



DEFENDERS OF THE WILD: THE WARDEN

Darkness creeps across the world—a blight spawned by dark magic, foul monsters, and depraved villains. In these troubled times, the world depends on heroes to take a stand against the wicked who would plunge the world into ruin, to seek out festering evil and cleanse it from the lands. Some heroes who answer adventure's call take up arms, while others bring to bear their magical training, and joining them are the scoundrels, the holy warriors, and all the rest. Some, though, hear a different kind of calling, one that emanates from the world itself and compels them to protect the very earth on which they stand. These champions are the wardens—champions of the wild places, protectors of beasts, and wielders of dread primal power.

Defenders of the Wild: The Warden introduces a new class to the world's most popular roleplaying game. Drawing from an exciting archetype that dominated the battlefield in a previous edition of the game, the warden class arms characters with magical and martial prowess so that they can carry out their sacred duty to safeguard the land from would-be despoilers. Tough and determined, wardens stand ready to protect their allies and their environment from the very worst enemies imaginable.

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WARDEN

After discovering that murderous orcs sacked a town and dragged off many of its citizens in chains, the warden vows vengeance and sets off to follow the trail the orcs blazed through the ancient forest. When she sees the ruin they have wrought on the sacred wood, her outrage builds, firming her resolve to see these brutes brought to justice. And when she finds them, she strikes with the full wrath of the wilderness.

Elsewhere, after spending months fighting to protect his homeland, a half-orc climbs a mountain to commune with the primal spirits and make his case for becoming their champion. As he ascends the steep slope, he sees in the corners of his eyes flitting spirits, some cruel, others laughing, all untamed. When he reaches the peak, he holds out his sword and calls to the spirits to aid him in his cause. When a bolt of light erupts from the blue sky above, strikes the sword, and does not harm him, he knows he has been found worthy and that his work has only begun.

Something has killed an owlbear and her cubs, and an elven warden and her doughty companions set out to track down the culprit. By speaking with the spirits of water and wind, the warden learns the hunter's identity and leads her companions to bring the villain to justice. When the battle is finally joined against the killer and his lackeys, the warden channels the anger and fury of the wilderness to become a primal beast, and with claws and teeth tears her foes limb from limb.

Every warden fights to keep the natural world safe from anything that would harm or exploit it. The connection that wardens have with the natural world improves their durability and amplifies their might to ensure that they can withstand almost any threat. Whether they channel magic from the ancient woodlands, draw inspiration from predators stalking their prey, or call upon elemental forces, all wardens commit themselves to championing the lands in which they live.

CHOSEN OF NATURE

Few people ever sense the presence of spirits in their environment, but the essence of nature manifests itself throughout the mortal world in the form of ephemeral beings, as wild and as untamed as the land itself. These spirits sometimes choose mortals who have earned their attention by making a great sacrifice to right a wrong done to nature or by devoting themselves to protect their lands from exploitation and ruin. Such mortals must demonstrate their commitment to keeping the world safe and resisting civilization's expansion into pristine realms. Only those of steadfast purpose and devotion to their chosen cause earn the spirits' attention, and these individuals become wardens, the true guardians of the natural world.

Magic from the wild places flows through and sustains wardens, helping them to withstand injuries and shrug off harmful effects so that they can fulfill their purpose. Emboldened by the gifts given to them, wardens fight with singular focus. Their combat training gives them the means to strike down any foe that stands against them.

WILDERNESS CHAMPIONS

Some wardens stand guard over particular regions. One might protect a primeval forest whose trees have never known the bite of an axe, while another protects a mountain to make sure none defile its majesty. Yet, many wardens feel themselves called to do more than shield a place, finding that their duty impels them to safeguard the entire world. Thus they travel from place to place, fighting on many fronts.

Adventuring wardens understand that their purpose will invariably take them to the most dangerous places, where they bear witness to atrocities done to the world by the agents of ruin and entropy. Wardens know that they are the first line of defense against those who would defile nature. They champion those who cannot champion themselves. They fight for the beasts of the fields and forests, they avenge those that have been harmed by the destruction of their environment, and they readily stand against any and all of nature's foes.

