

WARDEN

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 the wreckage, his armor covered in rime, even as fire crackles from his 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. 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.

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.

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

LEVEL	PROFICIENCY BONUS	ENDURANCE DICE	ENDURANCE DIE SIZE	PRIMAL MANIFESTATION	FEATURES
1st	+2	—	—	—	Mystic Bulwark, Warden Bond
2nd	+2	3	1d8	—	Primal Interdiction, Endurance Dice
3rd	+2	3	1d8	2	Warden Bond Feature, Primal Manifestations, Warden's Grasp
4th	+2	3	1d8	2	Ability Score Improvement
5th	+3	4	1d10	2	Extra Attack
6th	+3	4	1d10	3	Empowered Endurance, Primal Strike
7th	+3	4	1d10	3	Warden Bond Feature
8th	+3	4	1d10	3	Ability Score Improvement
9th	+4	5	1d10	4	Natural Body
10th	+4	5	1d10	4	Ability Score Improvement
11th	+4	5	1d12	4	Evolving Power
12th	+4	5	1d12	5	Ability Score Improvement
13th	+5	6	1d12	5	Mystic Barrier
14th	+5	6	1d12	5	Warden Bond Feature
15th	+5	6	1d12	6	Second Life, Movement Through Nature
16th	+5	6	1d12	6	Ability Score Improvement
17th	+6	7	1d12	6	Warden Bond Feature
18th	+6	7	1d12	7	Timeless Body, Invulnerable Endurance
19th	+6	7	1d12	7	Ability Score Improvement
20th	+6	7	1d12	7	Primal Decree

CREATING A WARDEN

When creating a Warden consider the factors that have led 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 what principles will you have?

QUICK BUILD

To make a Warden quickly, first place your highest ability 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: Strength, Wisdom

Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, 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 $5d4 \times 10$ 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 Warden 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 Warden 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 levels.

PRIMAL INTERDICTION

Starting at 2nd level, nature hinders your foes with aspects of your primal power. This effect has a 5 foot radius centered on you, 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) and not behind total cover.

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 d8 Endurance Dice. You have two ways to use these dice, though other features may grant additional ways to use them:

- 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 die at 5th level (4 dice), 9th level (5 dice), 13th level (6 dice), and 17th level (7 dice). The size of the dice increase at 5th (to d10) and 11th level (to d12). 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.

ABILITY SCORE IMPROVEMENT

When you reach 4th 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.

EMPOWERED ENDURANCE

Starting at 6th level, when you roll an Endurance Die to reduce damage, you can add your Constitution modifier to the result rolled.

Additionally, if you roll for initiative with no Endurance Dice remaining, you regain one 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 also 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 damage dice, only one die increases.

MYSTIC BARRIER

Starting at 13th level, your Mystic Bulwark damage reduction applies to all damage types (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 regain 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 or 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. Doing so does not expend an additional die.

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*, *control weather*, or a transmutation or conjuration spell from the Druid spell list that modifies the terrain (such as *wall of stone*).

At the DM'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.

LIMITS OF PRIMAL DECREE

Primal Decree is invoking the will of nature to act on your behalf. Consequently, it should tend to have its strongest effects when enacted in accordance with that will (as determined by the DM).

Wardens who have an unusual bond with natural laws may be able to call on their related domain with a Primal Decree to similar results even if it would not normally fall under the scope of its powers, such as a Time Warden gaining the effect of *time stop* with Primal Decree.

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 successfully initiate a grapple 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. You choose which damage type to add your modifier to when you deal damage.



Special: This weapon counts as a free hand for the purposes of grappling. When you successfully initiate a grapple 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 Light, Reach, 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 towards you.

ELEMENTAL MANIPULATION

At 1st level, you learn the cantrips *manipulate fire*^K and *manipulate water*^K.

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>Aldricor's elemental rebuke</i> ^{TAG}
3rd	<i>entomb</i> ^K
5th	<i>cold snap</i> ^K
9th	<i>sleet storm</i>
13th	<i>fire cyclone</i> ^K
17th	<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 end their turn within the area of your Primal Interdiction take 1d6 fire damage.
- **Static Field:** The first time a hostile creatures moves 5 feet or more within your Primal Interdiction, they take 1d8 lightning damage. Once this damage occurs, it cannot occur again until the start of your turn.

The damage of the Blazing Pyre and Charged Field effects increases by one additional die of damage at 11th level (2d6 for Blazing Pyre, 2d8 for Charged Field).

ELEMENTAL REFLECTION

Additionally at 3rd level, when you expend an Endurance Die to block the damage against a melee 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 successfully initiate a grapple with it, the target takes 1d6 slashing damage.

