

5E

CLASSES

WARDEN



**A TENACIOUS WARRIOR WHO COMMANDS
THE ELEMENTS THROUGH SWORD & SORCERY**

WARDEN



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The Warden Class will be featured in the *Compendium of Sacred Mysteries: Resurrection* by Genuine Fantasy Press, LLC.

To download or purchase its highly successful predecessor, the *Compendium of Forgotten Secrets: Awakening*, go to www.genfantasypress.com



WARDEN

As his footfalls touch down upon the snow, it melts around their cloven shape. He's lived in 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. Dark eyes suddenly glowing with fierce amber light, he enters a full running stride. His fallen prey lay still, staining the snow in its 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. Crouching in the corner, the diminutive goblin cowers at each bolt. The heavily armored adventurer steps through the hallway, each step like an echo to the storm outside. As he rounds the corner, the small goblin pounces onto his back, unleashing electrified energy from his fingertips 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, knocking the man out cold.

Perched atop a rocky outcropping, a travel-worn elf gestures with her hands and summons a cloud of fog, sending it into the mountain pass with a gust of wind. Trolls have taken up residence at the narrowest part of the pass, claiming tolls from travelers. As the thick miasma envelops them, the bewildered trolls look frantically for its source. The rest of the party, awaiting this moment, descends on the trolls and carves them in twain. Their employer will be pleased.

No matter their duties, no matter their creed, a warden has honed their skill in battle and attuned to their innate elemental power into a force of nature. Each warden has a different perspective on the natural order of things, but they have in common a natural-born command of the elements and an aptitude for adventuring.

The Force of Nature

Wardens all share an innate ability to command the elements. Their durability and survival instincts lead most wardens to specialize in formal combat to augment their power. Beyond those similarities, each warden specializes in a specific area of the battlefield. One might be a stalwart defender in the vanguard, surrounded in wards of power unleashing elemental strikes. Another, a skirmisher, channeling the elements directly through their body and imposing them on their opponents. A warden finds their edge in combat through leveraging elemental power, giving them a unique place among their allies.



Warden Class Table

Level	Prof. Bonus	Features	Power Die	Spells Known	Spell Slots	Slot Level
1st	+2	Combat Discipline, Natural Awareness, Natural Power	4 (d4)	—	—	—
2nd	+2	Glamour, 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	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	Improved Natural Power	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	Channel Power	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

Distant Cousins

Unlike a druid, a warden does not serve nature, but rather commands nature to serve them. Their power does not come from a lifetime of patience and practice, but springs from their essence, raw and innate. They feel more at home in the confine of cities than other naturalists, and often find purpose within the civilized world as easily as on the frontiers.

However, the work of a warden is never quite done. They rarely, if ever, dedicate their entire life to the pursuit of a single cause. Once their duty is fulfilled, they move on, much like the seasons.

Elemental Awakening

Wardens are profoundly affected by the nature of their elemental awakening, attuned to all elements and masterful with one. Consider the circumstances of your awakening when creating a warden. How might that connect you to the world and its denizens?

d6 Elemental Awakening

- When I was young, I found a cave outside of town. I made this my secret hideout and spent all my free time here. Little did I know it was a portal to one of the Elemental Planes.
- Nothing about my birth was typical. When I was born, my body was covered in aspects of the elements (ash, water, vines, etc.).
- My hometown was founded on land once torn by war between powerful mages, and the elemental residue has tainted the land.

- Legend tells how my long-ago ancestors immigrated from an elemental plane.
- One day, when I awoke, my eyes suddenly changed color. At random times, they shift between red, blue, green, white, and gray.
- On each of my birthdays, year after year, a local natural disaster occurs.

Place in the World

While a helpful warden is well-received in any community, how they feel about being part of civilization varies. Consider how you regard society and how you respond to living in or visiting bustling city centers.

d6 Place in the World

- You feel your powers ostracize you from society, and you go to great lengths to keep them a secret.
- Whenever you travel to new places, you wish to help the disenfranchised.
- Long ago, you were cornered for showing your powers and had to use them to escape grave injury. You live with anxiety that this will occur again one day.
- You yearn to visit the cities of the elemental planes, and feel that no mundane city can compare.
- Being surrounded by worked stone makes you feel unsettled, and you feel much more comfortable in druid groves or camping in the wild.
- You relish the opportunity to be part of society, as you were sheltered from it in the past.

Creating a Warden

The most important aspect of a warden is their affinity to the natural world and how they marry it to their martial prowess. While a warden's specific discipline is chosen at 1st level, their prime element doesn't mature until 3rd. This prime element affects your warden's personality and the flavor of combat, so plan by reading your features. 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?

Also decide what motivates you. Do you see yourself taking up arms to defend your fellow adventurers? Stalwartly defending your home? Or do you set yourself out as a contract for hire—combating the enemies of your employer as long as it coincides with your own pursuits to cleanse nature?

Your duties can often conflict with the laws of civilization, and most wardens' alignments lean toward chaotic good or neutral good. However, some are known to pursue their duties more severely, walking a fine line between good and evil.

