

# S&S 5E: Druid

## Warden

Brandishing a twisted staff crowned with desert holly, an elf conjures the rage of the prairie storm, hurling down crackling bolts of lightning to fend off the torch-bearing outlaws threatening her sacred mesa.

Perched unseen on a gnarled branch in leopard form, a human surveys from atop a mighty cactus, eyeing the odd construction of a shrine dedicated to some malevolent Air Spirit, keeping tabs on the shenanigans of the no-good worshippers.

Charging with a blade of blazing fire, a half-elf lunges into a swarm of skeletal varmints, breaking apart the dark sorcery that animates these ghastly mockeries of life.

Be they channeling the untamed powers of the wildlands or mirroring the critters of the animal kingdom, Wardens are the very spirit of nature's tenacity, craftiness, and wrath. They don't claim to reign over nature; rather, they view themselves as part of the unstoppable force of nature's will.

## Magic of the Wilds

---

Wardens hold the wilds in the highest regard, drawin' their spells and magical might either straight from the heart of nature or from a deity of the wilderness. Many a Warden follows a path of mystical oneness with the untamed lands, forgoing worship of any single god, while others might serve deities of the wilds, critters, or the raw elements. These age-old Warden traditions, often known as the Old Ways, stand in stark contrast to the godly worship in temples and shrines.

Warden spells are all about the raw power of nature and beasts—the might of fang and claw, the dance of sun and moon, the fury of fire and tempest. Wardens also harness the ability to morph into creatures of the wild, and some are so devoted to this practice they'd sooner roam in animal guise than their own human form.

## Guard the Harmony

---

For Wardens, the wilds hang in a delicate balance, as precarious as a tumbleweed on a windy day. The four elements that stitch together a world—air, earth, fire, and water—gotta be kept in check. If one starts throwin' its weight around more'n the others, the world's as good as a ghost town, liable to be sucked into one of them elemental planes and torn asunder. So, it's no surprise that Wardens stand against those cults of Elemental Mischief who favor one element over all.

Wardens are mindful of the fragile dance between plant and critter life, believing folks oughta live with nature, not against it. They respect nature's harsh ways but have no truck with what's unnatural, like aberrations (think beholders and mind flayers) or the undead (like zombies and vampires). Wardens ain't afraid to rustle up a posse to drive off such varmints, especially when they start prowlin' too close to Warden territory.

You'll often find a Warden keepin' watch over sacred lands or vast stretches of untamed wilderness. But when danger looms large, threatenin' the balance of nature or their protected lands, Wardens will saddle up and ride out as adventurers to face down the threat head-on.

## Forgin' a Warden

---

When dreamin' up your Warden, ponder on why your character's so darn intertwined with the wilds. Maybe your character's from a place where the Old Ways still flourish, or got raised by a Warden after bein' left to fend for themselves in the thick of the forest. It could be your character locked eyes with the spirits of nature, comin' nose to nose with a mighty eagle or a dire wolf, and lived to tell the tale. Or maybe your character came into this world durin' a thunderin' storm or a mountain belchin' fire, a sign clear as day that walkin' the path of a Warden was their fate.

Were you always wanderin' the wilds as part of your Warden duties, or did you start off tendin' to a sacred thicket or spring? Perhaps your homeland got tainted by some foulness, and you hit the dusty trail seekin' a new piece of sky or a purpose to guide ya.

### QUICK DRAW

To whip up a Warden right quick, follow these here pointers. First off, make Wisdom your top-notch ability score, with Constitution trailin' right behind it. Second, pick the hermit background. This'll get you set on the Warden's path, ready to protect the balance of nature and keep the wilds safe from those lookin' to stir up trouble.