BOND OF THE WILD

At 1st level, 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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>Speak with animals</i>
3rd	<i>animal messenger</i>

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WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
5th	<i>alter self</i>
9th	<i>enlarge/reduce</i>
13th	<i>mutate^K</i>
17th	<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 that was 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:

- **Bonus Damage.** Your natural weapons deal an additional die of damage.
- **Grappling Advantage.** You have advantage on all checks to grapple creatures smaller than you.
- **Reach.** Your reach increases by 5 feet with all weapons.
- **Faster Movement.** Your movement speed increases by 20 feet.
- **Jumping Distance.** The distance you can long or high jump with a running start is doubled.
- **Saving Throws.** You have advantage on Strength and Constitution saving throws.
- **Throwing Things.** 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:

- **Grappling Weapon.** When you hit a creature with this weapon, you can attempt to initiate a grapple against that creature as a bonus action. If you are grappling a creature with it, you can only use it to attack the creature it is grappling.
- **Restraining Vines.** 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 this way.
- **Reaching Grapples.** 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.
- **Grappling Larger Creatures.** 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

At 1st level, you gain advantage on Nature or Survival checks that involve plants (to identify them, to tell if they are edible, or track things that have passed through them, etc.).

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>grasping roots</i> ^K
3rd	<i>entangle</i>
5th	<i>speak with plants</i>
9th	<i>plant growth</i>
13th	<i>summon plant</i> ^K
17th	<i>carnivorous garden</i> ^K

BODY OF THORNS

Starting at 3rd level, when you are 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 of travel within your Primal Interdiction. When you move this effect is suspended 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 your AC, 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, transforming into a 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.

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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 copies all of your statistics and abilities, besides any that recharge on long rest (such as this one) which it does not have access to, 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 your Primeval Guardian 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 clone, after which you can end the Primeval Guardian 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 fists last 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 (two or more of these if you have more than 2 hands, you cannot benefit from this bonus and the bonus AC of a shield).

EMPOWERED EARTH

At 1st level, you gain the *manipulate earth^K* and *stone forming^K* cantrips. When you use *stone forming^K*, 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 properties (including Special property) 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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>create pit^K</i>
3rd	<i>earth ripple^K</i>
5th	<i>become stone^K</i>
9th	<i>quicksand^K</i>
13th	<i>stone coffin^K</i>
17th	<i>orbital stones^K</i>

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SEISMIC BACKLASH

Starting at 3rd level, each time you expend 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 or Wisdom modifier (your choice) + your proficiency bonus. On a failure, they are pulled up to 15 feet toward you or knocked prone (your choice). The distance they are pulled toward is doubled if the target creature is flying.

RESILIENT BULWARK

Starting at 7th level, the damage reduction of your Mystic Bulwark is increased by 1.

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 can 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:

- **Strength Advantage.** You have advantage on Strength checks and saving throws.
- **Endless Vitality.** You regain hit points equal to half your Warden level (rounded down).
- **Call of the Earth.** Creatures lose their flying speed in range of your Primal Interdiction.
- **Reflective Carapace.** 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.
- **Empowered Backlash.** You add a bonus die to your Seismic Backlash pool.

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

SUNWATCHER

Drawing power from the highest primal authority, you embody the radiance of the sun. The sun burns away all that lurks in the darkness, while bringing the relief of morning light to those that seek it. Ever vigilant, these Wardens weave fire and radiance to destroy their enemies and empower their allies.

SOLAR FRAGMENT

Starting at 1st level, you can cast the *light* spell. Wisdom is your spellcasting modifier for it. If you cast light on a simple melee weapon you are wielding, the spell lasts as long as the weapon remains in your possession, and the weapon deals fire or radiant damage (your choice) instead of its normal damage type. The damage of a weapon under this effect is increased by Warden abilities that increase the damage of your natural weapons.

RADIANT BLAST

At 1st level, you gain the ability to gather and release fiery radiant power from your hands or a weapon you are wielding. Radiant Blasts are a ranged natural weapon attack with a normal range of 60 feet, and a long range of 120 feet, that deal 1d6 fire or radiant damage (your choice). If the damage die increases to 1d8 (through Warden features that increase the damage of your natural weapons), the damage becomes 1d4 fire damage and 1d4 radiant damage. You choose which damage type to add your modifier to when you deal damage. You can use your Strength or Wisdom (your choice) in place of your Dexterity for the attack and damage rolls of this ability.

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>heroism</i>
3rd	<i>guiding bolt</i>
5th	<i>blazing beacon</i> ^K
9th	<i>daylight</i>
13th	<i>brilliant blade</i> ^K
17th	<i>heavenly ray</i> ^K

SOLAR FLARE

At 3rd level, when you expend an Endurance Die to block damage, you can cause a brilliant flare of blinding light. The attacker must make a Constitution saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus, or become blinded until the start of their next turn. Pass or fail, if the target is invisible, it is revealed until the start of their next turn.

RADIANT AURA

Additionally at 3rd level, your Primal Interdiction is filled with bright light, and it casts dim light for an additional radius equal to the radius of your Primal Interdiction. This light is difficult to quench, and counts as a spell equal to half your Warden level (rounded down) for the purposes of countering magical darkness. You can dim, extinguish, or relight this light at any time, no action required.

Creatures inside your Primal Interdiction remain comfortably warm, ignoring the effects of cold weather, or heat caused by the sun (though other sources of heat may still cause discomfort, such as lava). You and all friendly creatures within range of Primal Interdiction can apply the damage reduction of your Mystic Bulwark to cold and necrotic damage.



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EMPOWERING PRESENCE

Starting at 7th level, when you expend an Endurance Die to boost a saving throw against a spell, all allies within your Primal Interdiction that make a saving throw against the same spell before the start of your next turn can add the same Endurance Die to their saving throw.