Quick Build

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

Optional Rule: Multiclassing

If your group uses the optional rule on multiclassing, here's what you need to know if you choose warden as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a Strength or Dexterity score of 13 or higher, as well as a Wisdom score of 13 or higher, to take a level in this class, or to take a level in another class if you are already a warden.

Proficiencies Gained. If warden isn't your initial class, here are the proficiencies you gain when you take your first level as a warden: light armor, medium armor, simple weapons.

Pact and Source Magic. If you gain the Pact Magic feature from another class, your levels in that class combine with your warden class level to determine what level your spell slots are. Your number of spell slots is equal to the number of slots you would receive in the higher of the two classes, as indicated in the Pact and Source Magic Spell Slots table. For example, if you are a 14th-level warden and 6th-level warlock, you are a 15th-level pact caster and you have three spell slots that are 5th level.

Pact and Source Magic Spell Slots

Class Level	Slot Level
1st–2nd	1st
3rd–4th	2nd
5th–6th	3rd
7th–8th	4th
9th–20th	5th

Class Features

As a warden, you gain the following class features.

Hit Points

Hit Dice: 1d10 per warden level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warden level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose two from Animal Handling, Athletics, Arcana, Intimidation, Investigation, Nature, Perception, and Survival

Equipment

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

- your choice of any two simple weapons or one martial weapon (if proficient)
- your choice of leather armor or scale mail
- your choice of a shortbow and 20 arrows or a shield
- an explorer's pack and a component pouch

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.



Discipline

You've completed your training in a combat specialty of your choice, detailed at the end of the class description. Your choice of discipline grants you features at 1st level, and again at 6th, 10th, and 14th level.

Natural Awareness

The time you've spent in nature learning your craft and honing your skills has given you an acute sense of danger. You have advantage on Wisdom (Perception) checks while in a natural environment (such as a forest or a cave, but not a city or dungeon). Also, you can unerringly identify if environmental phenomena (such as tremors, eruptions, magma flows, thunderstorms, and similar) are natural or unnatural.

Starting at 18th level, you also gain a bonus to your initiative rolls equal to your Wisdom modifier. When you are in an entirely natural environment, you gain advantage on initiative checks.

Natural Power

All wardens draw from a well of natural power, channeling the elements into their strikes using special dice called power dice. 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 a weapon attack, you can expend a power die to add the result to the attack's damage roll. The damage type of the extra damage is acid, bludgeoning, cold, fire, lightning, or thunder (your choice.) This damage is magical.

When you finish a short rest, you regain a number of power dice equal to half your total amount. You regain all expended power dice when you finish a long rest.

Glamour

Starting at 2nd level, you can create a harmless elemental sensory effect originating from your body. For example, this may be in the form of water dripping from your hands, a fiery glow in your eyes, or your skin appearing mottled and earthen.

In addition, when making a Charisma check, you can expend a power die, rolling the die and adding the result to your ability check.

Source Magic

Also at 2nd level, you've unlocked your natural-born affinity with the elements in the form of spellcasting. The warden spell list is provided at the end of this section.

Spell Slots

The Warden table shows how many spell slots you have to cast your spells of 1st level and higher. 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 2nd 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 encourages a specialized path. You gain one of the following features of your choice, which also determines the benefit you gain at 7th level.

Earthen Bulwark

You learn the *fling**, *sculpt earth**, and *stonefist** cantrips.

Whenever you use your Natural Power feature to deal extra bludgeoning damage, the target must succeed on a Strength saving throw equal to your warden spell save DC, or become grappled by the ground around it. The target can use an action to attempt to break free by repeating this saving throw, breaking free on a successful save. A creature that is currently flying or is otherwise not within 5 feet of the ground automatically succeeds on this saving throw.

Additionally, when a creature moves within 5 feet of you, you can use your reaction to expend a power die and attempt to shove them away. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check, adding the result of your power die to your roll. If you win the contest, you push the target back 10 feet and its movement becomes 0 until the end of its turn.

Flaming Bravery

You learn the *braise**, *fire bolt*, and *produce flame* cantrips.

Whenever you use your Natural Power feature to deal extra fire damage, the target takes that same amount of extra damage at the start of its next turn.

Additionally, when 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 AC. You can choose to do this after the creature has rolled to attack, but before the DM says whether the attack hits or misses. If you choose to expend this die and the attack misses, the attacking creature takes fire damage equal to your Wisdom modifier + the result of your power die.

Putrid Corrosion

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

Whenever you use your Natural Power feature to deal extra acid damage, the target can't add its Strength or Dexterity modifier to weapon damage rolls it makes until the end of its next turn.

Additionally, when you cast a spell that causes a creature to make a saving throw, you can expend a power die and add a corrosive element to that spell. If a creature fails its saving throw against your spell, your corrosive magic begins to permeate its body. At the beginning of each of its turns, the creature must make a Constitution saving throw against your warden spell save DC. On a failed save, the creature takes acid damage equal to the result of your power die. On a successful save, or after 1 minute, the effect ends.

Stoic Chill

You learn the *freezing rain**, *glacial slide**, and *ray of frost* cantrips.

Whenever you use your Natural Power feature to deal extra cold damage, the target has disadvantage on the next weapon attack it makes before the start of your next turn.

