect (which may take longer to fully manifest depending on its nature).

Once you do so, you cannot do so again until you complete a long rest.

WARDEN BONDS

ELEMENTAL SOUL

Tapping into the endless power of the elemental planes, these wardens shroud themselves in harsh primal forces, destroying their foes with their very presence.

ELEMENTAL ARMAMENTS

Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest elemental weapons into your hands, causing them to burst into flames, form icy claws, lashes of lightning, or frozen shields. Select one or two of the following weapons to manifest. You can manifest the same weapon in each hand, or different weapons in each hand. The weapons last until you drop them, summon new weapons, or dismiss them as a bonus action.

PRIMAL FLAMES

You conjure flames around one of your hands. These become a natural one-handed melee weapon that deals 1d6 fire damage on hit, and has the Light, Thrown (30/90), and Special properties. It sheds 20 feet of bright light and an additional 20 feet of dim light while manifested. When you throw it, the flames reignite in your hand immediately.

Special: This weapon counts as a free hand for the purposes of grappling. When you succeed a grapple check with it, the target takes 1d6 fire damage.

FROST SHIELD

You conjure a slab of ice. This becomes a shield you can wield in that hand. Summoning the shield in this way equips it. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

ICY CLAWS

You conjure icy claws that grow forth from one of your hands. This becomes a one handed natural melee weapon that deals 1d6 slashing or cold damage on hit (your choice), and has the Light and Special properties. If the damage die is increased to a d8, it instead becomes 1d4 slashing and 1d4 cold damage.

Special: This weapon counts as a free hand for the purposes of grappling. When you succeed a grapple check with it, the target takes 1d6 cold damage.

LIGHTNING LASH

You conjure a whip of lightning, tethered to one of your hands. This becomes a one handed natural melee weapon that deals 1d6 lightning damage on hit, and has the Reach, Light, and Special properties. It sheds 10 feet of bright light and an additional 10 feet of dim light while manifested.

Special: If you hit a creature with this weapon you can pull the creature up to 5 feet toward you.

ELEMENTAL MANIPULATION

You learn two cantrips of your choice from the following list: *create bonfire**, *control flames**, *light*, *lightning lure**, *produce flame*, or *shape water**. Wisdom is your casting modifier for these cantrips.

INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once before without components or spell slots. Wisdom is your spellcasting modifier. Once you cast a spell, you cannot cast that spell again until you complete a long rest, or expend Endurance Dice equal to the level of the spell to cast it again.

Warden Level	Innate Spells (1/long rest each)
1	<i>absorb elements*</i>
3	<i>entomb^K</i>
5	<i>cold snap^K</i>
9	<i>sleet storm</i>
13	<i>fire cyclone^K</i>
17	<i>fire shield</i>

ELEMENTAL INTERDICTION

Starting at 3rd level, your Primal Interdiction becomes a buffeting maelstrom of elemental power when you manifest an Elemental Armament. The difficult terrain of your Primal Interdiction affects flying creatures within range, and you can select one of the following effects (selecting each time you manifest an Elemental Armament).

- **Creeping Frost:** Creatures that start their turn within the area of your Primal Interdiction have their movement speed reduced by 10 feet.
- **Blazing Pyre:** Fire burns fiercely around you, creatures of your choice that start their turn within the area of your Primal Interdiction take 1d6 fire damage.
- **Charged Field:** Creatures of your choice take 1d4 lightning damage for each 5 feet they move within the area of your Primal Interdiction.

The damage of the Blazing Pyre and Charged Field effects increases by one additional die of damage at 11th level.

ELEMENTAL REFLECTION

Additionally at 3rd level, when you expend an Endurance Die to block the damage against a melee weapon attack, the attacker takes cold, fire or lightning damage (your choice) equal to the amount of damage blocked.

ELEMENTAL BODY

Starting at 7th level, you gain resistance to your choice of cold, fire, or lightning damage. When you complete a long rest, you can change which damage type you resist.

PRIMAL STATE

Additionally at 7th level, you can expend one Endurance Die to cast *become fire^K*, *become water^K*, or *become wind^K*.

ELEMENTAL FORM

Starting at 14th level, you can cast *form of fire^K*, *form of ice^K*, or *form of wind^K* without expending a spell slot. When you cast the spell this way, you can cast the spell as a bonus action, and it does not require concentration. Once per turn during the transformation, you can use the action it grants in place of an attack made as part of the Attack action.