TRANSCENDENT PASSAGE

Starting at 14th level, as a bonus action, you can transform into a swirling burst of radiant sunlight, traveling up to 60 feet in a straight line. You can pass through creatures and objects, but are blocked by obstructions that completely block light (such as solid opaque walls). This movement does not provoke attacks of opportunity.

Hostile creatures of your choice in your path must make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On failure, they take 2d6 fire damage, 2d6 radiant damage, and are blinded until the

start of your next turn. On a success, they take half as much damage and are not blinded. Allied creatures of your choice in your path gain 4d6 temporary hit points. Once you use this ability, you cannot use it again until you complete a short or long rest.

SOLAR AVATAR

Starting at 17th level, as a bonus action you can call upon the power of the sun to embody its power for 1 minute. For the duration, you gain the following benefits:

- **Sun Light.** You shed bright light for 60 feet, and dim light for additional 60 feet. The bright light is sunlight.
- **Harsh Light.** Creatures in the bright light you shed have disadvantage on saving throws against your Warden abilities and spells.
- **Empowered Radiance.** When you make a Radiant Blast, you can shoot a beam of energy instead of an attack, forcing all creatures in a 60 foot line to make a Dexterity saving throw against 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus, taking damage equal to your Radiant Blast damage on failure, or half as much on a success.
- **Lingering Light.** When you deal radiant damage against a target, you imbue the target with a radiant illumination, granting advantage to the next attack made against that target before the start of your next turn.

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

IRONBOUND

Ironbound Wardens assert that all that comes of earth is born of primal power, embracing forged metal. Often drawn from mining communities, blacksmiths, or otherwise those with deep understanding and appreciation of the fusion of nature and civilization that forged metal represents, they take full advantage of its power to become invincible edifices of iron.

IRONMONGER

Starting at 1st level you gain proficiency in heavy armor and martial melee weapons. Your Mystical Bulwark functions even when using heavy armor, though if you gain additional sources of passive damage reduction, additional sources beyond the highest value only increase the damage reduction by one for each additional source of passive damage reduction.

ARMOR BOND

At 1st level, as an action, you can touch a set of metal armor worn by a creature of your choice (including yourself) and fortify it. The creature gains temporary hit points equal to 1d8 + your Warden level. Once you use this ability, you cannot use it again until you complete a short or long rest. Any temporary hit points remaining from this feature fade when you use it again.

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>unburden^K</i>
3rd	<i>arcane ablation^K</i>
5th	<i>clay touch^K</i>
9th	<i>protection from energy</i>
13th	<i>iron garden^K</i>
17th	<i>repair^K</i>

UNBREAKABLE ENDURANCE

At 3rd level, when you use an Endurance Die to block damage, if it does not completely block the damage taken, you gain resistance to the remaining damage.

BINDING INTERDICTION

Additionally at 3rd level, you gain the ability to manifest chains within the range of your Primal Interdiction. As a reaction to a creature attempting to leave your Primal Interdiction or as an attack as part of the Attack action, you can manifest a chain and attempt to bind a Large or smaller creature with it, making a grapple check against the target. On a success, they are grappled by the chain until they escape (contesting your grapple check), the chain is destroyed, or they are no longer within your primal interdiction. The chain can be destroyed. It has an AC of 18 and number of hit points equal to your Warden level, but

you take no damage when the chain is destroyed. If a target escapes the chains, the chains fall to the ground and turn to dust.

You can manifest one chain at a time. If you manifest an additional chain while you already have your maximum number of chains manifested, the first created one vanishes, releasing the target. The number of chains you can manifest this way increases by one each time you gain an effect that would increase the damage die of your Warden natural weapons (such as Evolving Power or Savage Weapons). Once you can manifest more than one chain, you can target the same creature with multiple chains. A creature is restrained while grappled by more than one chain.

IRON CARAPACE

Starting at 7th level, you can use your power to morph and adapt heavy armor you are wearing. As an action, you can reconfigure your armor, selecting one of the following options.

- **Reinforced Carapace.** Your AC while wearing heavy armor increases by 1.
- **Regenerating Carapace.** At the end of each of your turns, you restore any damage it has taken, restoring its original AC value. Any pieces that have been removed before regeneration rust away to nothing. If you are wearing no armor, you can use this feature to create a set of mundane heavy armor of your choice (which is automatically equipped). Armor created this way rusts away to nothing when removed.
- **Spiked Carapace.** When a creature hits you with a melee weapon attack while within 5 feet of you or attempts to grapple you, they take 1d4 piercing damage. The damage increases to 2d4 when you reach 14th level.

The effect lasts until you select another effect, or end the effect as a bonus action.

IRON INCARCERATION

Starting at 14th level, as bonus action, you can force all Large or smaller creatures of your choice within range of your primal Interdiction to make a Dexterity saving throw against $8 + \text{your Strength or Wisdom modifier (your choice)} + \text{your Proficiency bonus}$. On failure, they are grappled by chains as per your Binding Interdiction feature. Chains created by this feature do not count against your maximum number of chains. You can choose to pull creatures that fail their saving throw to the closest available space to you when they fail their save.

