

PRIMAL GUARDIANS: THE WARDEN CLASS

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A stunty elf raises his shield as small roots grow from his feet. The wooden barrier turns the goblin's knife aside, causing it to graze his companion's arm instead of plunging more deeply into her torso.

A methodical orc shouts with full might, calling nearby allies to converge on the horror. The horns atop her head glow with green light as she charges the glutinous form.

A steady human summons primal power, the air around her crackling with electricity. One thunderclap later, the reptilians that surrounded her have been pushed into the cavern walls.

Wardens are primal defenders imbued with special power to watch over the natural world. Although the entities that give them power may vary, all wardens have within them a reservoir of primal energy known as a "Font of Life." This font heals and protects them from harm, and more powerful wardens can turn this energy to more aggressive ends. Additionally, wardens can adopt aspects of certain natural creatures, making the area around them a haven for their allies or an obstruction for enemies. When unnatural forces threaten the wilds, wardens will stand ready to defend their sanctuaries.

As a warden, you have powerful defenses powered by the primal energy that dwells within you. With your Font of Life feature, you can heal from grievous wounds, and your Warden's Path increases its power. Primal Form gives you additional defenses and supports nearby allies or punishes adjacent enemies. Your Nature's Bounty feature adds to either defense or offense as needed and gives you some additional measure of magical ability through your Path choice. At higher levels, Nature's Steward and Warden's Stride give you strong out of combat utility, making you a true defender of the wilds. For your path options, Earthstrength wardens focus on defense, Lifespirits on healing and soothing injuries, Nightkeepers on stealth, Stormhearts on pure elemental power, and Wildbloods on vigor and mobility. Whatever your choice, you are a bulwark around which your allies can rally and enemies will break.

"I am the hand of the earth. I swore an oath to defend these lands, and by all the wilds I shall!" –
Maven Darkhymn

QUICK BUILD

You can make a warden quickly by following these suggestions. Constitution should be your highest score, followed by Strength or Wisdom. Second, choose the outlander background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d12

Hit Points at 1st Level: 12 + Constitution modifier

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- a simple melee weapon and a shield
- (a) ten darts or (b) a crossbow
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) chainmail or (b) leather armor

Level	Proficiency Bonus	Class Features
1 st	+2	Font of Life, Primal Form
2 nd	+2	Fighting Style, Nature's Bounty
3 rd	+2	Warden's Path
4 th	+2	Ability Score Improvement
5 th	+3	Extra Attack
6 th	+3	Primal Form (2 uses)
7 th	+3	Path feature
8 th	+3	Ability Score Improvement
9 th	+4	Nature's Steward
10 th	+4	Warden's Stride

11 th	+4	Path feature
12 th	+4	Ability Score Improvement
13 th	+5	Enduring Form
14 th	+5	Primal Form (3 uses)
15 th	+5	Path feature
16 th	+5	Ability Score Improvement
17 th	+6	Primeval Communion
18 th	+6	Primal Wellspring
19 th	+6	Ability Score Improvement
20 th	+6	Primal Storm

FONT OF LIFE

The primal powers within you continuously revitalize you. Beginning at 1st level, you can expend a burst of primal energy as an action to heal yourself. You regain hit points equal to 1d12 + your warden level. This also cleanses you of 1 disease or poison currently affecting you or one of the following conditions: blinded, deafened, frightened, or poisoned. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

PRIMAL FORM

Beginning at 1st level, you can summon aspects of primal power—the natural fury of the storm or the raging might of the bear—whenever you are in combat. As a bonus action on your turn after dealing or receiving damage in a round, you can assume your Primal Form. You select one of the options below:

- *Form of the Ambush Spider:* You have advantage on saving throws to avoid being restrained or having your movement speed reduced. You deal extra weapon damage equal to your Wisdom modifier if you make a successful melee weapon attack roll against a creature with one of the following conditions: blinded, grappled, incapacitated, prone, or restrained.
- *Form of the Faithful Dryad:* You have advantage on saving throws to avoid being charmed. If an adjacent ally makes a saving throw against disease, poison, or the poisoned condition, you can use your reaction to grant that creature a bonus on the saving throw equal to your Wisdom modifier.

- *Form of the Fearsome Ram*: You can use a bonus action to take the Dash action. If you make a successful melee weapon attack roll on your turn after doing so, you deal extra damage equal to your Wisdom modifier.
- *Form of the Laughing Killer*: You have advantage on saving throws to avoid being frightened. If you make a successful melee weapon attack roll against a creature that has fewer than half of its maximum hit points, you deal extra weapon damage equal to your Wisdom modifier.
- *Form of the Relentless Panther*: You can use a bonus action to take the Disengage action. If you make a successful opportunity attack, you deal extra damage equal to your Wisdom modifier and can move up to 10 feet. This movement does not provoke opportunity attacks.
- *Form of the Treant Sentinel*: You have advantage on Strength and Constitution saving throws made to resist effects that would move you from your position. If an adjacent ally takes damage, you can use your reaction to reduce the damage by an amount equal to your Wisdom modifier.