Once you cast the spell in this way, you cannot do so again until you complete a long rest. You can use it again before completing a long rest by expending 6 endurance dice.

PARAELEMENTAL INTERDICTION

Additionally at 14th level, when you activate your Elemental Interdiction, you can select two options, activating both effects.

CATAclysm UNLEASHED

Starting at 17th level, when you use your Elemental Form ability, you can instead cast *form of the elements^K*, and are no longer limited to using the action they grant in place of an attack once per turn, as long as you use two different actions granted by the different forms. When you cast *form of the elements^K* this way, you can choose to become a Large sized creature for the duration of the spell.

While in this form, the damage dice of your Elemental Armaments and Elemental Interdiction effects are doubled.

Once you do this, you cannot do so until you complete a long rest.

BEASTHIDE

Tapping into the primal ferocity of beasts, Beasthide wardens are capable of fighting with a primal ferocity. They specialize in unleashing terrible wrath on any that would attack them or their companions.

BESTIAL CLAWS

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest one or both of your arms into clawed natural weapons. You cannot wield weapons or shields in hands that you have morphed, but they can be used to grapple creatures. While you are grappling a creature with a claw, that claw can only attack that creature. The claws last until you dismiss them as a bonus action.

BESTIAL CLAWS

A vicious set of claws extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d8 slashing damage on hit, and has the Light and Special properties.

Special: This weapon counts as a free hand for the purposes of grappling. When you succeed a grapple check with it, the target takes 1d6 slashing damage.

BOND OF THE WILD

You gain proficiency in Animal Handling. If you already have proficiency in Animal Handling, you gain expertise in the Animal Handling skill, allowing you to add twice your proficiency bonus to checks made with it.

INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once before without components or spell slots. Wisdom is your spellcasting modifier for these spells. Once you cast a spell, you cannot cast that spell again until you complete a long rest, or expend Endurance Dice equal to the level of the spell to cast it again.

Warden Level	Innate Spells (1/long rest each)
1	<i>speak with animals</i>
3	<i>animal messenger</i>
5	<i>alter self</i>
9	<i>enlarge/reduce</i>
13	<i>mutate^K</i>
17	<i>polymorph</i>

RUTHLESS INTERDICTION

Starting at 3rd level, you have advantage on the first attack roll or grapple check you make against a creature that attacked anyone inside the range of your Primal Interdiction (including yourself) since the end of your last turn.

ENDURING FEROCITY

Additionally at 3rd level, when you roll an Endurance Die, you can also add the die to the next damage roll or Strength (Athletics) check you make before the end of your next turn.



PATH OF SURVIVAL

Starting at 7th level, you gain proficiency in your choice of Constitution or Dexterity saving throws.

VICIOUS ENDURANCE

Starting at 14th level, your attacks with natural weapons score a critical hit on a roll of 19 or 20. When you score a critical hit with your natural weapons, you regain 1 expended endurance die.

FOCUSED TRANSFORMATION

Additionally at 14th level, while you are concentrating on an innate spell granted by this subclass, your concentration can't be broken as a result of taking damage.

GIGANTIFICATION

Starting at 17th level, as a bonus action or when you manifest your bestial claws, you can unleash the bestial power within swelling to massive size. You become Large or Huge (your choice) for 1 minute. Upon transforming, you gain temporary hit points equal to half of your maximum hit points. For the duration of your transformation, you gain the following benefits:

- Your natural weapons deal an additional die of damage.
- You have advantage on all grappling checks against creatures smaller than you.
- Your reach increases by 5 feet with all weapons.

- Your movement speed increases by 20 feet.
- The distance you can long or high jump with a running start is doubled.
- You have advantage on Strength and Constitution saving throws.

Additionally while in this form, when you make an attack, you can throw medium or small objects or creatures you are holding with a range of 50/100 feet. You have proficiency with this attack, regardless of what you are throwing. On hit, both the target and the thrown creature or object takes 4d6 + your Strength modifier damage. On miss, only the thrown creature or object takes the damage (this damage is taken in place of any falling damage, unless they also fall vertical distance as part of this movement, such as being thrown off a wall or cliff).

Once you use this feature, you cannot use it again until you complete a long rest.

ELDERHEART

Rooted in the ancient growth of the world, these wardens are linked to a primordial untamed aspect of the world. Their vines lash and bind, inexorably dragging their enemies to the conclusion of their place in the natural cycle of life and death.