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

METALLIC MONOLITH

Starting at 17th level, as an action you can empower yourself for 1 minute. You gain the following benefits:

- **Enlarged Weapons.** Metal weapons you are carrying grow larger and more powerful, increasing their damage by 1d8 while you wield them.
- **Unlimited Chains.** You can generate an unlimited number of chains with Binding Interdiction, and they no longer have any size limit on what they can restrain.
- **Implacable Monolith.** You are immune to any effect that would move you against your will or knock you prone.
- **Damage Resistance.** You gain resistance to bludgeoning, piercing, and slashing damage.

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



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SHINJI

DREADWING

The Dreadwing Warden utilizes an ancient bond that taps into the deeply rooted primal powers that flow within dragonkind. United with the essence of these legendary beings, they embody the draconic virtues of strength, elemental fury, and fear. These Wardens wield the might and majesty of dragons to dominate the battlefield, leaving all that would oppose them in terrified awe of their power.

DRACONIC TALONS

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

DRACONIC TALONS

A set of draconic talons extending from one of your hands. This becomes a natural one handed melee weapon that deals 1d6 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 successfully initiate a grapple with it, the target takes 1d6 slashing damage.

DRAGON'S PRESENCE

At 1st level, you learn the draconic language, and gain the ability to channel a fragment of the supernatural dread of dragonkind possess, giving you proficiency in the Intimidation skill.

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.



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WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>elemental orb^K</i>
3rd	<i>dragon surge^K</i>
5th	<i>elemental exhalation^K</i>
9th	<i>fly</i>
13th	<i>fear</i>
17th	<i>secret chest</i>

INTIMIDATING INTERDICTION

Starting at 3rd level, your Primal Interdiction sparks the primordial fear which dragons invoke in lesser creatures. As a bonus action, you can unleash a wave of supernatural dread, forcing all creatures of your choice within range of your Primal Interdiction to make a Wisdom saving throw with a DC of 8 + your

Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, a creature becomes Frightened of you until the start of your next turn. On success, a creature does not become Frightened of you, but cannot gain advantage on attack rolls against you until the start of your next turn. Once a creature passes their saving throw against this ability, they automatically pass all saving throws against it for the next minute.

DRAGON BREATH

Starting at 3rd level, each time you expend an Endurance Die you build up elemental energy, storing the expended die in a special pool of charged power for 1 minute. You can have a number of stored dice equal to your proficiency bonus. As a bonus action on your turn, you can unleash all of this stored power in a blast of elemental breath. You expend all dice stored with this feature when you do so. When you gain this feature, select the elemental type of power stored from acid, cold, fire, lightning, or poison.

All creatures of your choice within a 15-foot cone must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus. On a failed save, they take elemental damage of the type selected equal to the amount rolled on the stored dice. On a successful save, they take half as much damage. The size of the cone increases by 15 feet each time your Primal Interdiction range increases by 5 feet.

DRAGON WINGS

Starting at 7th level, when you manifest your Draconic Talons, you can further channel your power to manifest a pair of draconic wings. Though they cannot lift you to flight, they provide a host of benefits:

- You can jump twice as far and change direction mid-jump by beating your wings.
- You can slow your descent when falling (no action required), falling at 60 feet per round and taking no damage when you land.
- As a reaction, you can expend an endurance die to block damage against a creature within 5 feet of you as if you were blocking damage against yourself.

EMPOWERED WINGS

Starting at 14th level, you can use your Dragon Wings to fly, gaining a flying speed of 30 feet.

DRAGON FORM

Starting at 17th level, when you would manifest your Draconic Talons, you can instead completely turn into a dragon. You gain the benefits of your Draconic Talons and Dragon Wings, but with the following properties:

- **Large Size.** Your size becomes Large, and you gain advantage on Strength (Athletics) checks to grapple creatures smaller than you.
- **Empowered Dragon Breath.** When you use your Dragon Breath, you roll twice the number of stored dice for damage.
- **Extra Natural Weapons.** You gain a Bite and Tail attack, which are natural weapons like your Draconic Claws and deal the same amount of damage, but change their damage type and replace their special property. The Bite deals piercing damage instead of slashing damage and gains an additional 1d8 elemental damage (matching your Dragon Breath damage type) in place of the special property, and the Tail deals bludgeoning damage instead of piercing damage and gains the reach property in place of the special property.
- **Empowered Weapons.** Your natural weapons deal one additional die of damage while transformed this way.
- **Dragon Dread.** Creatures frightened by your Intimidating Interdiction become frightened for 1 minute instead. Frightened creatures can repeat the saving throw against the frightened condition at the end of each of their turns, ending the effect on success.

You can maintain this form for up to 10 minutes, after which you must return to your normal form. You return to your original form early if you fall unconscious, or you can end the form early as an action. Once you assume this form, you cannot assume it again until you complete a long rest.

TIMETWISTER

The Timetwister draws upon the enigmatic forces of time, its unstoppable march, and the ebb and flow of the past, present, and future. These Wardens manipulate the battlefield, expedite their allies' actions to a blur while slow their enemies to a crawl. They witness flickers of the past, glimpses of the future, and the ever branching pathways of the present. In battle, a fleeting moment is the only gap between life and death, and these Wardens are the masters of moments.