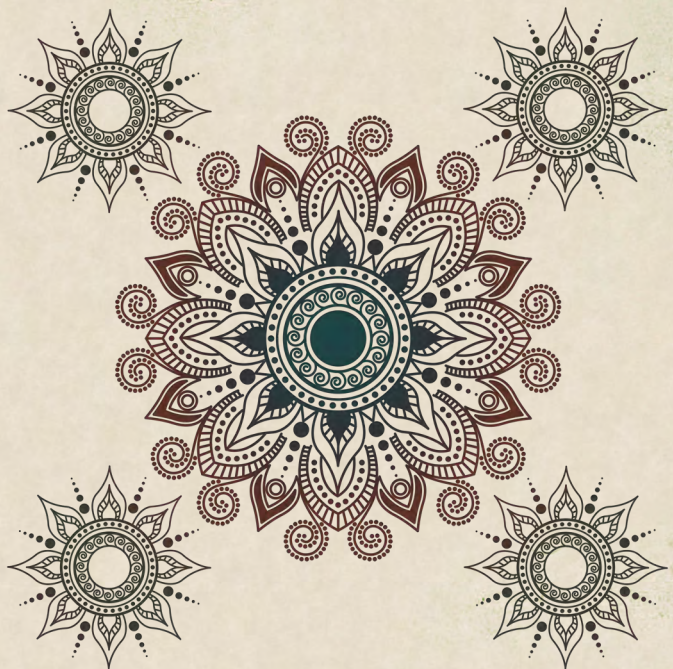
Additionally, when you make a saving throw, you can use your reaction and expend a power die to add the result to your save. You can choose to do this after you have rolled the saving throw, but before the DM says whether the roll succeeds or fails. If you succeed on the saving throw, all surfaces in a 10-foot radius of you become covered in enchanted ice, which is difficult terrain. When the ice forms, any creature (other than you) in the area must succeed on a Dexterity saving throw against your warden spell save DC, or fall prone. This effect lasts until the start of your next turn.

Unrelenting Storm

You learn the *douse**, *shocking grasp*, and *storm orb** cantrips.

Whenever you use your Natural Power feature to deal extra lightning or thunder damage, and the target moves willingly before the start of your next turn, you can reroll your power die, and the target takes lightning or thunder damage (your choice) equal to the result + your Wisdom modifier.

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



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.

Prime Elemental Shield

At 7th level, you can use your reaction to produce one of the following effects, determined by the Prime Element option you chose at 3rd level.

Earthen Bulwark. As a reaction to a creature making a ranged attack against you or causing you to make a Dexterity saving throw, you can kick up a cloud of dust and rocks, imposing disadvantage on its attack or granting advantage on your saving throw.

Flaming Bravery. Your body flares with fiery energy when others assault you. You can use your reaction to grant yourself advantage on a saving throw or ability check made to resist being grappled, knocked prone, or moved against your will.

Putrid Corrosion. As a reaction to a creature hitting you with a melee attack using a metal weapon, you can weaken that weapon. Any time that weapon is used to make an attack before the end of your next turn, that attack is made with disadvantage and can't benefit from advantage from any source.

Stoic Chill. As a reaction to a creature hitting you with a melee weapon attack, you can create a thick barrier of ice between you and the weapon, reducing the damage dealt by the attack by an amount equal to your Wisdom modifier.

Unrelenting Storm. As a reaction to a creature hitting you or an ally within 5 feet of you with a ranged weapon attack, you can create a buffet of air that dampens the impact of the projectile, reducing the damage dealt by the attack by an amount equal to your Wisdom modifier.

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 shift your perspective as if your senses were originating from any point of your choice on that surface within 100 feet of you. 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). You are blinded and deafened to your own senses for the duration.

Improved Natural Power

Starting at 11th level, your natural well of magical power surges more readily. Once on each of your turns when you deal damage to a creature with a weapon attack or warden cantrip, you can deal an extra 2d8 damage. The damage type of the extra damage is acid, bludgeoning, cold, fire, lightning, or thunder (your choice).

Channel Power

Starting at 15th level, your natural power can fuel your spellcasting directly. As a bonus action, you can sacrifice four power dice to regain a single spell slot. Once you use this feature, you can't do so again until you finish a long rest.

Master of Elements

At 20th level, your mastery of the elements has granted you access to a form of pure power. As an action, you unleash a torrent of magical energy in a 30-foot radius centered on you. This area becomes infused with primal magic and takes on an appearance based on your prime element. For 1 minute, you gain the following benefits:

- While you are within this area, whenever you expend a power die, the number of power dice you have available does not decrease.
- You have resistance to bludgeoning, acid, cold, fire, lightning, and thunder damage.
- As an action, you can have the area itself come alive and attack. Make a single weapon attack against any number of creatures within the area, dealing damage against each creature you hit.

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



DISCIPLINES

All wardens 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, learning spellcasting techniques that best complement it. Your choice of discipline may define your role as an adventurer, but as a warden, you will always be in tune with the thrum of nature.

