

WARDEN

As his footfalls touch down upon the snow, it melts around their cloven shape. He's lived among the frozen embrace of the north for so long, sustained by the fire burning inside of him. His spear drags along the snow beside him as his pace picks up. His dark eyes suddenly glowing with a fierce amber light as he enters a full running stride. His prey lay still, staining the snow in his wake. Unwanted guests will not encroach upon his territory so long as he draws breath.

Thunder booms in the distance. The dark halls of this ruined castle alight with each crack of lightning. The diminutive goblin crouches in the corner, seeming to cower from each bolt. The heavily armored adventurer steps through the hallway, each step like an echo to the storm outside. As he rounds the next corner, the small goblin pounces onto his back, unleashing an electrified energy from his finger tips that courses throughout the adventurer's armor and brings him to his knees. The goblin cocks his fist and plunges it into a kink in the armor and knocks the adventurer out cold.

Perched atop a rocky outcropping a travel worn elf gestures with her hands and summons a cloud of fog and sends it into the mountain pass with a gust of wind. The trolls who have taken up residence at the narrowest part of the pass, claiming tolls on unsuspecting travelers, are completely enveloped by the thick miasma and bewildered as to its source. The rest of the adventuring party descend on the trolls and carve them in twain, opening the passage for their contract holder.

No matter their duties, no matter their creed, a warden will have honed his skill in battle alongside his attunement to the elemental power of the material plane into a force of nature. Each warden has a different take on what the natural order of things is but the one thing they have in common is a natural born ability to command the elements and an aptitude for combat.

FORCES OF NATURE

Wardens all share an innate ability to command the elements to some degree. They are durable and have a survivalist instinct as well which leads most wardens to specialize in formal combat as well, often supplementing a powerful weapon strike with an elemental edge. Beyond those basic similarities, each warden will specialize in a specific area of the battlefield. Either as a stalwart defender in the vanguard, following up the rear using ranged weaponry and spells, or skirmishing around the battlefield and using the terrain to their advantage. This combination of innate magical power and martial prowess gives the warden an edge in combat and a unique place amongst an adventuring party.

DISTANT COUSINS

Unlike a druid, a warden does not serve nature; but rather commands nature to serve them. Their power is raw and innate and does not come from a lifetime of patience and practice. They are more at home in the confine of cities than other naturalists too and often find a position of duty within the civilized world.

The work of a warden is never quite done, however. They often find themselves on the move from task to task, only very rarely spending their entire life dedicated to a single cause and working to achieve its resolution.



THE WARDEN

Level	Prof. Bonus	Features	Power Die	Spells Known	Spell Slots	Slot Level
1st	+2	Combat Discipline, Natural Awareness, Natural Power	4 (d4)	—	—	—
2nd	+2	Source Magic	4 (d4)	2	1	1st
3rd	+2	Prime Element	4 (d4)	2	1	1st
4th	+2	Ability Score Improvement	4 (d4)	2	1	1st
5th	+3	Extra Attack, Glamour	5 (d6)	3	2	2nd
6th	+3	Combat Discipline Feature	5 (d6)	3	2	2nd
7th	+3	Prime Elemental Shield	5 (d6)	4	2	2nd
8th	+3	Ability Score Improvement	5 (d6)	4	2	2nd
9th	+4	-	6 (d6)	5	2	3rd
10th	+4	Combat Discipline Feature, Nature Sense	6 (d6)	5	2	3rd
11th	+4	Prime Elemental Burst	6 (d8)	6	2	3rd
12th	+4	Ability Score Improvement	6 (d8)	6	2	3rd
13th	+5	-	7 (d8)	7	3	4th
14th	+5	Combat Discipline Feature	7 (d8)	7	3	4th
15th	+5	Recovery	7 (d8)	8	3	4th
16th	+5	Ability Score Improvement	7 (d8)	8	3	4th
17th	+6	-	8 (d10)	9	3	5th
18th	+6	Improved Natural Awareness	8 (d10)	9	3	5th
19th	+6	Ability Score Improvement	8 (d10)	10	3	5th
20th	+6	Master of Elements	8 (d10)	10	3	5th

CREATING A WARDEN

The most important aspect of a warden is their affinity to the natural world and how they marry it to their combat techniques. While the specific discipline of a warden's martial prowess is chosen at 1st level, their prime element doesn't mature until 3rd. This prime element may greatly affect the playstyle of your warden, so plan by reading their descriptions. Do you thrum with a fiery core? Are your movements as still as the snow atop a mountain? Or does the tenacity of a storm rage within you?