TIME DILATION

Starting at 1st level, you gain the ability to manipulate the flow of time for a creature. As an action, you can accelerate the movement through time for a creature within 60 feet of you, allowing them to move more rapidly. That creature's movement speed is increased by 10 feet, and when they take the Attack action, they can make a single additional weapon attack as part of the same action until the start of your next turn.

Alternatively, you can decelerate down the movement through time of a creature within 60 feet of you. That creature's speed is reduced by 10 feet and it subtracts a d4 from its attack rolls and Dexterity saving throws until the start of your next turn. When you gain a feature that increases the size of the die for natural weapons you gain from the Warden class, the size of the die increases by one step.

When you reach 5th level in this subclass, you can accelerate or decelerate a creature as an attack as part of attack action, but you can only do each once per turn.

FORESHADOWING

Additionally at 1st level, you can glimpse future possibilities. When you roll initiative, record the result on the d20. Within the next minute, you can replace one of your attack rolls, ability checks, or saving throws with the roll.

Alternatively, you can replace one attack roll or contested ability check of an enemy within 5 feet of you with the roll. This range extends to the range of your Primal Interdiction when you gain that feature.

CONTESTED ABILITY CHECKS

A contested ability check is one where two creatures are rolling against each other, such as a Grapple check. This means you cannot use it to prevent a creature succeeding a check against a spell (such as a Strength ability check to escape Entangle). Note you also cannot use it on enemy saving throws, only your own.



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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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>longstrider</i>
3rd	<i>hold person</i>
5th	<i>alacrity</i> ^K
9th	<i>slow</i>
13th	<i>haste</i>
17th	<i>hold monster</i>

TIME DISTORTION

Starting at 3rd level, your Primal Interdiction begins to distort time. The difficult terrain created by your Primal Interdiction affects the movement of flying creatures as well, and when you recklessly defend your allies with your Primal Interdiction you can grant them advantage on Dexterity saving throws as well.

TIMELY INTERVENTION

Additionally at 3rd level, you can expend Endurance Dice to further bend time within your Primal Interdiction, gaining the following new options for using them:

- **Missed Beat:** As a reaction to a creature within your Primal Interdiction being attacked, you can expend an Endurance Die to slow the creature's reactions, giving the triggering attack against them advantage.
- **Minor Adjustment:** As a reaction to a creature within your Primal Interdiction being affected by an area of effect, you stop time long enough for them to move up to 5 feet before the effect applies, potentially moving out of the area of effect.
- **Arrow Time:** As a reaction to a creature within your Primal Interdiction being attacked by a ranged weapon projectile attack, you can stop the projectile in time, rolling the Endurance Die and subtracting the roll from the weapon's attack roll.

TIME ZONE

Starting at 7th level, as a bonus action you can project your Primal Interdiction to be centered on a point within 60 feet instead of you. When you do so, the effects of difficult terrain and your abilities that take place inside your Primal Interdiction cover the area within range of the point rather than you. The aura returns to surrounding you if you move more than 60 feet from the point, or if you return it to you as a bonus action. You cannot recklessly defend your allies with your Primal Interdiction while it is projected at a point that does not also contain you within its radius.

CHRONO CONTROLLER

Starting at 14th level, your mastery of time becomes more extensive and intuitive. You can no longer lose concentration on spells granted by your Innate Magic feature from this subclass by taking damage, and when you cast them, you can cast them as if they were cast with a spell slot one level higher than their default spell level when they have an applicable effect.

TIME LOCK

Starting at 17th level, you can cast *time stop* without expending a spell slot. When you cast *time stop*, you always stop time for maximum amount of time rather than rolling.

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

ASTRAL GUARDIAN

Embarking on a path less traveled, the Astral Guardian Warden transcends the earthly plane and draws from the power of the infinite planes. Touched by the enigmatic forces of space and energy, they embody the mystery of the universe, controlling spatial distortions and manipulating celestial energies.

ASTRAL ARMS

Starting at 1st level, you gain the ability to form up to two astral arms as a bonus action. These are natural melee weapons with the Light property which deal 1d4 force damage on hit. You can additionally use them to grapple creatures and make unarmed strikes with them. You can use your Wisdom modifier in place of your Strength or Dexterity modifier for attack and damage rolls made with these weapons.

These arms last until you fall unconscious or you dismiss them as a bonus action. The maximum number of arms you can form increases to 4 at 9th level, and 6 at 17th level. The number of arms do not affect the number of attacks you can make, but the arms can be used to grapple creatures.

When you take the Attack action on your turn, you can make a single unarmed strike or grapple check with one of your Astral Arms as a bonus action.

SIXTH SENSE

Additionally at 1st level, you gain a special sense allowing you to sense extraplanar energies. You can detect if you are being watched through magic or by creatures within 30 feet of you in the ethereal plane if your passive Perception is equal to or higher than 10 + their CR (or their spell save DC if they are using a spell to observe you).