Guardian

Your training has focused on utilizing martial weapons to combat your foes and defend nature. By specializing in weaponry, you've sharpened the edge of your resolve and found balance between nature and steel.

Discipline Spells

You learn an additional spell when you reach certain levels as a warden, as shown in the Guardian Spells table. The spell counts as a warden spell for you, but it doesn't count against the number of warden spells you know.

Guardian Spells

Warden Level	Spell
2nd	<i>nature's brand*</i>
5th	<i>grasping earth*</i>
9th	<i>manifest elements*</i>
13th	<i>stone skin</i>

Combat Training

Beginning when you choose this discipline at 1st level, you've trained in a variety of styles suited to your tastes and the needs of the situation. You gain proficiency in all martial weapons and heavy armor. In addition, choose one of the following fighting style options. You can't take the same fighting style option more than once, even if you get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding in two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Strength of the Elements

Starting at 6th level, when you would normally roll a power die to deal extra damage to a creature, you can choose to treat a roll of anything less than its highest result as its highest result.

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 short or long rest.

Shielding Aura

Starting at 10th level, if you or a creature you can see within 30 feet of you takes acid, fire, cold, lightning, or thunder damage, you can use your reaction to reduce the damage to that creature by half.

Nature's Fury

At 14th level, your mastery of combat enables you to tap into your elemental affinity and strike true. When you make a weapon attack, you can expend a power die to grant yourself advantage on that attack. For each d20 that is part of the attack roll that would hit the creature, you roll that power die, dealing extra damage equal to the result. The damage type of this extra damage is acid, bludgeoning, cold, fire, lightning, or thunder (your choice.)





Fanatic

You've decided that weapons are a hindrance and only serve to block your connection to nature. The raw connection of your body is all you need to wield your power freely.

Discipline Spells

You learn an additional spell when you reach certain levels as a warden, as shown in the Fanatic Spells table. The spell counts as a warden spell for you, but it doesn't count against the number of warden spells you know.

Fanatic Spells

Warden Level	Spell
2nd	<i>reflect elements*</i>
5th	<i>downdrop*</i>
9th	<i>haste</i>
13th	<i>fire shield</i>

Pugilist

At 1st level, you've forgone all need for weapons, focusing your training on turning your body into its own force of nature. You gain the following benefits:

- You can roll a d4 in place of the normal damage of your unarmed strikes. 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.
- When you take the Attack action to make an unarmed strike, you can make another unarmed strike as a bonus action.

Precise Power

Starting at 6th level, your discipline and patience enable you to strike at the most opportune moment, exploiting weaknesses in your opponent's defenses. When you expend a power die to deal extra damage to a creature with an unarmed strike, you can roll the power die an extra 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.

Extension Stance

Beginning at 10th level, you blend your martial skill with the elements, extending your range of influence. Your reach with unarmed strikes increases to 15 feet when both your hands are empty. When you are grappling a single creature, as long as it remains within reach, you do not need to use your hands to maintain the grapple, instead binding it with raw elemental power.

When you cast a spell with a range of touch, for you, it has a range of 15 feet.

Exploding Elements

Starting at 14th level, the elements coursing through you can be expelled as an explosive burst. When you expend a power die to deal extra damage on an attack, you can choose to have that damage dealt to all creatures within 5 feet of your target, excluding you.

Sage

You've always had a profound connection to elemental power, and dedicate yourself entirely to honing your innate abilities. Compared to other wardens, your ability to command spells is unmatched.

Discipline Spells

You learn an additional spell when you reach certain levels as a warden, as shown in the Sage Spells table. The spell counts as a warden spell for you, but it doesn't count against the number of warden spells you know.

Sage Spells

Warden Level	Spell
2nd	<i>faerie fire</i>
5th	<i>moonbeam</i>
9th	<i>protection from energy</i>
13th	<i>polymorph</i>

Innate Potential

When you choose this discipline at 1st level, you can harness magic more readily than other wardens. On your next turn after dealing extra damage on a weapon attack with your Natural Power feature, you can cast one of the following spells without expending a spell slot or requiring components: *burning hands*, *dripping fangs**, *entangle*, *entomb**, or *thunderwave*. Wisdom is your spellcasting modifier for these spells.

Elemental Strikes

Beginning at 6th level, when you use an action to cast a spell granted by your Innate Potential feature, you can make one weapon attack as a bonus action.

Primal Dance

Beginning at 10th level, you've learned to predict the movements of your enemies through sensing disturbances in the air around you. As a reaction when a hostile creature moves within 15 feet of you, you can move up to your speed without provoking opportunity attacks.

Duality

Starting at 14th level, the ease with which you manifest magic has allowed you time to master another element. Choose a second prime element from the Prime Element class feature. You gain the benefits of both elements, and when a feature produces an effect based on the element you've chosen, you can pick which of those elements to manifest.





Dragon Guard

The Dragon Guard is a unique group of wardens who spend their lives dedicated to the protection and cultivation of draconic ideals and culture. In their eyes, dragons are a physical manifestation of the same power that innately courses through a warden, and they wield it to honor their revered dragons.

Dragon Guard Spells

You learn an additional spell when you reach certain levels as a warden, as shown in the Dragon Guard Spells table. The spell counts as a warden spell for you, but it doesn't count against the number of warden spells you know.