CREATING A WARDEN

When you create a warden, consider why your character was chosen to become a defender of the wild. What circumstances moved you to take a stand against the ruinous forces and gain attention from the primal spirits? Working with your GM, decide on your warden's origin story. Were you living in a remote land when disaster struck? If so, when did you come to the place where the campaign takes place, and what drew you there? The campaign might also take place on the frontiers of civilization, in which case your character might be from that area of the world and might still be dealing with the repercussions of the doom that befell your land.

Taking on the life of an adventurer helps you serve the natural world more broadly. If you have left your homeland, what drew you to the place where you find yourself now? You might receive omens and portents from the spirits that guide you, or experience dreams of distant lands in peril. Of course, you might simply go where you think you might be needed.

QUICK BUILD

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

THE WARDEN

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—				
			1st	2nd	3rd	4th	5th
1st	+2	Defender's Ward, Fount of Life	—	—	—	—	—
2nd	+2	Fighting Style, Primal Might, Spellcasting	2	—	—	—	—
3rd	+2	Aspect of Nature, Nature Unbound	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Defender's Ward improvement, Warden's Fury	4	2	—	—	—
7th	+3	Aspect of Nature feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Defender's Ward improvement	4	3	2	—	—
11th	+4	Primal Fury	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Constant Guardian, Unconquerable	4	3	3	1	—
15th	+5	Aspect of Nature feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aspect of Nature feature	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Enduring Champion	4	3	3	3	2

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 (wardens will not wear armor or use shields made of metal)

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Athletics, Intimidation, Medicine, Nature, Perception, Religion, and Survival

EQUIPMENT

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

- (a) hide armor or (b) leather armor and shield
- (a) a greataxe or (b) any martial melee weapon
- (a) two javelins or (b) or any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

DEFENDER'S WARD

You have chosen to protect the world from those who would despoil it. If you are on the ground, you can take a bonus action to ward an area with a 10-foot radius centered on a point within 5 feet of you. The area becomes warded for as long as you remain inside it. When a creature inside the warded area makes an attack against a creature also in the area and the result of the roll is a hit, you can take a reaction to roll a d6 and apply the number as a retroactive penalty to the triggering attack roll.

The radius of the area increases to 20 feet when you reach 6th level and 30 feet when you reach 10th level.

Once you use this feature, you must finish a short or long rest before you can use it again.

FOUNT OF LIFE

You can draw life and vitality from nature to restore yourself. If you are on the ground, you can take a bonus action to regain hit points equal to 1d6 + your warden level. In addition, the ground within 10 feet trembles and heaves to create an area of difficult terrain that lasts until cleared away.

Once you use this feature, you must finish a short or long rest before you can use it again.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

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 with two hands, you can reroll the die and must use the new roll. 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.

PRIMAL MIGHT

Starting at 2nd level, when you take damage, you can take a reaction to expend one spell slot and reduce the damage. You reduce the damage by 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

SPELLCASTING

Upon reaching 2nd level, you learn to channel divine essence from nature itself to cast spells as a druid does.

PREPARING AND CASTING SPELLS

The Warden table shows how many spell slots you have to cast your spells. To cast one of your warden spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of warden spells that are available for you to cast, choosing from the warden spell list. When you do so, choose a number of warden spells equal to your Wisdom modifier + half your warden level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level warden, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 15, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you



prepare the 1st-level spell *entangle*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of prepared spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your warden spells, since their power comes from your commitment and connection to nature. You use your Wisdom whenever a spell refers to 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

SPELLCASTING FOCUS

You can use a druidic focus (see chapter 5 of the *Player's Handbook*) as a spellcasting focus for your warden spells.