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom

is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL	INNATE SPELLS (1/LONG REST EACH)
1st	<i>detect magic</i>
3rd	<i>arcane conduit</i> ^K
5th	<i>misty step</i>
9th	<i>ghost step</i> ^K
13th	<i>dimension cutter</i> ^K
17th	<i>dimension door</i>

DIMENSIONAL INTERDICTION

Starting at 3rd level, the difficult terrain of your Primal Interdiction affects flying creatures within range as well. Additionally, any creature that attempts to teleport into or out of the radius of your Primal Interdiction must succeed a Charisma saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the teleport is wasted and they are not transported. You can choose to allow a creature to teleport in or out of Primal Interdiction without making a save.

ASTRAL STRIKE

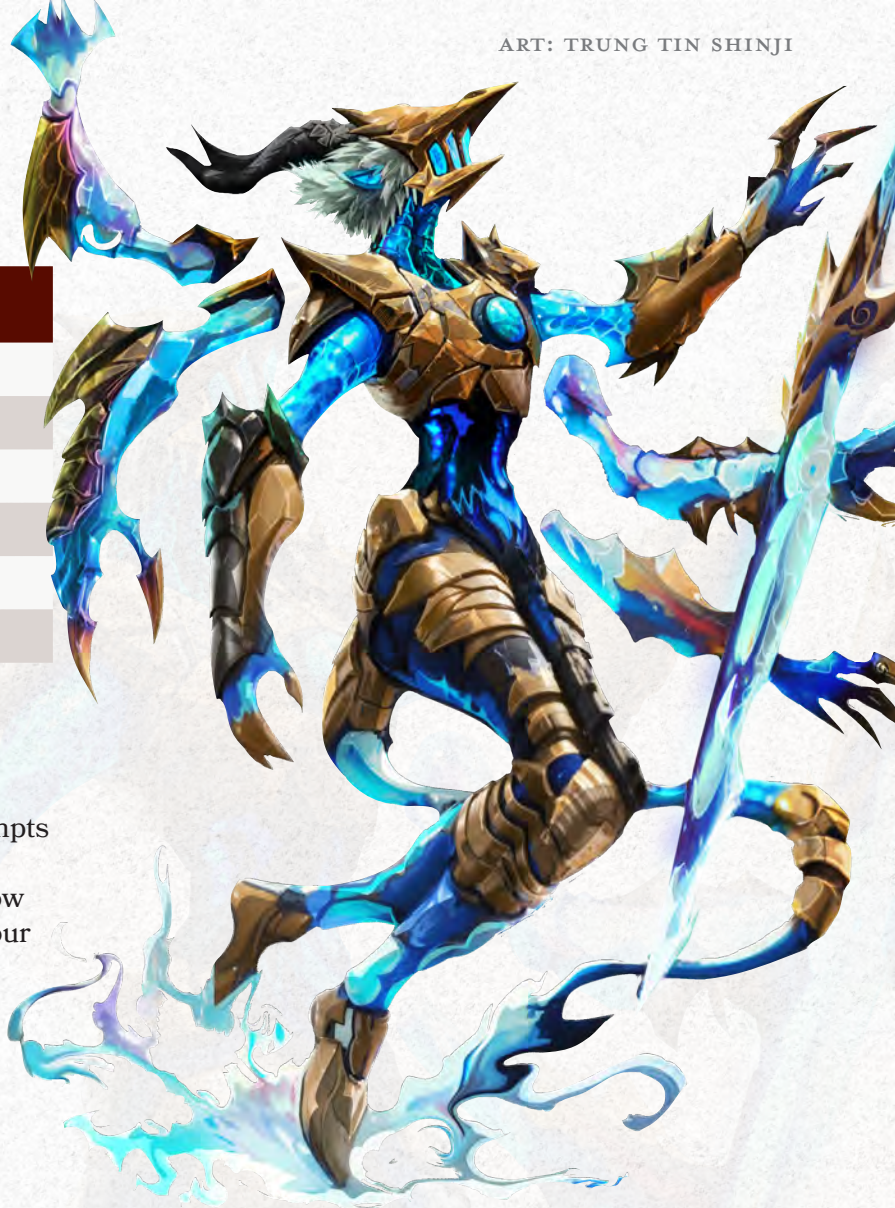
Additionally at 3rd level When you expend an Endurance Die, you can empower your next attack with your Astral Arms before the end of your next turn. The attack gains a reach equal to the range of your Primal Interdiction, and if it hits, deals additional damage equal to one of your Endurance Dice.

Additionally, you can force the target to make a Charisma saving throw with a DC of 8 + your Wisdom modifier + your Proficiency bonus. On a failure, you can teleport them to an empty space within range of your Primal Interdiction.

ASTRAL BEACON

Starting at 7th level, as bonus action, you can teleport a willing creature within 60 feet into any empty space within range of your Primal Interdiction. You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

Additionally, your Primal Interdiction is always considered as in range of allied creature's teleport abilities, even if it would normally be out of range of the teleport, as long as they are within 300 feet of you.



DIMENSIONAL GUARDIAN

Additionally at 7th level, you gain resistance to force damage, and advantage on any saving throw against being teleported or moved between planes against your will.

ASTRAL RIFT

Starting at 14th level, as an action, you can open an Astral Rift connecting two places with a tear in reality. One rift appears in an empty space within 5 feet of you of your choice, and the other appears in an empty space at a point you are familiar with within a number of miles equal to your Warden level. The tear takes the shape of a swirling opaque roughly circular portal with a 5 foot radius. A willing creature that passes through it is teleported to an empty space within 5 feet of the other portal.