Dragon Guard Spells

Warden Level	Spell
2nd	<i>command</i>
5th	<i>levitate</i>
9th	<i>fear</i>
13th	<i>polymorph</i>

Draconic Influence

At 1st level, your latent natural power and the influence of dragons unlocks power tied to a specific breed of dragon. Choose one of the following dragon types. You gain proficiency in the skill associated with that dragon type (if you aren't already proficient). The damage type associated with each dragon determines the effects of features you gain at 10th and 14th level.

Dragon	Skill	Damage Type
Black	Dexterity (Stealth)	Acid
Blue	Charisma (Deception)	Lightning
Brass	Charisma (Persuasion)	Fire
Bronze	Wisdom (Insight)	Lightning
Copper	Charisma (Performance)	Acid
Gold	Wisdom (Insight)	Fire
Green	Charisma (Deception)	Poison
Red	Charisma (Intimidation)	Fire
Silver	Intelligence (History)	Cold
White	Wisdom (Survival)	Cold

Dragon Shot

Beginning at 1st level, when you take the Attack action on your turn, you can expel a blast of energy from your mouth as part of the same action. This is a ranged spell attack with a range of 60 feet that ignores half cover and deals 1d4 damage of the type associated with your draconic influence. You are proficient with this attack, and it uses your Wisdom modifier for attack and damage rolls.

Form of the Dragon

Starting at 6th level, your draconic influence can manifest itself as physical adaptations. As an action, you can expend two power dice to manifest this power. For the next minute, you gain the following benefits:

- Your face morphs into the muzzle of a giant lizard, granting you a bite attack. This is a natural weapon that uses your power die as its damage die and deals piercing damage. If you hit with this attack, you can use a bonus action to attempt to grapple the target with your mouth. As long as a creature remains grappled this way, you can use a bonus action to deal piercing damage equal to your power die.
- You sprout webbed, bat-like wings from your back, granting you a flying speed of 10 feet. In addition, when a creature that you can see makes a ranged attack against you, you can use your reaction to buffet the air with your wings, imposing disadvantage on the attack roll.
- When you use your Dragon Shot feature, roll your power die and add the result to the damage dealt.

Draconic Warding

Starting at 10th level, your draconic influence has mottled your skin, which takes on the hue of your influence and becomes leather-like. Damage you take of the type associated with your draconic influence is reduced by an amount equal to your Wisdom modifier (a minimum of 1).

Fury of Dragons

At 14th level, your draconic influence has taken a deep hold of you, granting you a significant portion of the power of a dragon. You gain the feature below associated with your chosen draconic influence.

Black Dragon. When dealing damage to a creature that is surprised, your weapon damage die and any power dice you expend on that attack deal maximum damage.

Blue Dragon. When attacking a creature that is 20 or more feet above or below you, you deal extra damage equal to your power die.

Brass Dragon. As a bonus action, you can expel a breath of knockout gas. Each creature within a 15-foot cone must succeed on a Constitution saving throw against your warden spell save DC or become incapacitated until the start of its next turn.

Bronze Dragon. As a bonus action, you can expel a breath of repulsive gas. Each creature within a 15-foot cone must succeed on a Constitution saving throw against your warden spell save DC or be compelled to immediately move up to half its movement away from you.

Copper Dragon. As a bonus action, you can expel a breath of heavy gas. Each creature within a 15-foot cone must succeed on a Constitution saving throw against your warden spell save DC or be unable to take the Dash or Disengage actions until the end of its next turn.

Gold Dragon. As a bonus action, you can expel a breath of dry, hot air. Each creature within a 15-foot cone must make a Constitution saving throw against your warden spell save DC. On a failed saving throw, it only deals half damage with weapon attacks that use Strength or Dexterity until the end of its next turn.

Green Dragon. As an action, you can study the movements and patterns of a single creature. You can expend a power die and add the result to all attack rolls you make against that creature until the end of your next turn.

Red Dragon. When dealing fire damage to a creature, you can expend a power die and add twice the result to the damage.

Silver Dragon. As a bonus action, you can expel a breath of intoxicating gas. Each creature within a 15-foot cone must succeed on a Constitution saving throw against your warden spell save DC or become charmed by you until the end of its next turn.

White Dragon. When dealing cold damage to a creature, you can expend a power die and add twice the result to the damage.

Warden Spell List

1st-level

burning hands
color spray
create or destroy water
detect poison and disease
entangle
*entomb**
sleep
thunderwave

2nd-level

*acid rain**
*armor of ice**
continual flame
heat metal
invisibility
levitate
locate animals or plants
*sleeting slice**
spike growth
*thunderous charge**

3rd-level

call lightning
create food and water
daylight
fireball
meld into stone
plant growth
sleet storm
speak with plants

4th-level

control water
dominate beast
stone shape
*toxin well**
wall of fire

5th-level

cloudkill
cone of cold
flame strike
*lightning recoil**
wall of stone

*Spells marked with a * appear in the following appendix*



Appendix - Spells

Acid Rain

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of acid)

Duration: Concentration, up to 10 minutes

Classes: Bard, druid, warden, wizard

An acrid cloud appears in the shape of a cylinder that is 10 feet tall with a 15-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, it pours acidic rain on the area beneath it. Each creature below the cloud must make a Dexterity saving throw, taking 2d12 acid damage on a failed save, or half as much damage on a successful one. On each of your turns after you cast this spell, you can use an action to expel acidic rain in this way again, and you can use a bonus action to move the cloud up to 15 feet.