ASPECT OF NATURE

You have worked to prove yourself as nature's ally, its unfailing defender and champion. When you reach 3rd level, the primal spirits reward you by bestowing their favor on you, allowing you to transform yourself into a powerful protector. You become able to adopt an aspect of nature, choosing from the three that are given following the class description.

Your choice grants you features at 3rd level and again at 7th and 15th level. Those features include aspect spells and other special abilities.

ASPECT SPELLS

Each aspect has a list of associated spells. You gain access to these spells at the levels specified in the aspect description. Once you gain access to an aspect spell, that spell becomes a warden spell for you, and you always have it prepared. Aspect spells don't count against the number of spells you can prepare each day.

NATURE UNBOUND

Beginning at 3rd level, the primal power coursing through you shields you from harmful effects. Whenever you start your turn affected by an effect that can be ended with a successful saving throw, you can immediately attempt the saving throw. If that saving throw is a failure, you cannot attempt another saving throw to end the effect until the start of your next turn.

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.

WARDEN'S FURY

Starting at 6th level, when you make an opportunity attack, you make the attack roll with advantage. If you already have advantage on the attack roll, your attack deals an additional 1d12 damage.

PRIMAL FURY

Upon reaching 11th level, you learn to retain a measure of the primal energies flowing through you that keep yourself hale and healthy, and to redirect those energies to augment your strikes. Whenever you use your Primal Might class feature, your melee attacks deal an extra 2d8 damage until the end of your next turn.

CONSTANT GUARDIAN

Starting at 14th level, creatures provoke opportunity attacks from you when they attack targets other than you.

UNCONQUERABLE

Starting at 14th level, whenever you roll a natural 20 on a death saving throw, you regain 1d10 + 1 hit points.

In addition, if you roll a 17, 18, or 19 on a death saving throw, you regain 1 hit point, as if you had rolled a 20. Once you use this feature, you must finish a short or long rest before you can use it again.

ENDURING CHAMPION

After you reach 20th level, primal power flows through you and sustains you. When you have fewer than half your hit points but at least 1 hit point, you regain 1d12 hit points at the start of your turn.

ASPECTS OF NATURE

For the nature spirits to accept your offer to become their champion, you must prove yourself a constant and devoted servant of the wild places, an individual committed to protecting the wilderness from despoilers and destroyers. When you prove your devotion, the spirits respond by bestowing on you a measure of their power. With it, you can transform yourself into one of the fearsome aspects of nature.

ASPECT OF THE ELEMENTAL STORM

Embodying the destructive side of nature, the elemental storm manifests in the fierce tempests that tear across the land, the hurricanes that batter coastlines, and the blizzards that come howling down from the wintry realms. The Aspect of the Elemental Storm grants its adherents command over wind and rain, lightning and thunder, so as to use these weapons to destroy the enemies of the wild. Wardens of this aspect stand at the center of the violence they bring into being and carve a path of ruin wherever they go.

ASPECT SPELLS

You gain aspect spells at the warden levels listed.

ASPECT OF THE ELEMENTAL STORM SPELLS

Warden Level	Spells
3rd	<i>fog cloud, thunderwave</i>
5th	<i>gust of wind, scorching ray</i>
9th	<i>call lightning, wind wall</i>
13th	<i>conjure minor elementals, ice storm</i>
17th	<i>cone of cold, conjure elemental</i>

BECOME THE STORM

Starting at 3rd level, you can take a bonus action to magically assume the form of the elemental storm. You can remain in that form for up to 1 minute. Each movement you make causes lightning to dance across your body, and each step you take produces a rumble of thunder, while wind and rain lash the area around you. When in the form of the elemental storm, you gain the following benefits if you aren't wearing heavy armor:

- The wind and rain swirling around you imposes disadvantage on attack rolls made by creatures using ranged weapons against you.
- A creature that touches you or hits you with a metal weapon it is holding must succeed on a Dexterity saving throw against your spell save DC or take 1d8 lightning damage. The damage increases to 2d8 at 11th level and 3d8 at 15th level.
- You have resistance to cold, fire, lightning, and thunder damage.