The rift remains open for 1 minute once opened, or until you close it as an action. Once you create an astral rift, you cannot do so again until you complete a long rest.

ASTRAL PROJECTION

Starting at 17th level, you can astrally project your soul out of your body as an action. When you do so, your body becomes stunned and incapacitated, but you can act in your astral form. While in your astral form, you have the following benefits:

- **Astral Form.** Your astral form is resistant to bludgeoning, piercing, and slashing damage.
- **Flying Speed.** You gain a flying speed equal to your movement speed, and can hover.
- **Ethereal.** You can pass through physical objects and creatures as if they are difficult terrain, but cannot end your turn inside another creatures or objects' space, being moved to the last unoccupied space you occupied if you try.
- **Planar Shift.** You can move between your current plane and the ethereal plane as an action. While on the ethereal plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away.

Otherwise, your astral form shares all abilities and statistics with your normal form. While you use this ability, your Primal Interdiction projects from your astral form instead of your body. When you use this ability, you can project yourself to any plane or location you are familiar with. If your astral form is reduced to 0 hit points, you are returned to your body and regain 1 hit point. You can end the project at any time as a bonus action, returning to your body.

BONE BINDER

Commanding the dark powers of the fallen, a Bone Warden watches over the endless and final silence of the end of life. Solemn and grim, they recycle the remains of life to one final service, binding the bones of once living creatures to form their armor, weapons, and grim constructs to bind and crush those that stand in their way of their primal decrees.

BONE CONSTRUCT

Starting at 1st level, as an action you can call forth a grim construct of bones that bursts from the ground in an empty space within 10 feet of you. It has the following stat block. It shares your turn, but cannot take any actions unless you use your action to direct it to take the Dodge action, Dash action, or take an action listed in its stat block. In addition to the actions in a stat block, it can follow simple instructions and perform simple tasks out of combat,



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but cannot communicate or execute complicated directions on its own. If you give it no directions, it stands still or follows you if you are more than 30 feet from it. When you gain the Extra Attack feature, you can replace one attack you can make with directing your Bone Construct to take an action.

Its Strength (indicated in its stat block as a *) is equal to your Strength or Wisdom ability score (your choice).

If it is more than 120 feet from you or reduced to zero hit points, it crumbles to dust. You can dismiss your Construct at any time as a bonus action, causing it to crumble to dust and await your call again.

Your Bone Construct's hit points are maintained between summons, but if it has less than your Warden level in hit points (such as if it was previously destroyed by being reduced to 0 hit points), it gains hit points equal to your Warden level when you spend your action calling it, and regains all of its hit points when you complete a long rest.

Your Bone Constructs Slam damage die is increased in size by any effect that increases the size of your natural weapon damage dice.

BONE CONSTRUCT

Medium undead, unaligned

Armor Class 12 + your PB

Hit Points [5 x your Warden level]

Speed 30 feet

STR **DEX** **CON** **INT** **WIS** **CHA**
 * (+*) 8 (-1) 16 (+3) 1 (-5) 1 (-5) 1 (-5)

Skills Athletics (STR mod + PB)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, necrotic

Damage Immunities poison, psychic

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 5

Languages — **Proficiency Bonus** Your PB

ACTIONS

Grapple. The Bone Construct makes a grapple or shove check against a target creature within 5 feet.

Slam. *Melee Weapon Attack:* STR mod + PB to hit, reach 5 ft., one target. *Hit:* 1d8 + STR mod.

MACABRE MANTLE

At 1st level, if your armor becomes damaged, you can repair it using the bones of a medium or larger creature's corpse (provided it has bones). You can forge entirely new armor this way. Armor forged this way can be any mundane armor with a maximum value of 100 times your Warden level in gold pieces, and can only be used by you.

Additionally, while you are wearing armor created this way or that you've bonded with Mystic Bulwark, you gain proficiency with the Intimidation skill.

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 without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

WARDEN LEVEL

INNATE SPELLS (1/LONG REST EACH)

1st *grip of the dead*^K

3rd *false life*

5th *augury*

9th *speak with dead*

13th *animate dead*[†]

17th *ribcage*^K

[†]You cannot cast this spell again early using Endurance Dice

BONE EMISSARY

Starting at 3rd level, your Bone Construct gains its own Primal Interdiction extending to a range of 5 feet around it.. When you recklessly defend your allies within range of your Primal Interdiction, your Bone Construct does the same for any creatures within the range of the Primal Interdiction emitting from it.

BONDED ENDURANCE

Additionally at 3rd level, you can use Endurance Dice to reduce damage taken by your Bone Construct. When you do so, you gain temporary hit points equal to the value rolled on the die. When you block damage with an Endurance Die against yourself, your Bone Construct gains temporary hit points equal to value rolled on the die.

UNEARTHED TITAN

Starting at 7th level, your Bone Construct gain the following features:

- **Large Size.** When you summon it, you can summon it as a Large sized creature.
- **Immediate Commands.** When you use your action to summon it, you can use your bonus action to command it to take one of its actions.
- **Magical Attacks.** Its attacks become magical for the purposes of overcoming resistance to nonmagical attacks.