## The Warden Table

---

-----Spell Slots per Spell Level-----

Level	Proficiency Bonus	CLASS Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Warden Words, Spellcastin'	2	2	-	-	-	-	-	-	-	-
2nd	+2	Frontier Form, Warden Camp	2	3	-	-	-	-	-	-	-	-
3rd	+2	-	2	4	2	-	-	-	-	-	-	-
4th	+2	Frontier Form Improvement, Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	-	3	4	3	2	-	-	-	-	-	-
6th	+3	Warden Camp Feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Frontier Form Improvement, Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	-	3	4	3	3	3	1	-	-	-	-
10th	+4	Warden Camp Feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	-	4	4	3	3	3	2	1	1	-	-
14th	+5	Warden Camp Feature	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	-	4	4	3	3	3	2	1	1	1	1
18th	+6	Immortal Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Game Warden	4	4	3	3	3	3	2	2	1	1

## **SACRED GREENERY AND TIMBER**

A Warden holds certain greenery to be holy, particularly the likes of alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Wardens often use such plants as part of their spellcasting focus, fashioning pieces from oak or yew or using sprigs of mistletoe.

Likewise, a Warden employs these woods for crafting other items, like weapons and shields. Yew, tied to notions of passin' on and comin' back, is often chosen for weapon handles like those of scimitars or sickles. Ash, symbolizin' life, and oak, representin' strength, are prime for makin' sturdy hafts or full-on weapons, like clubs or quarterstaves, and also for shields. Alder, linked with the air, might be used for throwin' weapons, such as darts or javelins.

Wardens from lands without these particular plants have picked other flora for similar purposes. Take, for instance, a Warden from a desert territory might hold the yucca tree and cactus plants in high regard.

## **WARDENS AND THE SPIRITS**

Some Wardens revere the untamed forces of nature themselves, but most are followers of one of the many nature spirits honored across the wild expanses (the lists of spirits in appendix B include many such entities). The honoring of these spirits is often seen as a more time-honored tradition than the beliefs of preachers and city-dwellin' folks. In fact, in the world of Greyhawk, the Warden faith is known as the Old Faith, and it boasts a heap of followers among ranchers, woodsmen, anglers, and others who live in close harmony with the wilderness. This tradition includes the reverence of Nature as an unbridled force beyond personification, but also covers the honorin' of Beory, the Oerth Mother, as well as followers of Obad-Hai, Ehlonna, and Ulaa.

In the realms of Greyhawk and the Forgotten Realms, Warden circles ain't typically linked to the faith of a single nature spirit. Any given circle in the Forgotten Realms, for instance, might have Wardens who pay homage to Silvanus, Mielikki, Eldath, Chauntea, or even the fierce Spirits of Fury: Talos, Malar, Auril, and Umberlee. These nature spirits are often dubbed the First Circle, the foremost among the Wardens, and most Wardens reckon they're all (even the rough ones) deserving of respect.

The Wardens of Eberron hold beliefs steeped in animism, completely separate from the Sovereign Host, the Dark Six, or any other religions of the land. They believe that every livin' thing and natural occurrence—sun, moon, wind, fire, and the world itself—possesses a spirit. Their spells, then, are means to converse with and command these spirits. Different Warden sects, however, have varying beliefs about the right relationship of these spirits to each other and to the forces of civilization. The Ashbound, for instance, reckon arcane magic is a scourge against nature, the Children of Winter honor the forces of demise, and the Gatekeepers uphold ancient ways meant to shield the world from the invasion of aberrations.

## Class Features

---

As a Warden of the wild western lands, y'all gain these here features:

### Hit Points

**Hit Dice:** 1d8 per Warden level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + 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:** Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

**Tools:** Herbalism kit

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

### Equipment

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

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a Wardenic focus

### Warden Words

You're savvy to Warden Words, the cryptic lingo of them Wardens. You can jaw in this tongue and use it to leave coded signs. You and others versed in this talk can spot such messages clear as day. Outsiders might catch a hint of a message with a sharp-eyed DC 15 Wisdom (Perception) check, but they ain't decoding it without a touch of magic.