Once you use this feature, you can't use it again until you finish a short or a long rest. At 20th level, you can use this feature twice between rests.

STORM STRIKE

Beginning at 7th level, while you are under the effects of Become the Storm and hit a creature with a melee weapon attack, you can expend one spell slot to hurl a bolt of lightning at one creature within 30 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 2d8 lightning damage for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

SAVAGE STORM

Starting at 15th level, whenever a creature misses on an attack roll that was affected by your Defender's Ward feature, the creature takes 1d8 lightning damage.

ELEMENTAL STORM WRATH

Starting at 18th level, when you use your Become the Storm feature, you emanate an aura of elemental violence in a 15-foot radius. Wind and rain blow through the area, turning it into difficult terrain and imposing disadvantage on attack rolls made against creatures in the area. You are immune to this effect. At 20th level, the size of the aura increases to a 30-foot radius.

ASPECT OF THE PRIMAL BEAST

The lion silently stalking its prey, the ferocious bear that mauls its enemies, and the owl that plummets to snatch its victim in its powerful talons all embody the nature of the primal beast. The primal beast kills, but it also protects, safeguarding the creatures living in its lands that would be prey for outsiders who take from the world without regard for nature's delicate balance. The

Aspect of the Primal Beast bestows strength and speed on wardens who adopt it, enabling them to move with surprising speed to take down their enemies.

ASPECT SPELLS

You gain aspect spells at the warden levels listed.

ASPECT OF THE PRIMAL BEAST SPELLS

Warden Level	Spells
3rd	<i>expeditious retreat, jump</i>
5th	<i>beast sense, locate animals or plants</i>
9th	<i>conjure animals, nondetection</i>
13th	<i>dominate beast, locate creature</i>
17th	<i>antilife shell, insect plague</i>

BECOME THE BEAST

Starting at 3rd level, you can take a bonus action to magically assume the form of the primal beast. You can remain in that form for up to 1 minute. Your head and upper body transform into the likeness of a wolf, a bear, a tiger, or another animal, while your fingers turn into claws and your posture becomes stooped, so that you are capable of moving upright or on all fours as you choose. While in the form of the primal beast, you gain the following benefits if you aren't wearing heavy armor:

- You gain darkvision if you don't have it already.
- You have advantage on Wisdom (Perception) checks that rely on smell.
- Your speed increases by 10 feet.
- Your melee attacks deal an additional 1d6 damage. The additional damage increases to 2d6 at 11th level and 3d6 at 15th level.
- Your movement after making a melee attack doesn't provoke opportunity attacks.

Once you use this feature, you can't use it again until you finish a short or long rest. At 20th level, you can use this feature twice between rests.

POUNCING ASSAULT

Starting at 7th level, while you are under the effects of Become the Beast, if you move at least 15 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw against a DC equal to 8 + your proficiency modifier + your Strength modifier or be knocked prone. If the target is prone, you can make one melee attack against it as a bonus action.

SAVAGERY

Starting at 15th level, whenever a creature misses on an attack roll that was affected by your Defender's Ward feature, that creature grants you advantage on all attack rolls you make against it until the end of your next turn.

FURY OF THE PRIMAL BEAST

Beginning at 18th level, while you are under the effects of Become the Beast, you gain the following additional benefits:

- You gain 10 temporary hit points.
- You have advantage on all Wisdom (Perception) checks.
- Your speed increases by 30 feet instead of 10 feet.

ASPECT OF THE SACRED TREES

Trees, the silent wardens of the wild places, have watched over the world since the dawn of time. Through it all, they have endured the rise and fall of civilizations, terrible atrocities, and great sacrifices. Although trees take no part in the affairs of the people who walk among them, some trees bear a sacred responsibility to protect the land from harm, to shelter creatures beneath their mighty boughs and keep them safe against all threats. These sacred trees harbor great power, which they offer to those wardens who adopt the Aspect of the Sacred Trees.