LASHING VINES

Starting at 1st level, when you roll initiative, or as a bonus action at any time, you can manifest lashing vines to wield as natural weapons. You can manifest them in one or both hands. The vines last until you dismiss them as a bonus action.

LASHING VINE

A natural one handed melee weapon. Deals 1d6 slashing damage on hit, and has the Light, Reach, and Special Properties.

Special: This weapon has the following benefits:

- When you hit a creature with this weapon, you can attempt to initiate a grapple against that creature as a bonus action.
- You can make a grapple check with this weapon targeting a Large or smaller creature you are currently grappling with it. On success, the creature is restrained while grappled by it.
- You can grapple creatures with this weapon with a reach equal to the weapon's reach. If a creature more than 5 feet away from you is grappled or restrained by you with this weapon their movement is not reduced to zero, but they can only move toward you. Once they are within 5 feet of you, their movement speed becomes zero.
- You can attempt to grapple creatures up to two sizes larger than you when initiating a grapple with this weapon, but creatures two sizes larger than you have their movement speed reduced by half, rather than reduced to zero. If they move out of range of your grapple, you can choose to release them or be pulled along with their movement.

EYES OF NATURE

You gain advantage on Survival or Nature checks that involve plants (to identify them, to tell if they are edible, or track things that have passed through them).

INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once before without components or spell slots. Wisdom is your spellcasting modifier for these spells. Once you cast a spell, you cannot cast that spell again until you complete a long rest, or expend Endurance Dice equal to the level of the spell to cast it again.

Warden Level	Innate Spells (1/long rest each)
1	<i>grasping roots</i> ^K
3	<i>entangle</i>
5	<i>speak with plants</i>
9	<i>plant growth</i>
13	<i>summon plant</i> ^K
17	<i>carnivorous garden</i> ^K



BODY OF THORNS

Starting at 3rd level, when hit by a melee attack, the attacker takes piercing damage equal to the damage reduction of Mystic Bulwark.

SPIKED INTERDICTION

Additionally at 3rd level, the difficult terrain caused by your Primal Interdiction becomes overgrown with spiky thorns. Creatures of your choice take 1d4 piercing damage for each 5 feet travel within your Primal Interdiction. Moving suspends this effect until the end of your turn.

This damage increases to 2d4 piercing damage at 11th level.

HARDENED CORE

Starting at 7th level, you gain a +1 bonus to Armor Class, and any critical hit against you becomes a normal hit.

PRIMEVAL GUARDIAN

Starting at 14th level, as a bonus action you can take root, merging with the ground into wrathful treant. While rooted, your movement speed is reduced to zero. When you do so, you can choose to grow one size larger (up to a maximum of Large), your reach increases by 5 feet, you are immune to effects that would move you, the prone condition, and have advantage on Strength ability checks and saving throws.

Creatures two sizes larger than you that you are grappling can no longer drag you, meaning they cannot leave your reach without breaking the grapple.

You can end your tree form at any time as an action.

ARBOREAL SHELTER

Additionally at 14th level, you no longer need to be in range of an attack to impose disadvantage on it with Primal Interdiction, as long as the target of the attack is within range of Primal Interdiction.

NEW GROWTH

Starting at 17th level, as an action, you can cause a tree to sprout from the ground at a point within 30 feet of you that morphs into a tree-like-clone of you. It shares all of your statistics and abilities, and is under your control, but has its own actions and acts immediately after you in initiative.

It has hit points equal to half your maximum hit points. It is in Tree Form, and cannot end the effect of that ability. It lasts for 1 minute, or until it is reduced to 0 hit points. If you die while it exists, you become the tree clone, after which you can end the Tree Form as normal.

Once you use this feature, you cannot use it again until you complete a long rest.

STONEBLOOD

The enduring blood of the world flows through you, empowering you with inhuman durability, and mastery over the powers of stone and earth. Empowered with unbreakable resilience and steps that cause the very ground to tremble.

STONE FISTS

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can transform one or both arms into durable forms of living stone. You cannot wield weapons or shields in hands that you have turned to stone, but they can be used to grapple creatures.

While you are grappling a creature with your stone fists, that fist can only attack that creature. The stone form lasts until you dismiss them as a bonus action.

STONE FIST

A hardened limb of stone. This becomes a natural one handed melee weapon that deals 1d6 bludgeoning damage on hit, and has the Light and Special properties.