### Spellcastin'

Harnessin' the raw spirit of the wild frontier itself, you got the power to cast spells, bendin' that untamed essence to your will. For the ins and outs of spellcastin', you best look at the Spells Rules, and check out the Spells Listin' for the Warden spell list.

### Cantrips

When you start out at 1st level, you pick up two cantrips from the Warden spell list. As you ride higher in levels, you'll learn more Warden cantrips, just like it's laid out in the Cantrips Known column of the Warden table.

### **Preparin' and Castin' Spells**

The number of spells you can cast and how you prepare 'em is all set out on the Warden table. You follow the same trail as any Warden, with your deep connection to the wilderness fuelin' your divine gifts.

### **Spellcastin' Ability**

Wisdom's what guides your spellcastin' as a Warden, drawin' on your dedication and closeness to the untamed lands. Your Wisdom shapes how well you cast them spells and set the difficulty for others tryin' to resist 'em.

### **Ritual Castin' & Spellcastin' Focus**

You got the knack to cast Warden spells as rituals and can use a Warden Ward as your focus, stickin' to the rules laid down in the original handbook.

### **Frontier Form**

Startin' at 2nd level, you can use your action to magically take on the guise of a critter native to the Wild West, one that you've laid eyes on before. The critters you can turn into, the limits on what you can do, and the rules governin' this ability are just like those in the original class description, but geared towards the critters that roam these western lands.

### **Animal Forms**

<b>Level</b>	<b>Max CR</b>	<b>Limitations</b>	<b>Example</b>
2nd	1/4	No flying or swimming speed	Coyote
4th	1/2	No flying speed	Aligator
8th	1	-	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your Warden level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you're transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you keep your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also hang onto all your skill and saving throw proficiencies, plus any new ones the critter has. If the

beast has the same proficiency as you and its stat block bonus is higher, use the beast's bonus.

- When you transform, you take on the beast's hit points and Hit Dice. When you turn back, you go back to the number of hit points you had before transforming. But, if you revert from dropping to 0 hit points, any extra damage carries over to your normal form.
- You can't cast spells, and what you can say or do is limited to what your beast form can handle. Transforming don't break your concentration on a spell you've already cast, nor stop you from completing actions that are part of a spell you've already cast.
- You keep the benefits of any features from your class, race, or other sources and can use 'em if the new form is physically able to do so. But, you can't use any of your special senses, like darkvision, unless your new form also has that sense.
- You choose if your gear falls to the ground, merges into your new form, or is worn by it. Worn equipment works as usual, but the DM decides if it makes sense for the new form to wear a piece of gear, considering the creature's shape and size. Equipment that merges has no effect until you leave the form.

### **Warden Camp**

At 2nd level, you choose to hitch your wagon to a particular camp of Wardens, pickin' up their ways and gainin' features at the 2nd, 6th, 10th, and 14th levels.

### **Ability Score Improvement**

This here feature follows the original rules, available at the 4th, 8th, 12th, 16th, and 19th levels, just like always.

### **Frontier Form Improvement**

At 8th level, you can use your action to mystically turn into a critter of the Wild West that you've laid eyes on before, one that's no tougher than a challenge rating of 1 or lower. You can pull off this trick twice. You get back any spent uses when you take yourself a short or long rest.

### **Immortal Body**

Startin' at 18th level, the raw, untamed magic you harness slows your aging, for every 10 years that pass, your body ages only 1 year.

### **Beast Spells**

Startin' at 18th level, you can cast a heap of your Warden spells in any critter shape you take on using Frontier Form. You can perform the somatic and verbal components of a warden spell while in a beast shape, but you aren't able to provide material components.

### **Game Warden**

At 20th level, you can shift into your Frontier Form as many times as you like, no limits.

Plus, you can cast your Warden spells without fussin' over the verbal and somatic components, and also skip any material bits that don't cost a dime and ain't used up by the spell. This handy trick works whether you're in your own skin or wearin' the hide of a beast with Frontier Form.