If you are outdoors in rainy conditions when you cast this spell, the natural rain weakens the effect of the acid but spreads it over a larger radius. The cloud has a radius of 30 feet, but the spell's damage decreases by 1d12.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the damage increases by 1d12 for each slot level above 2nd.

Armor of Ice

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Classes: Druid, sorcerer, warden

Your body becomes encased in a thick layer of ice, with fractal protrusions that extend outwards and end in sharp spikes. Until the spell ends, your AC can't be less than 15, regardless of what kind of armor you are wearing, and your speed is reduced by 10 feet. Whenever a creature within 5 feet of you hits you with a melee attack, it takes 1d4 piercing and 1d4 cold damage.

You can end this spell early as a bonus action.

Braise

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, warden, wizard

A spark ignites as you snap your fingers, turning your empty fist into a blaze of flame. Make a melee spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage. If the target is wearing metal armor, it instead takes 1d12 fire damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Douse

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, sorcerer, warden, wizard

A spout of water erupts from your outstretched hand, dousing a creature you can see within range in water. Make a ranged spell attack. On hit, the target takes 1d10 cold damage. If you are outdoors in stormy conditions when you cast this spell, the spell acts as a grounding rod for the storm, dealing 1d4 extra lightning damage.

The spell's damage increases by one die when you reach 5th level (2d10 and 2d4), 11th level (3d10 and 3d4), and 17th level (4d10 and 4d4).

Downdrop

2nd-level transmutation

Casting Time: 1 reaction, which you take when a flying creature moves within the spell's range.

Range: 30 feet

Components: V, S, M (a small ball of lead)

Duration: Concentration, up to 1 minute

Classes: Bard, druid, sorcerer, warden (Fanatic), wizard

You whisper a command word into a ball of lead and it launches itself toward a flying foe. The flying creature must make a Dexterity saving throw. On a failed save, the lead embeds itself in the creature's body, forcing it to the ground and reducing its flying speed to 0 for the duration.

Dripping Fangs

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

Classes: Druid, sorcerer, warden

You unleash a bestial roar as your mouth sprouts fangs dripping in corrosive saliva. Make a melee spell attack against a creature you can reach. On a hit, the target takes 4d6 acid damage. If the target is restrained or grappled, it takes an extra 2d6 damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd or higher level, the damage increases by 2d6 for each slot level above 1st.

Entomb

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an ounce of water or ice)

Duration: Concentration, up to 1 minute

Classes: Bard, druid, sorcerer, warden (Sage)

You place the water to your lips and blow gently toward a creature within range. The target must succeed on a Strength saving throw or gain one level of entombment. The table below describes the effect at each level.

Level	Effect
1	Speed halved
2	Speed reduced to 0
3+	Incapacitated

While you maintain concentration on this spell, you can use an action to attempt to deepen the freeze. Each time you do, the target must succeed on another Strength saving throw or gain one level of entombment.

When a creature takes damage while incapacitated by this spell, the ice around them shatters, dealing an extra 6d6 cold damage to the creature and reducing its entombment level to 0, ending the spell immediately.

As an action on the creature's turn, it can attempt to shake free of the effect by making a Strength saving throw. On a successful save, it loses a level of entombment. If the creature ever has no levels of entombment, the spell immediately ends.

Fling

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rock)

Duration: Instantaneous

Classes: Bard, druid, sorcerer, warden, wizard

You enchant a small piece of rock and fling it at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 bludgeoning

damage. In addition, this infuriating act causes the creature to become enraged by you until the start of your next turn; a creature that is immune to charm ignores this effect. The target's first attack roll against you while enraged has advantage. If this enraged attack misses, you can use your reaction to make an opportunity attack against the creature.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Freezing Rain

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, sorcerer, warden

A dark cloud forms above a creature you can see within range, dousing them with ice cold rain. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage and can't use a bonus action until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Fumigate

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, sorcerer, warden, warlock, wizard

A cloud of noxious gas forms in a 5-foot-radius sphere centered on a point of your choice within range. Any creature that starts its turn within this gas must make a Constitution saving throw, taking 1d10 poison damage on a failed save. A creature that both starts and ends a turn within the area of the gas must make a Constitution saving throw or become poisoned for 1 minute. A creature poisoned this way can repeat the saving throw at the end of each of its turns, ending the effect early on a successful one.