ASPECT SPELLS

You gain aspect spells at the warden levels listed.

ASPECT OF THE SACRED TREES SPELLS

Warden Level	Spells
3rd	<i>entangle, goodberry</i>
5th	<i>barkskin, spike growth</i>
9th	<i>plant growth, speak with plants</i>
13th	<i>grasping vine, hallucinatory terrain</i>
17th	<i>hold monster, tree stride</i>

BECOME THE TREE

Starting at 3rd level, you can take a bonus action to magically assume the form of the sacred tree. You can remain in that form for up to 1 minute. Your transformation causes bark-like growths to cover your body, while leafy twigs grow out from your head like a crown. While in the form of the sacred tree, you gain the following benefits if you aren't wearing heavy armor:

- You have a +2 bonus to Armor Class.
- You can choose to ignore an effect that would cause you to move while you are on the ground.
- Moving through nonmagical difficult terrain costs you no extra movement.
- If you are on the ground, conscious, and have not moved by the end of your turn, you cause the ground within 10 feet of you to become overgrown with vines, grasses, and brambles that become difficult terrain for all creatures other than you. The growth remains until you move or are no longer in contact with the ground, at which point the growth withers away.

Once you use this feature, you must finish a short or long rest before you can use it again. At 20th level, you can use this feature twice between rests.



NATURE'S GRASP

Starting at 7th level, while you are under the effects of Become the Tree, you can take a bonus action to cause vines, grasses, and roots to grow up around one creature on the ground that is within 15 feet of you. The target must succeed on a Dexterity saving throw against your spell save DC or become restrained until you are no longer under the effects of Become the Tree. An affected target can take an action to make a Strength (Athletics) check against your spell save DC and ends the effect on itself with a success.

ROUSE THE LAND

Starting at 15th level, whenever you use your Defender's Ward feature, you can increase the radius by up to 20 feet. If you are also under the effects of Become the Tree, the entire area affected by your Defender's Ward feature becomes difficult terrain.

WRATH OF THE SACRED TREE

Beginning at 18th level, while you are under the effect of Become the Tree, you gain the following additional benefits.

- Your bonus to Armor Class increases to +4.
- You have advantage on all Constitution saving throws.
- Your reach increases by 10 feet.
- Creatures in the area of difficult terrain you create from assuming the form of the sacred tree cannot take the Disengage action.

NEW SPELLS

The ultimate protectors, wardens have access to spells that help them defend their allies and protect their environment.

DRUID SPELLS

1ST LEVEL

Unruly Earth

2ND LEVEL

Dome of Brambles

4TH LEVEL

Upheaval

5TH LEVEL

Anathema

RANGER SPELLS

2ND LEVEL

Dome of Brambles

3RD LEVEL

Mountain Might

SORCERER SPELLS

1ST LEVEL

Unruly Earth

4TH LEVEL

Upheaval

5TH LEVEL

Bombardment

WARDEN SPELLS

1ST LEVEL

Alarm
Animal Friendship
Close the Gap
Cloud of Thorns
Cure Wounds
Detect Magic
Detect Poison and Disease
Ensnaring Strike
Faerie Fire
Longstrider
Nature's Wrath
Speak with Animals
Unruly Earth

2ND LEVEL

Alter Self
Animal Messenger
Call of the Wild
Darkvision
Dome of Brambles
Enhance Ability
Enlarge/Reduce
Hold Person
Lesser Restoration
Pass without Trace
Protection from Poison

3RD LEVEL

Daylight
Dispel Magic
Elemental Weapon
Fear
Mountain Might
Protection from Energy

4TH LEVEL

Conjure Woodland Beings
Freedom of Movement
Polymorph
Stoneskin
Upheaval

5TH LEVEL

Anathema
Bombardment
Commune with Nature
Greater Restoration
Mass Cure Wounds



NEW SPELLS

The following spells are presented in alphabetical order.