Do you see yourself taking up arms to defend your fellow adventurers? Or stalwartly defending your home town? Or do you set yourself out as a contract for hire – combatting the enemies of your employer to aid in your pursuits to cleanse nature.

As a force of nature, your duties can often conflict with the laws of civilization and thus wardens typically lean to the chaotic or neutral good alignments. However, some are known to take their duties more seriously and walk the fine line between good and evil.

QUICK BUILD

You can make a warden quickly by following these suggestions. First, Strength or Dexterity should be your highest score to improve your martial presence. Then make Wisdom or Constitution your next highest score depending on your place on the battlefield. Second, choose the outlander background.

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 and Medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose two skills from Athletics, Arcana, Intimidation, Investigation, Nature and Survival

EQUIPMENT

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

- (a) any two simple weapons or (b) any martial weapon (if proficient)
- (a) leather armor or (b) scalemail armor
- (a) a shortbow and 20 arrows or (b) a shield (if proficient)
- An explorer's pack, and a component pouch

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10gp worth of equipment from chapter 5 in the *Player's Handbook*.



COMBAT DISCIPLINE

At 1st level, you've completed your training in a certain combat specialty of your choice: Man-at-Arms, Primal Champion, or Prime Focus each of which is detailed at the end of the class description. Your choice grants you features at 1st level, and again at 6th, 10th, and 14th level.

NATURAL AWARENESS

Also at 1st level, the time you have spent in nature learning your craft and honing your skills has given you an acute sense of danger.

You have advantage on all perception checks to natural phenomena such as tremors, eruptions, magma flows, thunderstorms, and more. As a result of being attuned to these events, you will automatically know whether such phenomena are natural or unnatural by whether you could predict it.

Starting at 18th level, you also gain a +5 bonus to your initiative whenever you are in an entirely natural environment.

NATURAL POWER

The warden can pull from a well of innate power to improve his ability to inflict damage on his foes.

The Warden table shows how many power dice you have, as well as what die size to roll when using them.

When you hit with an attack, you can expend a power die to add the result to the attack's damage roll. The damage type of the additional damage is Fire, Cold, Lightning, Poison or Acid (your choice) when you spend a source die.

You regain all expended power die when you finish a long rest, or half of the expended amount (rounded up) when you finish a short rest.

SOURCE MAGIC

At 2nd level, you've unlocked your natural born affinity with the elements in the form of spellcasting. See chapter 10 of the Player's Handbook for the general rules of spellcasting. The warden spell list will be provided at the end of this supplement.

SPELL SLOTS

The Warden table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warden spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 2nd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st level spells of your choice from the warden spell list.

The Spells Known column of the Warden table shows when you learn more warden spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 9th level, for example, you learn a new warden spell, which can be of 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of your warden spells you know and replace it with another spell from the warden spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your warden spells, so you use your Wisdom whenever a spell references your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warden 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



PRIME ELEMENT

At 3rd level, your application of your elemental abilities enforces a specialized discipline of ability. You gain one of the following features of your choice.

FLAMING BRAVERY

You learn the following cantrips, *firebolt* and *green-flame blade*.

Whenever a creature makes an attack roll against you, you can use your reaction and expend a power die to add the number rolled to your armor class. You may choose to do this after the creature has rolled to attack, but must decide before the DM says whether the roll hits or misses. If you choose to expend this die and the attack misses, the attacking creature takes fire damage equal your Wisdom modifier + your Strength modifier.

STOIC CHILL

You learn the following cantrips, *frostbite* and *ray of frost*.