On each of your following turns, you can use a bonus action to move this cloud 5 feet. The distance you can move the cloud increases by 5 feet when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

Glacial Slide

Transmutation cantrip

Casting Time: 1 action

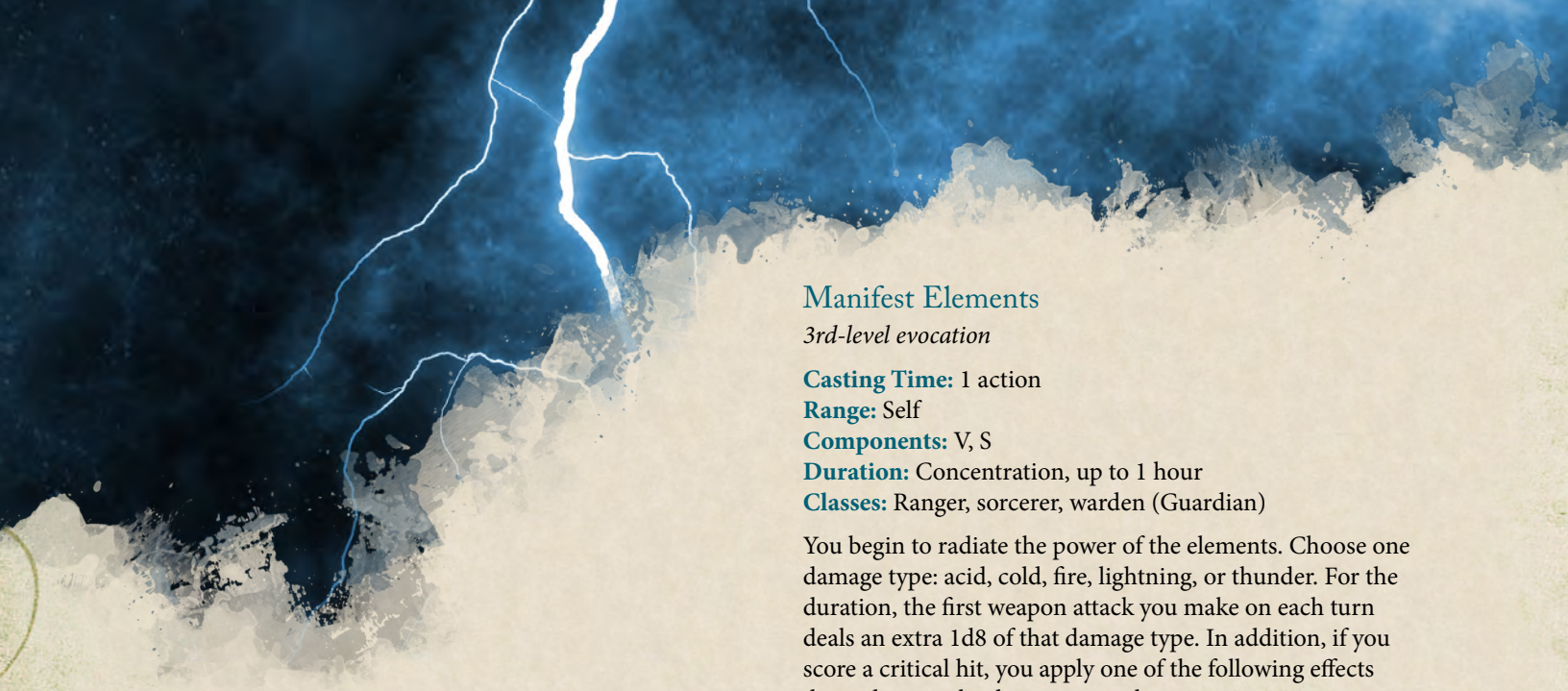
Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, warden

A wave of cold air washes over a point on the ground that you can see within range, creating slick ice. Every creature within 5 feet of this point must succeed on a Dexterity saving throw or be knocked prone.



Grasping Earth

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, ranger, sorcerer, warden (Guardian)

A point on the ground within range becomes enchanted with conjuration magic, and subtly shifts and swirls. If a creature moves within 5 feet of this point, you can use your reaction to cause the ground to reach up and pull them into it. The target must make a Strength saving throw, and makes this save with disadvantage if it was directly on top of the point the spell originated. On a failed save, the creature is restrained and takes 2d8 bludgeoning damage.

At the start of each of its turns, the creature can make another Strength saving throw to break free of the earth's grasp, ending the spell early on a success.

On your turn, you can use an action to pull a restrained creature further in. The target takes another 2d8 bludgeoning damage.

Lightning Recoil

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, sorcerer, warden, wizard

A cloud forms above you, striking you with harmless lightning that builds up a charge within your body. Each creature who starts its turn within 5 feet of you, or moves to within 5 feet of you for the first time on its turn, must make a Constitution saving throw. On a failed save, it takes 5d10 lightning damage and is stunned until the end of its turn. On a successful save, it becomes immune to this effect for 1 minute.

Manifest Elements

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Ranger, sorcerer, warden (Guardian)

You begin to radiate the power of the elements. Choose one damage type: acid, cold, fire, lightning, or thunder. For the duration, the first weapon attack you make on each turn deals an extra 1d8 of that damage type. In addition, if you score a critical hit, you apply one of the following effects depending on the damage type chosen.

Acid. One piece of nonmagical metal equipment that the target is wearing or wielding immediately corrodes and falls apart, rendering it useless.

Cold. The target becomes frozen to the core, and is incapacitated until the end of its next turn.