## Warden Camps

---

Though their fellowship might be hidden from the eyes of most, Wardens belong to a society that stretches across the frontier, payin' no mind to the borders drawn by man. All Wardens are in essence part of this widespread brotherhood, though some are so lonesome in their paths that they've never clapped eyes on the higher-ups of their order or joined in Warden gatherings. Wardens acknowledge each other as kin, but much like the critters of the wilds, they can at times be competitive or even at odds with one another.

On the local level, Wardens gather in circles, groups united by shared views on nature, the delicate balance of life, and the Warden way of life.

### Camp of Dreamcatchers

---

Wardens of the Dreamcatcher Camp come from lands rich in untamed wilderness, places where the spirit of the frontier still runs wild and free. Their stewardship of nature aligns with the land's spirits, channelin' the fierce, unrestrained energy of the wilds. These wardens aim to suffuse the world with the unbridled freedom found in nature's embrace. Their magic mends injuries and rekindles flaggin' spirits, and the territories under their watch are alive and flourishin', places where reality dances as wildly and unpredictably as a storm sweepin' across the plains, offerin' solace to those wanderin' souls in need of rest.

#### Camp of Dreamcatchers Features

Warden Level	Feature
2nd	Gift of the Prairie Sun
6th	Homestead of Twilight and Sundown
10th	Unseen Trails
14th	Vision Quest

#### Gift of the Prairie Sun

*2nd-level Camp of Dreamcatchers feature*

At 2nd level, the wide-open spirit of the prairie blesses you. Yer very presence becomes a wellspring of relief for the ailing and the weary. You got a pool of spirit energy, symbolized by a heap of d6s equal to your warden level.



As a quick action, you can pick out a creature you see within 120 feet of yourself and use a number of them dice, up to half your warden level or fewer. Toss those dice and tally 'em up. The one you picked heals hit points equal to the total of them dice. Plus, for each die you rolled, they get 1 temporary hit point.

Come the end of a long rest, you round up all them spent dice back into your pool.

### **Homestead of Twilight and Sundown**

*6th-level Camp of Dreamcatchers feature*

At 6th level, you got the knack to make any patch of earth feel as cozy as your own homestead. When you settle down for a short spell or a longer rest, you can whisper to the land 'round you to shield your camp. Right as you start your rest, you pick a spot and an unseen, 30-foot radius sphere of frontier magic springs up 'round it. Now, solid things like rocks and trees can block off this sphere.

Inside this magic circle, you and your posse get a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks. Plus, any light from a blazing fire or torches inside don't shine out past the sphere.

This here protective bubble fades away once your rest is done or if you mosey out of the sphere.

### **Unseen Trails**

*10th-level Camp of Dreamcatchers feature*

Startin' at 10th level, you get to tread the secret, mystical trails used by the spirits of the land, letting you zip 'cross the wilderness in the blink of an eye. With a quick bonus action, you can teleport yourself a good 60 feet to a spot you lay your eyes on, provided there's room to stand. Or, if you're feelin' generous, you can use your action to whisk away a willing partner you touch up to 30 feet to an open space you can see.

You can call upon this trick a number of times equal to your Wisdom modifier (gotta have at least one), and you get all them uses back after you've had yourself a long rest.

### **Vision Quest**

*14th-level Camp of Dreamcatchers feature*

At 14th level, the magic of the wild lands grants you the know-how to navigate through the dreamy expanses of the frontier, be it in body or spirit.

Once you've taken yourself a short rest, you can conjure up one of these here spells without using a spell slot or needing any fancy materials: dream (and you'll be the messenger in those dreams), scrying, or teleportation circle.

Now, this use of teleportation circle ain't your usual fare. Instead of linking to a permanent circle, it opens a gateway to the very spot where you last took a long rest on this here plane of existence. If you ain't rested long on your current plane, the spell won't work, but you won't lose the chance to try it again.

After you've used this nifty trick, you gotta wait until you've had yourself a long rest before you can use it again.