UNLIVING RESILIENCE

Additionally at 7th level, you gain resistance to one damage type of your choice from cold, necrotic, or poison damage.

Additionally, you gain advantage on saving throws against poison or disease, and you can go twice as long without breathing, eating, and sleeping without suffering negative consequences.

GRAVE GRIP

Starting at 14th level, as an action, you can call for skeletal grasping hands to raise from the ground and bind your foes. All Large or smaller creatures of your choice within range of your Primal Interdiction (or the Primal Interdiction of your Bone Construct) must make a Dexterity saving throw with a DC of 8 + your Strength or Wisdom modifier (your choice) + your proficiency bonus.

On failure, the creature becomes Restrained by a skeletal hand rising from the earth. The creature can break free as an action by making a Strength saving throw with the same DC as the original save, or can be freed if the skeletal hand is destroyed. It has an AC of 13 and 13 hit points, with a vulnerability to bludgeoning damage.

If a creature ends its turn while restrained by a skeletal hand from this ability, it takes 3d6 necrotic damage.

Once you use this ability, you cannot use it again until you complete a short or long rest.

DEATH'S DOMAIN

Starting at 17th level, as a bonus action you can project your domain around you for 1 minute, with the following effects:

- **Expanded Domain.** The range of your Primal Interdiction is doubled.
- **Spare the Dying.** If an allied creature falls to 0 hit points within range of your Primal Interdiction, you can cast *spare the dying* on them as a reaction (without needing to be able to touch them).
- **Boneyard.** Skeletal constructs you create (including your Bone Construct, skeletal hands from Grave Grip, objects created by spells such as *ribcage*, or skeletons created by spells such as *animate dead*) gain resistance to all damage while within range of your Primal Interdiction.

Once you use this ability, 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 bonus. 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:

- **Astral Barrier.** (*Prerequisite: Astral Guardian subclass*) The barrier does not require any nearby materials to form from.
- **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.
- **Iron Barrier.** (*Prerequisite: Ironbound subclass*) The barrier has resistance to bludgeoning, piercing, and slashing damage.
- **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 to more.

Elemental Rebuke

You learn the spell *Aldricor's elemental rebuke*^{TAG}. You don't need any components to cast it, and can cast it once without expending a spell slot. Once you do so, you cannot do so again until you complete a long rest. You can cast it again early by expending 2 Endurance Dice.

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.

Based 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.
- **Living Chains** (*Prerequisite: Ironbound subclass*). You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks made with the Chains created with Binding Interdiction.
- **Living Arms** (*Prerequisite: Astral Guardian subclass*). You can use your Wisdom modifier, instead of your Strength, to initiate and maintain grapple checks with your Astral Arms.

Engulfing Vines (*Prerequisite: Elderheart subclass*)

You can grapple a number of creatures with each of your Lashing Vines equal to your Wisdom modifier. While it is not grappling the maximum number of targets, it can attack creatures you are not grappling with it. Additionally, at the start of your turn, you can pull any creature grappled by your Lashing Vines 5 feet towards you (no action required).

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.

Karmic Edict

The spell *karmic reflection* is added to your innate spells, allowing you to cast it once for free without expending a spell slot or endurance dice, regaining the ability to do so again on a long rest. You can cast it early by spending Endurance Dice.

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 out to a range of 10 feet.

Protective Interdiction

If an allied 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 die with 2d4 (becoming 1d4 + 1d6 when the die becomes a d10, and 3d4 when the die becomes a d12).

Temporal Torsion (*Prerequisite: Timetwister subclass*)

As an attack as part of the attack action, you can violently distort time for a creature within 30 feet, causing be displaced from reality. The target must make a Charisma saving throw, taking 1d8 + your Wisdom modifier necrotic damage and having their movement speed reduced by 10 feet on failed saving throw. The damage of this ability is increased by any effect that increases the damage of your natural weapons.

Time Trick (*Prerequisite: Timetwister subclass*)

You gain the ability greatly speed up your own actions within narrow limitations, allowing you to very quickly don or doff, change clothes, or complete simple task that would take less than a minute in an action. You cannot move from your space, interact with other creatures, cast spells, attack, or make ability checks during this action.

You can use this ability an number of times equal to your Wisdom modifier, regaining all uses on a long rest.

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 bonus before you need to complete a long rest to do so again, but not more than once per short rest.

Wildheart (Prerequisite: *Beasthide subclass*)

For all Beast type creatures of a CR equal to your Warden level, you are under the effect of sanctuary. You gain advantage on Animal Handling checks, or checks to persuade, deter, or seek help from beasts.

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 *quicksand*^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 that 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.

Last Stand (Prerequisite: 16th level)

At the end of your turn, you can start a Last Stand. Until the start of your next turn, any damage taken by allied creatures within 60 feet that would reduce them below 1 hit point is instead taken by you. This effect ends if you fall unconscious.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Planar Guardian (Prerequisite: 16th level, *Astral Guardian subclass*)

You can cast the spell *plane shift* without expending a spell slot. You can only target willing creatures when you cast it this way. Once you do so, you cannot do so again until you complete a long rest.

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