This feature ends if you go more than 1 round without dealing or receiving damage or you choose to end it on your turn. Once you use this feature, you must finish a short or long rest before you can use it again. You gain an additional use of this feature at 6th level and again at 14th level.

FIGHTING STYLE

Beginning at 2nd level, you gain one of the following Fighting Style options: Defense, Dueling, or Protection.

NATURE'S BOUNTY

Beginning at 2nd level, you learn secrets of greater primal power and can unleash them to destroy your foes. You can use one of the following options:

- *Nature's Protection*: After taking damage, you can use your reaction to reduce that instance and all further sources of damage by 3 until the beginning of your next turn.
- *Nature's Wrath*: After making a successful weapon attack against a creature, you can deal an additional 1d8 weapon damage to the creature.

You can use this feature a number of times equal to your Wisdom bonus (minimum of 1). If an effect created by this feature requires a saving throw, it is equal to 8 + your proficiency bonus + your Wisdom modifier. You gain additional options for this feature as you gain additional levels. These uses replenish after you finish a short or long rest.

WARDEN'S PATH

At 3rd level, you learn how to make better use of the life that supernaturally flows from you. You choose from the Earthstrength, Lifespirit, Stormheart, or Wildblood options detailed at the

end of the class description. Your choice grants you a feature at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

NATURE'S STEWARD

Beginning at 9th level, you can spend 24 hours establishing a natural sanctuary for yourself, weaving magical energy that binds you and the surrounding territory together. This sanctuary encompasses a natural area up to 1 mile in diameter. As long as you remain within this territory, you gain the following benefits:

- By meditating for 1 minute, you can determine whether any of the following types of creatures are present within your sanctuary: aberrations, celestials, dragons, elementals, fey, fiends, or undead. You do not learn anything about the locations or numbers of such creatures within the sanctuary.
- As an action, you can know the general state of the area in terms of its health. You would understand, for example, if a forest fire is raging in your sanctuary or if drought has rendered all of its life dehydrated and dying. The DM may provide further details as he or she sees fit.
- As an action, you can channel your Font of Life to gain 1d12 temporary hit points. This counts as a use of Font of Life for other features that enhance it but does not consume one of its uses. If you would grant hit points to an ally in this way, you grant temporary hit points instead.
- Once per day, you can cast *conjure animals* as a 3rd-level spell.

If your sanctuary is destroyed or despoiled, you must wait 1 week before you can create a new one.

WARDEN'S STRIDE

Beginning at 10th level, you can use a bonus action to gain a climbing or swimming speed equal to your current walking speed for 1 minute. Additionally, your movement is not hindered by natural difficult terrain. After using this feature, you must finish a short or long rest before you can use it again.

ENDURING FORM

Beginning at 13th level, you can maintain your Primal Form feature even if you have not dealt or received damage on your previous turn.

PRIMEVAL COMMUNION

Beginning at 17th level, you can call nearby animals and plants to your direct aid wherever you are. Once per day, you can cast *awaken* or *tree stride*. After using this feature, you must finish a long rest before you can use it again.

PRIMAL WELLSPRING

Beginning at 18th level, the power of your Font of Life is almost irrepressible. Once per day after finishing a short rest, you can regain all Font of Life charges.

PRIMAL STORM

Beginning at 20th level, you can release primal energy in a storm of destruction. You expend all remaining Font of Life charges to cast *storm of vengeance* for a number of rounds up to 1 + the number of charges expended (minimum of 1). You have advantage on saving throws to maintain concentration on this effect. Saving throw DCs are made against your Nature's Bounty save DC.

After using this feature, you must finish a long rest before you can use it again.

WARDEN'S PATHS

For all wardens, their calling is one of selflessness and sacrifice. Yet their powers manifest differently depending on the entity or source that powers their Font of Life. As you become more in tune with the primal power within you, you begin to understand how to direct it appropriately.

EARTHSTRENGTH

The Font of Life within you is old and strong like the earth itself. You become a powerful and immovable bulwark in defending your allies.

Font of Life – Earthen Armor: Beginning when you choose this path at 3rd level, whenever you use your Font of Life feature you gain a bonus to your Armor Class equal to your Wisdom modifier until the beginning of your next turn.

Nature's Bounty – Grasp of the Earth: Also beginning at 3rd level, whenever you hit a creature with a melee attack, you can force the creature to make a Constitution saving throw. If it fails, its speed is reduced to 0 until the end of its next turn.

Protector's Mark: Beginning at 7th level, whenever you are in your Primal Form you can use a bonus action to mark an adjacent creature, which must make a Wisdom saving throw against your Nature's Bounty save DC. On a failure, the target deals only half damage with weapon attacks on its next turn.

Empowered Blows: Beginning at 11th level, whenever you hit with a weapon attack you deal an additional 1d8 weapon damage.