## Camp of Dust

---

Wardens from the Camp of Dust hold a special regard for the slow dance of decay, the way life cycles back to the dust from which it sprang. They see beauty in rust and rot, recognizing the potential to transform what's barren into something thriving, even if it's a mite unconventional.

These frontier guardians understand that life and death ain't opposites but stages in a grand cycle, each phase leading into the next and circling back around. Death ain't seen as a final curtain but more a change of scenery, opening the door to a different kind of existence.

Folks in this circle share a peculiar bond with the undead. Unlike their fellow wardens, they don't reckon undeath to be a straight-up affront to nature. To them, it's just another player in the grand scheme of life and death. However, they hold to the creed that the natural order works best when every part of it is shifting and evolving. Any undead critters trying to turn the whole world to a land of the dead or skirting their final rest are stepping out of line and need to be set straight.

### Camp of Dust Features

Warden Level	Feature
2nd	Camp Spells, Cloud of Decay, Dustwalker
6th	Dusty Infection
10th	Pollinating Decay
14th	Dustform

### Camp Spells

*2nd-level Camp of Dust feature*

Yer kinship with the natural processes of decay and life's passage from one form to another affords you some unique spells. Startin' at 2nd level, you learn the chill touch cantrip, a handy little trick for a warden walkin' the line 'tween life and death.

As you gain experience at the 3rd, 5th, 7th, and 9th levels, you'll get your hands on a set of spells specific to the Camp of Dust. These spells are listed in the Camp of Dust Spells table. Once you get one of these spells, it's always at the ready, not countin' against the number of spells you can prepare each day. Even if some of these spells ain't typically found in a warden's spellbook, for you, they're as much a part of your arsenal as any warden spell.

### **Camp of Dust Spells**

Warden Level	Spells
2nd	<i>chill touch</i>
3rd	<i>blindness/deafness, gentle repose</i>
5th	<i>animate dead, gaseous form</i>
7th	<i>blight, confusion</i>
9th	<i>cloudkill, contagion</i>

### **Cloud of Decay**

*2nd-level Camp of Dust feature*

Yer aura's thick with unseen, deathly particles, dormant 'til you unleash 'em on some poor soul wanderin' too close. When a varmint you can see steps within a stone's throw of 10 feet of ya or kicks off its turn in that range, you can react right quick to deal 1d4 necrotic damage to it, 'less it makes a Constitution saving throw against your spell save DC. That there necrotic sting ramps up to 1d6 at 6th level, 1d8 at 10th level, and hits a mighty 1d10 at 14th level.

### **Dustwalker**

*2nd-level Camp of Dust feature*

You've got the knack to channel magic straight into the heart of decay. As a quick move, you can use up a go of your Frontier Form feature to stir up the dust, instead of shiftin' into a beast, and you bag yourself 4 temporary hit points for each level you got as a Warden. While this trick's in play, you get these boons:

- When you're dishin' out your Cloud of Decay damage, you roll that damage die one more time and tally it up to the total.

- Your up-close-and-personal weapon strikes deal an added 1d6 necrotic damage to whatever poor critter they hit.
- These fine perks stick around for 10 minutes, 'til you're fresh out of those temporary hit points, or until you call on your Frontier Form once again.

### **Dusty Infection**

*6th-level Camp of Dust feature*

Your decay's got the power to latch onto a fallen critter and give it a jolt of unholy life. If some beast or a fella of small or medium size kicks the bucket within 10 feet of ya, you can use your reaction to make it rise up right then and there, bringin' it back with just 1 hit point. That critter'll be usin' the zombie stats from the Monster Manual. It'll keep on movin' for an hour, after which it'll just up and collapse, dead as a doornail.

In a scrap, the zombie takes its turn right after yours, heedin' your mind's commands. It ain't got much in the way of smarts, so all it can do is swing or claw at somethin' with a single melee attack.

You can pull off this stunt a number of times equal to your Wisdom modifier (at least once, mind you), and you'll get all them uses back after a good long rest.