ANATHEMA

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You level a weighty curse against one creature you can see within range, marking it as an enemy of nature. The target must make a Wisdom saving throw. On a failed save, the target becomes cursed for the duration of the spell and suffers all the following drawbacks:

- Whenever the target moves across a natural, unworked surface, such as sand, grass, or stone, the target must spend 1 extra foot of movement for each foot moved.
- The target gains vulnerability to cold, fire, lightning, poison, and thunder damage. If a target has resistance to one of these damage types, it instead loses resistance to that damage type until the spell ends.
- Beasts and plants make attack rolls against the target with advantage.

At the end of each of the target's turns before the spell ends, the target must make a Constitution saving throw. On a failed save, the target takes 4d6 poison damage; on a successful one, the target takes half the damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

BOMBARDMENT

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (three pebbles)

Duration: Instantaneous

You fling the three pebbles into the air, where they grow into large boulders that fall onto three spaces of your choice within range. Each creature under a boulder when it falls must make a Dexterity saving throw. On a failed save, a creature takes 8d6 bludgeoning damage, falls prone, and becomes trapped under the boulder. On a successful save, the creature moves into the unoccupied space nearest to the boulder.

A creature trapped under the boulder is restrained. It, or another creature that can reach the trapped creature, can take an action to make a DC 20 Strength check to shift the boulder. A successful check removes the restrained condition from the affected creature.

Each boulder has AC 17 and 25 hit points. If a boulder is reduced to 0 hit points, it crumbles away into rubble, freeing any creature trapped under it.

CALL OF THE WILD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Spectral animals and thrashing vines appear around up to five creatures of your choice that you can see within range, forcing each to make a Constitution saving throw. On a failed save, a target takes 1d12 damage, falls prone, and is dragged up to 30 feet toward you; on a successful one, it just takes half the damage.

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

CLOSE THE GAP

1st-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: S

Duration: Instantaneous

One creature of your choice that you can see within range must make a Strength saving throw. On a failed save, bands of invisible force drag the creature up to 30 feet toward you. The next time you make an attack roll against the target before the start of your next turn, you make the roll with advantage.

CLOUD OF THORNS

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, M (a thorn)

Duration: Concentration, up to 1 minute

A cloud of thorns springs into existence around your head and remains for the duration. Whenever a creature within 5 feet of you tries to make an attack roll against you, the creature must make a Dexterity saving throw. On a failed save, the creature takes 1d8 piercing damage and makes its attack roll with disadvantage.

DOME OF BRAMBLES

2nd-level conjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a thorn and a drop of blood)

Duration: Concentration, up to 1 minute

A 1-foot-thick net of thorny vines forms along the outer edge of a 30-foot-radius hemisphere centered on you and remains in place for the duration. The lattice blocks line of sight.

When the net appears, each creature in a space in which the net appears must make a Dexterity saving throw. The creature takes 3d4 piercing damage on a failed save, or half as much damage on a successful one. In either case, you decide if the creature ends up inside or outside the dome.

A creature can move through the net, but it must spend 5 feet of movement to pass through the 1 foot of netting. In addition, a creature that passes through the net must make a Dexterity saving throw. The creature takes 2d4 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

MOUNTAIN MIGHT

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, M (a piece of granite)

Duration: Concentration, up to 1 minute

You must be in contact with an earthen or stone surface to cast this spell. The spell ends immediately at the end of any creature's turn when you are not in contact with an earthen or stone surface.

You draw strength from the earth and stone to gain its power. For the duration, you have all the following benefits and drawbacks:

- Your speed drops to 10 feet if it's greater than 10 feet.
- Your body's weight is tripled.
- When an effect moves you against your will, you halve the distance you are moved.
- Your melee attacks deal an additional 2d8 damage.
- You have resistance to piercing and slashing damage.