Special: You gain +1 to your AC while wielding one of these weapons in each hand.

EMPOWERED EARTH

You gain the *stone forming*^K, *magic stone*^{*}, and *mold earth*^{*} cantrips. When you use stone forming, you can meld any one handed weapon created with it with your Stone Fists, giving you proficiency in that weapon and replacing Stone Fist's Special Property bonus with the created weapon's damage dice, damage type, and any properties (beside thrown).



INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once before without components or spell slots. Wisdom is your spellcasting modifier for these spells. Once you cast a spell, you cannot cast that spell again until you complete a long rest, or expend Endurance Dice equal to the level of the spell to cast it again.

Warden Level	Innate Spells (1/long rest each)
1	<i>create pit</i> ^K
3	<i>earth ripple</i> ^K
5	<i>become stone</i> ^K
9	<i>quicksand</i> ^K
13	<i>stone coffin</i> ^K
17	<i>orbital stones</i> ^K

SEISMIC BACKLASH

Starting at 3rd level, each time you roll an Endurance die, you store the die in a special pool of charged power for 1 minute. You can have a number of charges stored equal to your Proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in an explosive tremor, rolling all the stored dice and expending them from the pool.

All creatures of your choice within the radius of your Primal Interdiction feature must make a Strength saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your Proficiency bonus. On a failed save, they take damage equal to the amount rolled and fall prone. On a successful save, they take half as much damage and do not fall prone.

GRAVITATIONAL PULL

Additionally at 3rd level, when you take the Attack action on your turn, you can replace one of your attacks with a surge of gravitational force. A Large or smaller creature of your choice within 60 feet of you must make a Strength saving throw with a DC of 8 + your Strength modifier + your proficiency bonus. On failure, they are pulled up to 15 feet toward or knocked prone (your choice). The distance they are pulled toward is doubled if the target creature is flying.

RESILIENT BLOOD

Starting at 7th level, when you become bloodied (meaning you current hit points are less than half your maximum hit points), the damage reduction granted by your Mystic Bulwark is doubled for a number of rounds equal to your proficiency bonus. Once triggered, you cannot trigger this effect again for 1 minute.

Additionally, you have resistance to damage from effects that cause you to bleed.

WORLD BREAKER

Starting at 14th level, you can cast *fissure*^K without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

You can use it again early by expending 5 or more charges of Seismic Backlash, casting *fissure*^K in place of unleashing the normal effect. Spending additional charges increases the level of it is cast by 1 level per additional charge spent.

STONE SENSE

Additionally at 14th level, you gain tremorsense with a range equal to your Primal Interdiction.

PRIMORDIAL AVATAR

Starting at 17th level, as an action you draw on the strength of the world beneath your feet to become an embodiment of its power for 1 minute. If you start your turn in contact with the ground you gain the following benefits:

- You have advantage on Strength checks and saving throws.
- You regain hit points equal to your Warden level.
- Creatures lose their flying speed in range of your Primal Interdiction.
- If you are targeted by a magic missile, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4-5 you are unaffected. On a 6, you are unaffected and the effect is reflected back at the caster as though it originated from you, turning the cast into the target.
- You add a bonus die to your Seismic Reverberation pool.

Once you use this feature, you cannot use it again until you complete a long rest.

PRIMAL MANIFESTATIONS

The following can be selected as Primal Manifestations. If it lists a level requirement, you must have that level in the Warden class.

Balanced Assault

You gain the Two Weapon Fighting Style. *Two-Weapon Fighting*: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Create Barrier

When you take the attack action on your turn, you can replace one of your attacks with manifesting an elemental barrier in an unoccupied space on the ground within 30 feet of you. This elemental barrier forms out of nearby materials (such as dirt, wood, or stone), and cannot be formed in the absence of natural materials. The barrier roughly blocks a 5 foot cube of space, and has an AC of 15, and hit points equal to 10 + your Warden level. You can have a number of these created equal to your Proficiency modifier. When creating a new one beyond your limit, the oldest previously created one crumbles.

Based on your subclass, you may be able to create other kinds of barriers:

- *Ice Barrier (Prerequisite: Elemental Soul subclass)*. The barrier does not require any nearby natural materials to form from, and deals 1d6 cold damage to any creature that attacks it.
- *Tree Barrier (Prerequisite: Elderheart subclass)*. The barrier does not require any nearby natural materials to form from, has hit points equal to 10 + twice your Warden level, and can form up to 20 feet tall.
- *Stone Barrier (Prerequisite: Stoneblood subclass)*. The barrier has an AC equal to your AC (unless it is already higher).