### **Pollinating Decay**

*10th-level Camp of Dust feature*

You've got the knack to spread a bit of deadly rot far and wide. When your Dustwalker trick is up and runnin', as a bonus action, you can fling that decay clear across 30 feet. It'll hang around, churnin' and burnin' in a 10-foot cube for a minute straight. Now, this here decay will skedaddle early if you decide to use this move again, if you wave it off as a bonus action, or if your Dustwalker power winds down.

Whenever some poor soul wanders into that cube or kicks off their turn inside it, they're gonna feel the sting of your Cloud of Decay, unless they can tough it out with a Constitution saving throw against your spell save DC. Mind you, a creature can only get hit by this once a turn.

While your cube of rot's doin' its thing, you can't use your Cloud of Decay reaction. Just sit back and watch the decay do its dance.

### **Dustform**

*14th-level Camp of Dust feature*

The dust roilin' inside ya changes ya somethin' fierce: you can't be blinded, deafened, frightened, or poisoned no more. And any fella thinkin' they got a critical hit on you will find it's just a regular ol' hit instead, 'less you're knocked clean out.

## Camp of the Constellations

---

The Camp of the Constellations lets these wardens tap into the raw energy of the untamed frontier, where the wild west meets the endless sky. These wardens have navigated by starlight since time immemorial, unraveling the secrets hidden in the celestial bodies. By understanding these cosmic mysteries, the Camp of the Constellations aims to harness the mighty forces of the cosmos.

Wardens from this circle often keep records of the stars and their influence on the wild west. Some groups document their celestial findings in indestructible locations, creating vaults of their knowledge. These sanctuaries might take the form of stone monoliths, cliff carvings, or hidden underground havens - any structure sturdy enough to protect the circle's sacred wisdom from the ravages of nature.

### Camp of Constellations Features

Warden Level	Feature
2nd	Frontier Astrolabe, Astrolabe Avatar
6th	Frontier Prophecy
10th	Gleaming Horizons
14th	Untamed Heavens

#### Frontier Astrolabe

*2nd-level Camp of the Constellations feature*

Y'all have fashioned a frontier-style astrolabe, a star chart for your cosmic studies. This Tiny object can be your spellcasting focus for your warden spells. You decide its form by choosing one or rolling on the Frontier Astrolabe table.

While clutching this astrolabe, you get these benefits:

- You know the guidance cantrip.
- You have the guiding bolt spell prepared. It's counted as a warden spell for you, and it don't count against the number of spells you can have ready.
- You can cast guiding bolt without burning up a spell slot, a number of times equal to your proficiency bonus, and you get all expended uses back when you finish a long rest.
- If you lose the astrolabe, you can perform a 1-hour ceremony to magically whip up a replacement. This ceremony can be done during a short or long rest, and it destroys the previous astrolabe.

## Astrolabe

d6	Astrolabe Form
1	A collection of bone chips carved with star patterns
2	A piece of hide marked with star constellations
3	A cactus with its spines arranged into celestial shapes
4	A piece of driftwood with stars burned into it
5	A rock slab with fine carvings of the night sky
6	A glass jar filled with luminescent insects arranged in celestial patterns

### Astrolabe Avatar

#### *2nd-level Camp of the Constellations feature*

As a bonus action, you can use up a use of your Frontier Form feature to embody the spirit of the untamed west, instead of morphing into a beast.

While in your Frontier Form, you keep your normal stats, but your body takes on a sort of ghostly quality; points of your body glimmer like stars in the night sky, and glowing lines connect 'em, resembling a constellation map. This form casts bright light in a 10-foot radius and dim light for an additional 10 feet. The form sticks around for 10 minutes and wraps up early if you dismiss it (no action needed), if you're incapacitated, if you kick the bucket, or if you use this feature again.

Whenever you take on your Frontier Form, pick one of these celestial embodiments; your choice grants you certain perks while in this form:

**Lone Star.** An embodiment of a single, bright star appears on you. When you kick off this form, and as a bonus action on your turns after that while it lasts, you can make a ranged spell attack, flinging a glowing star at one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.