Whenever you must make a saving throw, you can use your reaction and expend a power die to add that die roll to your total. You may choose to do this after you have rolled the saving throw, but must decide before the DM says whether the roll succeeds or fails. If you choose to expend a die this way and succeed on the saving throw, all surfaces in a 20-foot radius of you become covered in enchanted ice. Any creature (other than you) who starts their turn on this area must succeed on a Dexterity saving throw against your spell save DC, or fall prone. This effect lasts 1 minute.

UNRELENTING STORM

You learn the following cantrips, *lightning lure* and *booming blade*.

Whenever you make an attack roll with a weapon attack, you can expend a power die and add that number to your attack roll. You may choose to do this after you have rolled to attack, but must decide before the DM says whether the roll hits or misses. If this attack roll hits, all creatures within 5 feet of you or the target of your attack must make a Constitution saving throw against your spell save DC, being knocked back 5 feet on a failed saving throw.

PUTRID CORROSION

You learn the following cantrips, *acid splash* and *poison spray*.

Whenever you cast a spell that forces a creature to make a saving throw, you can expend a power die and add a corrosive element to the spell. Any creature affected by this spell that fails their saving throw also suffers the following effect.

At the beginning of each of its turns, this creature must make a Constitution saving throw equal to your spell save DC. On a failed save, this creature takes acid damage equal to the result on your power die. On a successful save, the effect ends.

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.

EXTRA ATTACK

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

GLAMOUR

Also starting at 5th level, you can create a harmless elemental sensory effect originating from your body. This may be in the form of water dripping from your hands, a fiery glow in your eyes, or for your skin to appear mottled and earthen.

When doing so as part of an Intimidation, Persuasion, or Deception ability check you can expend a power die and add the result to your roll.

PRIME ELEMENTAL SHIELD

At 7th level, you can use your reaction to produce one the following effects, depending on the prime element you've chosen.

Flaming Bravery. If you are grappled, you can use your reaction to immediately end the effect or deal fire damage to the creature that is grappling you equal to your Wisdom modifier.

Stoic Chill. Immediately after a creature has successfully hits you with a melee attack, you can use your reaction to have that creature make a Constitution saving throw equal to your spell save DC. On a failed roll, you freeze their weapon, causing them to drop it.

Unrelenting Storm. Anytime a creature makes a ranged weapon attack against you, you can use your reaction to create a barrier of wind and reduce the range of that attack by half. If you are now outside of maximum range of that attack, it will automatically miss.

Putrid Corrosion. If a spell or effect would cause you to be pulled forward or pushed back, you can use your reaction to either half that distance by creating a sticky substance beneath you, or double that distance by creating a slippery one.

NATURE SENSE

Beginning at 10th level, you can channel nature to extend your senses.

You can spend 1 minute touching a natural surface and focusing on it, after which you can shift your perspective as if your senses were originating from a point on that surface up to 100 feet away, and you are blinded and deafened to your own senses. You can maintain this vantage point for up to 10 minutes if you don't move, and can choose to end it at any time (no action required.)

PRIME ELEMENTAL BURST

By 11th level, your attunement to your prime element has infused your weapon attacks with increased natural power. Whenever you hit a creature with a weapon attack, you can expend a power die to have all creatures within 5 feet of the target (excluding yourself) take 2d8 damage of the type associated with your prime element.

- Flaming Bravery: Fire
- Stoic Chill: Cold
- Unrelenting Storm: Lightning
- Putrid Corrosion: Acid

RECOVERY

Beginning at 15th level, your natural power can benefit your spellcasting further. You can sacrifice your power dice to cast an additional spell.

As a bonus action, you can expend four power dice to regain a single spell slot. Once you have used this feature, you must finish a long rest before you can do so again.

MASTER OF ELEMENTS

At 20th level, your mastery of your prime element has granted you access to its most powerful form.

You gain one of the following 6th-level spells depending on your prime element choice. You can cast this spell once without expending a spell slot, and this spell requires no concentration to maintain when you cast it this way. Once you have used this feature, you must finish a long rest before you can do so again.