You can create a total number of barriers equal to your Warden level before you must complete a short or long rest before making more.

Gift of Life

As an action, you can expend an Endurance Die to heal a creature you touch for 1 hit point and give them a number of temporary hit points equal to a roll of your Endurance die + your Wisdom modifier.

Guided Wrath

When you make an attack with a natural weapon granted by this class, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Base on your subclass, you may gain additional benefits:

- *Living Weapons (Prerequisite: Elderheart Subclass)*. You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with your lashing vines.

Engulfing Vines (Prerequisite: Elderheart subclass)

You can grapple a number of creatures with your Lashing Vines equal to your Wisdom modifier. If you are grappling the maximum number of creatures with it, you can only attack creatures you are grappling with. At the start of your turn, you can pull any creature grappled by your Lashing Vines 5 feet towards you.

Heart of the Storm

You gain resistance to damage from area of effect spells cast by allied creatures. If you would normally resist the damage, you take no damage from the spell instead.

Mystic Deflection

Your AC is increased by 1 while you are wearing light or medium armor.

Mystic Reinforcement

The damage reduction granted by Mystic Bulwark increases by 1.

Primal Intuition

You gain a blindsight of 10 feet.

Protective Interdiction

If a creature within range of your Primal Interdiction takes nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to reduce the damage taken by twice the damage reduction of your Mystic Bulwark.

Reliable Endurance

When you roll an Endurance die, you can replace the d12 with 3d4.

Unrelenting Onslaught

If you cast a spell as an action, you can make a single weapon attack with a natural weapon as a bonus action.

Well of Fortitude

When you complete a short rest, you can roll 1 hit die for free without expending it. You can do this a number of times equal to your proficiency modifier before you need to complete a long rest to do so again, but not more than once per short rest.

Sacrificing Stance (Prerequisite: 6th level)

When you roll a saving throw against an area of effect spell or magical effect that does damage, you can roll your save with disadvantage to shield your allies.

When you do so allied creatures in the area of your Primal Interdiction gain resistance to the damage taken from the effect.

Savage Weapons (Prerequisite: 6th level)

The damage dice of all natural weapons granted by the class increases by 1 size (for example, a d6 becomes a d8). If a weapon has multiple dice, only one die increases.

Devouring Earth (Prerequisite: 9th level)

You can cast *quick sand*^K without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Falling Sky (Prerequisite: 9th level)

You can cast *sleet storm* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

One With Stone (Prerequisite: 9th level)

You can cast *meld into stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Stone (Prerequisite: 12th level)

You can cast *wall of stone* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Crushing Grip (Prerequisite: 12th level)

At the start of your turn, you deal 2d6 bludgeoning damage to all creatures you are grappling.

Font of Will (Prerequisite: 12th level)

When you would make a saving throw at the end of your turn, you can instead make your saving throw at the start of your turn.

Revitalizing Endurance (Prerequisite: 12th level)

When you start your turn with 0 hit points, you can expend an Endurance die, rolling it and regaining hit points equal to the number rolled.

Unlimited Endurance (Prerequisite: 12th level)

You gain an additional Endurance die.

Arise Thorns (Prerequisite: 16th level, Elderheart subclass)

You can cast *wall of thorns* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Arise Ice (Prerequisite: 16th level, Elemental Soul subclass)

You can cast *wall of ice* without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest.

Immortal Body (Prerequisite: 16th level)

If you start your turn with less than half your hit points, you regain 1d6 hit points. You don't gain this benefit if you have 0 hit points.

Reaching Interdiction (Prerequisite: 16th level)

The range of your Primal Interdiction area of effect increases by 5 feet.

ADDITIONAL CONTENT

The following is optional additional content provided for convenience. Anything in this section is at the discretion of the GM (obviously, as allowing this class at all is!)

EXPANDED OPTIONS

Two new more esoteric subclasses will be available in the Warden Expanded Options (Coming Soon), currently in early testing.

Currently in testing are:

- **Bloodforger.** Conjure weapons made of blood, control your foes through their blood, and restore vitality to your allies.
- **Sunwatcher.** Blind and burn your foes with the primal radiance of the first and greatest light of all.

These may be available in the main document once they are fully tested, but for now should be treated as playtest material.