NATURE'S WRATH

1st-level enchantment

Casting Time: 1 bonus action

Range: 10 feet

Components: V

Duration: Concentration, up to 1 minute

A wellspring of anger flows out from you to seize the attention of your enemies. Up to five creatures of your choice that you can see within range must make Charisma saving throws. Whenever a creature that fails this saving throw makes an attack roll for an attack that does not include you as a target, you impose disadvantage on its attack roll. In addition, whether the attack roll hits or misses, you can take a reaction to make a melee attack against that creature.

UNRULY EARTH

1st-level transmutation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

The ground shakes and trembles, forcing each creature on the ground in a 30-foot cone to make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage, falls prone, drops whatever it is holding, and cannot stand up until after the end of its next turn.

UPHEAVAL

4th-level transmutation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: Instantaneous

The ground in a 60-foot radius around you explodes upward, throwing debris and dust throughout the area. Each creature in the area other than you must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage, falls prone, and becomes blinded for 1 minute on a failed save, or just takes half as much damage on a successful one. A creature blinded from this effect can make a Constitution saving throw at the end of each of its turns and ends the effect on itself on a successful save.

The ground in the area becomes difficult terrain until it is cleared away.



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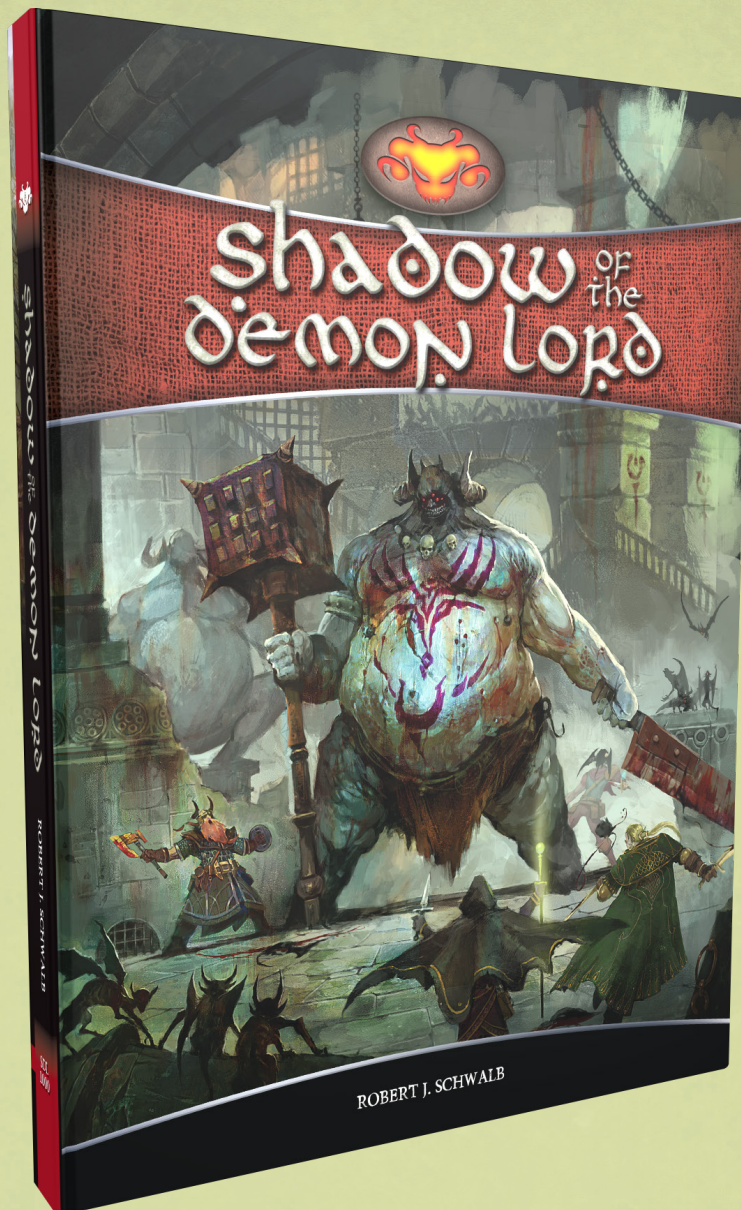
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