- Flaming Bravery: *investiture of flame*
- Stoic Chill: *investiture of ice*
- Unrelenting Storm: *investiture of wind*
- Putrid Corrosion: *investiture of stone*

COMBAT DISCIPLINES

All warden are masters of combat and raw magic. Their strength comes from their ability to harmonize both. To do so, each warden focuses on a single area of combat to excel in – and learns spellcasting techniques that best suit that area of combat. Your choice of combat discipline may define your role as an adventurer, but as a warden you will always be attune to the thrum of nature.

MAN-AT-ARMS

Your focus of combat training has been on the utilization of martial weapons to combat your foes and defend nature. By focusing your training on weaponry, you have sharpened the edge of your resolve and found balance between nature and steel.

EXPANDED SPELL LIST

The Man-at-Arms discipline allows you to choose from an expanded list of spells with which to marry your martial prowess and bond to nature. The following spells are added to the warden spell list for you.

MAN-AT-ARMS EXPANDED SPELLS

Spell Level	Spells
1st	<i>ensnaring strike, thunderous smite</i>
2nd	<i>flame blade, snilloc's snowball storm</i>
3rd	<i>elemental weapon, wall of water</i>
4th	<i>elemental bane, stoneskin</i>

WEAPON TRAINING

Your combat training has been with a variety of styles suited to your tastes and the needs of the situation.

You gain proficiency in all martial weapons and shields, as well as heavy armor.

STRENGTH OF THE ELEMENTS

Starting at 6th level, when you hit a creature with a weapon attack and use your Natural Power feature to roll a power die, you can choose to use the maximum result on that die. You can choose to do so after rolling the die, but must do so before the result of the damage dealt is announced.

You can do this a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ELEMENT SHIELDING AURA

Starting at 10th level, if you or an ally you can see within 30 feet take Fire, Cold, Lightning, or Acid damage, you can spend your reaction to reduce the damage to that creature by half.

NATURE'S FURY

At 14th level, your mastery of combat has enabled you to tap into your elemental affinity to hasten your strikes.

When you make a weapon attack against a creature, you can expend a power die to make a bonus action attack. If this attack uses your Strength modifier, you add the result of the power die to the damage of this attack. If this attack uses your Dexterity modifier, you instead add the result to the attack roll.

PRIMAL CHAMPION

While learning the art of combat, you've decided that weapons are a hindrance and only serve to block your connection to natural power. The raw connection of your fists is the only extension of combat you feel truly allows you to freely wield your affinity to nature.

EXPANDED SPELL LIST

The Primal Champion discipline allows you to choose from an expanded list of spells that are only made possible by your disarmament. The following spells are added to the warden spell list for you.

PRIMAL CHAMPION EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, bane</i>
2nd	<i>earthbind, maximilian's earthen grasp</i>
3rd	<i>wind wall, haste</i>
4th	<i>fire shield, storm sphere</i>

PUGILIST

Foregoing all need for weapons, you've focused your training on turning your fists into a force of nature. You gain the following benefits:

- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain warden levels, as shown in the Power Die column of the Warden table.
- You can use Wisdom instead of Strength for the attack and damage rolls of your unarmed strikes.
- Whenever you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

Also, your unarmed strikes count as a melee weapon when used in cantrips that would require an attack with a melee weapon.

BURST OF POWER

Starting at 6th level, your patience has allowed you to enhance the boons granted to you by your innate power.

Whenever you use the Natural Power feature to augment the damage of an unarmed strike, you can roll the power die an additional time and add its result to the damage.

You can do this a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ELEMENTAL STANCE

Beginning at 10th level, your blend of hand to hand and elements has extended your martial ability.

When taking the Attack action with both hands free, your reach increases by 10 feet.

FORM OF NATURE

Starting at 14th level, the elements coursing through you can be expelled as an explosive burst. As an action, you can gain one of the following benefits for 1 minute:

- Your feet become covered in flame and your movement becomes doubled.
- Your fists harden and your unarmed strikes deal additional bludgeoning damage equal to your proficiency bonus.
- You feel the wind at your back. You will not automatically fall if your feet leave the ground. While floating this way, you can move horizontally or descend but not ascend. You can also choose to ignore any effect that would force you to move or be knocked back. At the end of the duration if you are not on the ground you will begin falling.
- Water swirls around your body and creates a protective shell. All ranged attacks treat you as though you are behind half cover.
- A cloud of ichor taints the air around you as you move. If another creature steps into a space you occupied since you last moved, they must immediately make a Constitution saving throw against your warden spell save DC. If they fail, they must take 4d8 poison damage. This ichor cloud disperses when Form of Nature ends.