VARIANT RULES

The following are power neutral variant rules that can be applied to a Warden to expand their play-style and experience. These are not as rigorously tested as the base class, but shouldn't pose any problems in the course of normal play. Give extra consideration before allowing them with multiclassing or other homebrew rules that may interact with them in unintended ways.

NATURE'S BULWARK

Expands Mystic Bulwark

When you are not wearing armor, you fortify your natural armor or gain an unarmored defense.

When fortifying natural armor, you can use your Wisdom modifier in place of your Dexterity modifier when calculating your AC with natural armor that would normally add your Dexterity bonus.

When forming an unarmored defense, you fortify with your power directly, giving you an unarmored defense of 10 + your Constitution modifier + your Wisdom modifier.

You gain the additional effects of Mystic Bulwark when using either of these variants.

WARDEN FEATS

The following are feats to help flesh out the experience of playing a Warden, or to give unique options that suit them in particular.

PRIMAL PRODIGY

Prerequisite: Warden

You learn one additional Primal Manifestation.

PRIMAL INCARNATION

Prerequisite: Warden

You gain the ability to summon an incarnation of your primal power as an action. Once summoned, it lasts until you become unconscious or dismiss it as an action. This incarnation is a small sized creature, and shares your AC, hit points, movement speed, senses, and ability scores. Its creature type depends on your Warden subclass (elemental for Elemental Soul or Stoneblood, beast for Beasthide, plant for Elderheart).

The incarnation moves on your turn, but has no actions of its own.

It projects your Primal Interdiction in a 5 foot radius around it. If you recklessly defend your allies, attacks against it have advantage as well, and it counts as you for giving disadvantage on attacks against allied creatures when it is within range of the attack. It vanishes if it ever moves more than 120 feet from you.

FURTHER READING

- Consider [Kibbles' Active Martial Feats](#). Many of those pair nicely with Warden. And other martials. They've tested extremely well so far.

WARDEN ITEMS

Here's some Warden Items.

+1 PRIMAL INSIGNIA

Wondrous item, uncommon

A special insignia coursing with primal power. While wearing the insignia you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical. This has no effect if you already have a bonus to your attack and damage rolls from an item.

+2 PRIMAL INSIGNIA

Wondrous item, rare

A special insignia coursing with primal power. While wearing the insignia you gain a +2 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical. This has no effect if you already have a bonus to your attack and damage rolls from an item.

+3 PRIMAL INSIGNIA

Wondrous item, very rare

A special insignia coursing with primal power. While wearing the insignia you gain a +3 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical. This has no effect if you already have a bonus to your attack and damage rolls from an item.

OTHER ITEMS

- Wardens love defensive items. Any +1 armor, Rings/Cloaks of Protection. Proceed with Caution.
- Wardens are a d12 class, so they love Periapt of Wound Closure. And unlike last time I made a tank class with Fleshsmith, this doesn't even break them. You're welcome.
- Wardens are moderately MAD. They won't turn down a Belt of Dwarvenkind or any nice stat boosting item.
- Any item that lets them get bigger. Proceed at your own risk if you don't want dragons grappled.

CHANGELOG V0.9.1

ELEMENTAL SOUL

- Icy Claws reduced to 1d6 slashing *or* cold (from 1d4 slashing *and* cold). They become 1d4 slashing and 1d4 cold if they would otherwise become a d8 (meaning they gain 1.5 damage instead of 1, but that's fine as they know start somewhat under the curve).

BEASTHIDE

- Ruthless Interdiction now grants advantage on the first grapple check or attack roll made against a creature that attacked someone inside the primal interdiction, rather than all attack rolls or grapple checks against them.

ELDERHEART

- You can now only restrain creatures that are Large or smaller with your vines. You can still grapple larger creatures.
- Engulfing Vines removed, and added as an Elderheart specific manifestation.
- Spiked Interdiction now deals damage to creatures that are moved within your area (like spike growth), but is suspended if you move, so you cannot just drag people around to deal damage (which is why it previously worked only on willing movement).

STONEBLOOD

- Stone Fist now only grants +1 AC when you wielding one in each hand (reducing the AC of them by -1 effective).

CHANGELOG 1.0

- Primal Interdiction now scales at 5/11/17, capping at 20 feet. There are new Manifestations to increase it.
- Second Life moved up to 15th level.
- Mystic Interdiction removed
- Mystic Barrier added at 13th level.
- Variant Rule: Nature's Bulwark added.
- Primal Incarnation feat added.
- Warden Items updated to be less placeholder-ish.