Fire. A blast of heat erupts from the target, dealing 2d8 fire damage to up to two other creatures of your choice within 10 feet of it.

Lightning. Choose one creature wearing metal within 20 feet of the target. The lightning arcs to them, causing this creature to take lightning damage equal to the lightning damage dealt to the original target.

Thunder. As your attack hits, a powerful sonic boom erupts from the target that can be heard by any creature within 300 feet. The target and all creatures within 10 feet of it (excluding you) are knocked prone.

Nature's Brand

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Warden (Guardian)

You coat your weapon in magical light. The next time you hit a creature with a weapon attack during the duration, the attack deals an extra 1d6 acid, cold, fire, lightning, or thunder damage (your choice) and the target must make a Wisdom saving throw. On a failed save, the target is branded by that energy. For the duration, whenever the branded creature takes damage of that type, it takes 1d6 extra damage and can make an additional Wisdom saving throw, ending the spell on a success. If the target or a creature within 5 feet of it uses its action to rub off the brand, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

Reflect Elements

1st-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage.

Range: Special

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, warden (Fanatic), wizard

As your body absorbs the damage from the attack, you metabolize the energy and sling it back at your attacker. Make a ranged spell attack against the target. On a hit, it takes damage equal to the triggering damage plus an extra 1d8 of the same type.

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

Sculpt Earth

Transmutation cantrip

Casting Time: 1 action or a reaction (which you take in response to a ranged attack you can see being made against you)

Range: 30 feet

Components: S

Duration: 1 hour or instantaneous (see below)

Classes: Druid, warden

You can shift and shape loose dirt and rocks within range to create an inanimate object on the ground no larger than a 5-foot cube. This object can be any shape or design. Any attack made against it automatically hits, causing it to fall apart.

If you cast this spell as a reaction, the object is hastily sculpted, and provides half cover against the triggering attack. Whether the attack hits or misses, the object crumbles immediately after.

Sleeting Slice

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, ranger, sorcerer, warden

You extract water from the air, forming a blade of snow and ice frozen to your hand. When you cast this spell, and then as an action on each of your turns until the spell ends, you can use this weapon to make a melee spell attack against a creature within 5 feet. On a hit, the blade shatters, your concentration ends, and the target takes 1d6 slashing and 2d6 cold damage. In addition, each creature within 5 feet of the target (excluding you) must succeed on a Dexterity saving throw or take 1d6 piercing and 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage dealt by the initial attack and by the shards increases by 1d6 each.

Stonefist

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, warden

Debris from the air gathers around your empty fist, forming a stone block. Make a melee spell attack against a creature within range. On a hit, the target takes 1d8 bludgeoning damage, and if the target is your size or smaller, you push it up to 10 feet away from you.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Storm Orb

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, sorcerer, warden, warlock, wizard

An ominous storm cloud materializes above your head. The first time a creature deals damage to you with a melee attack, you can use your reaction to deal 1d8 lightning damage to that creature, and the spell ends.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



Thunderous Charge

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Ranger, sorcerer, warden

A crackle of energy sparks around your feet as you step forward, transforming you into a bolt of lightning. You launch in a straight line up to 20 feet in a direction you choose. If your trajectory would cause you to enter a space occupied by a creature or solid object, you ricochet off of it rather than moving through its space, and can choose another direction to use your remaining movement granted by this spell. The first time you ricochet off a creature during this movement, it must make a Strength saving throw, and on a failed save, takes 2d6 thunder damage and is knocked prone.

At the end of your movement, a sudden boom of energy causes a sonic wave to propagate in a 15-foot cone in the direction you were last traveling, originating from in front of you. Each creature within this area must succeed on a Constitution saving throw or become deafened and pushed 10 feet away from you.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, the distance you can travel increases by 10 feet for each slot level above 2nd.

Toxin Well

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of poison)

Duration: 1 hour

Classes: Bard, sorcerer, warden, wizard

You touch a body of water no greater than 120 gallons, causing it to become toxic and take on an oily, murky haze as you infuse it with magical poison for the duration. This water can be used on its own, or can be mixed with other fluids (such as potions) in equal parts; the other fluid keeps its original properties, and is additionally poisoned according to the effects of this spell. The poisoned fluid affects targets in the following ways.

Contact. When a creature starts its turn with any part of its body, such as a limb or appendage, in contact with the water, it must succeed on a Constitution saving throw or become poisoned for 1 minute.

Dip. If you submerge an object, such as a weapon or piece of cloth, in this liquid, it becomes infused with the magic toxin. Any creature touched with the toxin-infused surface within the next round must succeed on a Constitution saving throw or become poisoned until the end of its next turn.

Drink. When a creature drinks this water, it immediately becomes poisoned and must make a Constitution saving throw, taking 5d6 poison damage on a failed save or half as much damage on a successful one.

Steam. If at least 10 gallons of this water are vaporized, such as by being brought to a boil, the steam lingers as a poisonous cloud for the duration. The size of the cloud is a cylinder, 5 feet tall and with a 5-foot radius, centered above the original source. When a creature starts its turn in contact with this cloud, it must make a Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

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