Once you've used this feature, you can't do so again until you finish a long rest.



PRIME FOCUS

Your elemental affinity and natural power has been so strong since it manifested that you've dedicated yourself entirely to your innate abilities. Compared to other wardens, your ability to command spells is unmatched.

EXPANDED SPELL LIST

The Prime Focus discipline allows you to choose from an expanded list of spells that you've been able to master where no other warden could. While every warden can command spells based on the elements, you have learned to branch out into more arcane arts.

PRIME FOCUS EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, tasha's hideous laughter</i>
2nd	<i>blur, moonbeam</i>
3rd	<i>blink, daylight</i>
4th	<i>freedom of movement, polymorph</i>

NATURAL WEAPON

Your ability to harness magic has allowed you the benefit of being able to focus your potential into your weapon.

You gain the *shillelagh* cantrip.

INNATE POTENTIAL

At 6th level, your proficiency in spellcasting manifests itself through your being, but you must tap into your pool of natural power to harness it effectively.

You may cast one of the following spells, as a 1st-level spell by expending two power dice: *burning hands, earth tremor, ice knife, or thunderwave*. Your spellcasting ability for these spells is what is described in the Source Magic class feature gained at 2nd level.

These spells are also added to your Spells Known and can be cast using Warden spell slots. If you already know any of these spells you may replace them with another spell you have the spell slots to cast.

PRIMAL DANCE

Beginning at 10th level, you've learned to supplement your defenses with your natural power.

As a bonus action, you can expend a power die and add its result to your AC until the start of your next turn.

DUPLICITY

Starting at 14th level, your spell mastery has extended to your Prime Element and granted you proficiency with a second element.

Choose a second element as described in the Prime Element class feature. You gain the benefits of having both elements and any features that produce an effect based on the element you've chosen allow you access to either benefit but any limitations still apply. You may not choose the same element more than once.

Features that reference your Prime Element were designed with one element in mind. This discipline allows a second option. I have clarified the interaction for each option below:

Prime Elemental Shield. You can use your reaction if either condition is met to trigger its effect.

Prime Elemental Burst. You can choose one (not both) elements for each attack that can benefit from this feature.

Master of Elements. You can activate either investiture but may still only use this feature once per long rest.



WARDEN & MULTICLASSING

Wardens follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Warden	Strength or Dexterity 13, and Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Warden	Light and Medium armor, and the Nature skill

WARDEN SPELL LIST

1ST LEVEL

Burning Hands
Chromatic Orb
Color Spray
Create or Destroy Water
Detect Poison and Disease
Earth Tremor^{EE}
Entangle
Ice Knife^{EE}
Searing Smite
Sleep
Thunderwave

4TH LEVEL

Control Water
Dominate Beast
Freedom of Movement
Grasping Vine
Hallucinatory Terrain
Stone Shape
Vitriolic Sphere^{EE}
Wall of Fire
Watery Sphere^{EE}

2ND LEVEL

Aganazzar's Scorcher^{EE}
Continual Flame
Dust Devil^{EE}
Heat Metal
Invisibility
Levitate
Locate Animals or Plants
Pyrotechnics^{EE}
Scorching Ray
Shatter
Spike Growth
Warding Wind^{EE}

5TH LEVEL

Awaken
Cloudkill
Cone of Cold
Conjure Elemental
Control Winds^{EE}
Flame Strike
Immolation^{EE}
Maelstrom^{EE}
Wall of Stone

3RD LEVEL

Call Lightning
Conjure Animals
Create Food and Water
Daylight
Erupting Earth^{EE}
Fireball
Lightning Bolt
Meld Into Stone
Plant Growth
Sleet Storm
Speak with Plants
Tidal Wave^{EE}
Wall of Sand^{EE}

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