Shape of Silica's Strength: Beginning at 15th level, you can expend two uses of your Primal Form feature to turn yourself into an earth elemental, gaining its statistics for the duration of the effect. While transformed, you cannot use your Font of Life or Nature's Bounty features.

LIFESPIRIT

The Font of Life within you cleanses and heals more thoroughly. This energy spills over even to your allies, keeping them fighting in the direst circumstances.

Font of Life – Overflowing Health: Beginning at 3rd level when you choose this calling, whenever you use your Font of Life feature an adjacent ally regains hit points equal to your Wisdom modifier.

Nature's Bounty – Fear No Pain: Also beginning at 3rd level, you can use an action to grant an adjacent ally 1d8 temporary hit points. These hit points last up to 1 hour.

Nature's Bounty – Lifebind Attack: Beginning at 7th level, whenever you hit with a weapon attack you can force your target to make a Wisdom saving throw against your Nature's Bounty save DC. On a failure, the target has disadvantage on the first attack roll it makes on its next turn.

Soulsear: Beginning at 11th level, whenever you hit with a weapon attack you deal an additional 1d8 radiant damage.

Warding Mark: Beginning at 15th level, whenever you are in your Primal Form you can use a bonus action to mark an adjacent creature, which must make a Wisdom saving throw against your Nature's Bounty save DC. On a failure, the target deals only half damage with spell attacks on its next turn.

NIGHTKEEPER

The Font of Life within you provides controlled and balanced energy. You are a silent guardian keeping watch over nature, unnoticed until you are needed.

Font of Life – Nightmeld: Beginning at 3rd level when you choose this path, whenever you use your Font of Life feature you can become invisible as well. This invisibility lasts until the end of your next turn or until you make an attack, cast a spell, or otherwise interact with a creature with your action.

Nature's Bounty – Keeper's Blink: Also beginning at 3rd level, whenever you take damage you can use your reaction to teleport to an unoccupied space you can see within 30 feet.

Exposing Mark: Beginning at 7th level, whenever you are in your Primal Form you can use a bonus action to mark an adjacent creature, which must make a Wisdom saving throw against

your Nature's Bounty save DC. On a failure, the first attack roll made against that creature by one of your allies before the beginning of your next turn has advantage.

Fan of Steel: Beginning at 11th level, you can choose a number of creatures within 30 feet of you up to your Wisdom modifier and make a single melee or thrown weapon attack against each of them. If you use thrown weapons, you must be able to draw a weapon for each one you throw.

Spirit of Vengeance: Beginning at 15th level, you can call restless spirits back to avenge their deaths. You may cast *spirit guardians* as a 3rd-level spell. After using this feature, you must finish a short or long rest before you can use it again.

STORMHEART

The Font of Life within you roils with violent energy. You can harness the power of storms, blowing enemies away with a clap of thunder.

Font of Life – Tempest's Wave: Beginning at 3rd level when you choose this path, whenever you use your Font of Life feature adjacent enemies must make a Strength saving throw against your Nature's Bounty save DC or be pushed up to 10 feet away.

Nature's Bounty – Thunderclap: Also beginning at 3rd level, you can use your action to create a burst of thunderous sound, which can be heard 100 feet away. All adjacent enemies must make a Constitution saving throw. On a failure, they each take 1d10 thunder damage.

Stormcaller: Beginning at 7th level, you can cast *call lightning* as a 3rd-level spell. After using this feature, you must finish a long rest before you can use it again.

Tempest's Blow: At 11th level, when you make a successful melee weapon attack you can choose one creature within 30 feet of your target and force it to make a Constitution saving throw against your Nature's Bounty save DC. On a failure, the target takes thunder damage equal to your weapon's damage dice (roll this damage normally). You can benefit from this feature only once per turn.

Crushing Mark: Beginning at 15th level, whenever you are in your Primal Form you can use a bonus action to mark an adjacent creature, which must make a Wisdom saving throw against your Nature's Bounty save DC. On a failure, it suffers disadvantage on Strength ability checks and saving throws until the beginning of your next turn.

WILDBLOOD

The Font of Life within you dances and leaps with wild vigor. You can barely contain this motion as it spills into the physical world.

Font of Life – Bounding Leap: Beginning at 3rd level when you choose this path, whenever you use your Font of Life feature you can immediately move up to your current walking speed. This movement does not provoke opportunity attacks.

Nature's Bounty – Primal Motion: Also beginning at 3rd level, you can cast either the *jump* or *longstrider* spell by expending one use of your Nature's Bounty feature.

Surging Mark: Beginning at 7th level, whenever you are in your Primal Form you can use a bonus action to mark an adjacent creature, which must make a Wisdom saving throw against your Nature's Bounty save DC. On a failure, allies within 60 feet of you have their speed increased by +10 feet if they end their turn next to the target.

Wildblood's Fury: Beginning at 11th level, when you take the Attack action you can make one additional weapon attack as a bonus action.

Hastened Surge: Beginning at 15th level, you can cast the *haste* spell on yourself. After using this feature, you must finish a short or long rest before you can use it again.