ELEMENTAL SOUL

- Lightning Lash can now always be used to pull creatures 5 feet toward you (instead of only opportunity attacks).
- Elemental Body now grants resistance to fire, cold, or lightning damage (Mystic Barrier has its old effect).
- The cost of using Elemental Form again before completing a long rest is raised to 6 Endurance Dice (all of them). These forms are quite powerful, particularly as concentration free effects you can cast as a bonus action, so this gives you the ability to trade in your Endurance dice for being able to assume them once per short rest, more or less. You still get one free use.

STONEBLOOD

- Gravitation Pull increased to 15 feet, and doubled for flying targets.

MANIFESTATIONS

- Heart of the Storm added
- Font of Will added (restoring a classic Warden ability).
- Reaching Interdiction added.

CREDITS

ART CREDIT

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...and many more!

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Thank you!

SPELL INDEX

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Once during your turn when you roll fire damage, you can maximize the value of one die of fire damage.

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 10 temporary hit points. Any remaining temporary hit points fade when the spell ends.

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally; you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall at the start of your next turn if not held aloft.

CARNIVOROUS GARDEN

4th-level transmutation

Classes: Druid

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried carnivorous plant)

Duration: Concentration, up to 1 minute

Targeting four unoccupied spaces that you can see within range, rooted carnivorous plants erupt from the ground, filling a 5-foot cube each. The ground within 5 feet of them becomes difficult terrain. When the plants appear, they each attack a creature of your choice within 5 feet of them. Each plant makes a melee spell attack, dealing 2d8 piercing damage on hit. Make a separate attack roll for each plant.

If a creature ends their turn within 5 feet of one or more of the carnivorous plants, the plants automatically attack that creature unless you use your reaction to prevent them from doing so. The plants use your spell attack modifier, and deal 2d8 piercing damage on hit.

The plants have AC 14 and 30 hit points, and have vulnerability to fire and slashing damage. Each plant regains all its hit points at the start of your turn if it has at least 1 hit point. A plant dies if it is reduced to zero hit points. When the spell ends, the plants wither and die leaving behind difficult terrain unless they were killed by fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can summon 1 additional carnivorous plant for each slot level above 4th.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level above 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

ENTOMB

1st-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FIRE CYCLONE

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ashes from a forest fire)

Duration: Concentration, up to a 1 minute

Targeting a point you can see, you cause a cyclone made of whipping flames with a radius of 5 feet and height of 30 feet to form.

When a creature starts its turn inside the cyclone's radius or enters it for the first time during a turn, it must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and, if it is entirely inside the cyclone's area, it's also flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone. If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

At Higher Levels. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FORM OF FIRE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on your turn you enter the space of another creature, it takes 1d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 1d6 fire damage.

- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

FORM OF ICE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

FORM OF WIND

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*, *form of ice*, *form of stone*, *form of water*, and *form of wind* spells.

GRASPING ROOTS

1st-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On success, the target is moved 5 feet in a direction of your choice. On a failure, the target is moved 20 feet in a direction of your choice. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

MUTATE

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

SUMMON PLANT

3rd-level conjuration

Classes: Druid, Ranger

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a carved wooden figurine worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical plant. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Plant Spirit stat block. When you cast the spell, choose Dryad, Shambling Mound, or Treant. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

PLANT SPIRIT

Large (Medium for Dryad) plant, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 35 + 10 for each spell level above 3rd

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., blindsight 60 ft.

(Shambling Mound only), passive Perception 10

Languages Sylvan, understand the languages you speak

Challenge —

Gulf (Shambling Mound Only). If the plant hits a target that is grappling, that target becomes restrained until the grapple ends.

Tree Stride (Dryad Only). Once on its turn, the plant can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or larger.

Actions

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down).

Entangling Slam (Treant or Shambling Mound Only). Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d10 + 3 + the spell's level bludgeoning damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

Vine Lash (Treant or Dryad Only). Melee Weapon Attack: your spell attack modifier to hit, reach 15 ft., one target. Hit: 1d8 + 3 + the spell's level slashing damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

NOTE: VULNERABLE LIMBS!

As per Sage Jeremy, a creature you are grappling can attack you regardless if you are in its normal attack range by attacking the limb grappling you.

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