**Watering Hole.** An embodiment of a nourishing oasis appears on you. Whenever you cast a spell using a spell slot that heals a creature, you or another critter within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.

**Serpent.** An embodiment of a cunning rattlesnake appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to hold your focus on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

### Frontier Prophecy

### *6th-level Camp of the Constellations feature*

Whenever you wrap up a long rest, you can peer into your Frontier Astrolabe for signs. When you do that, roll a die. Until your next long rest, you get a special reaction based on whether you rolled an even or an odd number:

**High Noon (even).** Whenever a critter you can see within 30 feet of you's fixin' to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to their total.

**Duskfall (odd).** Whenever a varmint you can see within 30 feet of you's about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and deduct the number rolled from their total.

You can use this reaction a number of times equal to your proficiency bonus, and you get all them uses back when you finish a long rest.

### **Gleaming Horizons**

#### *10th-level Camp of the Constellations feature*

Your Frontier Form's embodiments get a mighty boost. That 1d8 for the Lone Star and the Watering Hole jumps up to 2d8, and while sportin' the Serpent, you can soar with a flyin' speed of 20 feet and hover like a hawk.

Plus, at the start of each of your turns while in your Frontier Form, you can switch up which celestial embodiment lights you up like a lantern in the night.

### **Untamed Heavens**

#### *14th-level Camp of the Constellations feature*

While you're in your Frontier Form, you're like a ghost of the wild west, half-there and half-not, makin' you tough as nails against blows, stabs, and slashes, grantin' you resistance to bludgeoning, piercing, and slashing damage.

### **Camp of the Frontier**

---

The Camp of the Frontier is a gathering of grizzled veterans and sagacious souls, guardians of age-old wisdom passed down through generations by tales spun under starry skies or in the dusty corners of saloon backrooms. These wardens convene in sacred circles, their words echoing the primal secrets of the wild lands. The most experienced among 'em act as spiritual guides in towns clinging to the Old Ways, offering counsel to sheriffs and town elders. As one of their kin, your magic is rooted deep in the very ground where you first joined hands and hearts in their enigmatic rites.

## Camp of the Frontier Features

Warden Level	Feature
2nd	Camp Spells, Extra Folklore, Frontier Recuperation
6th	Pioneer's Gait
10th	Praire's Protection
14th	Frontier's Refuge

### Extra Folklore

*2nd-level Camp of the Frontier feature*

When you saddle up with this camp at 2nd level, you pick up an extra warden cantrip, a trick of the trade as it were. This here cantrip doesn't count against the number of warden cantrips you already got in your repertoire.

### Frontier Recuperation

*2nd-level Camp of the Frontier feature*

Startin' at 2nd level, you can round up some of your spent magic by takin' a breather and connectin' with the wild. During a short respite, you pick out which spell slots you're fixin' to reclaim. The spell slots you choose can add up to half your warden level (rounded up), but none of 'em can be 6th level or higher. You won't be able to rustle up this trick again until after a good long rest.

So, say you're a 4th-level warden, you can gather back two levels worth of spell slots. That might be one 2nd-level slot or a pair of 1st-level slots.

### Camp Spells

*2nd-level Camp of the Frontier feature*

Your connection to the wild lands gives you the power to cast certain spells tied to the terrain where you learned the ways of the warden. At 3rd, 5th, 7th, and 9th level, you get to pick up spells that belong to the land you call home. Just pick your territory and take a gander at the list of spells that come with it.

Once you lay claim to one of these camp spells, it's always ready for you to cast and don't count against the number of spells you can prepare each day. Even if one of these spells ain't usually on the warden spell list, it's still a warden spell for you.



## Tundra

Warden Level	Spells
3rd	hold person, spike growth
5th	sleet storm, slow
7th	freedom of movement, ice storm
9th	commune with nature, cone of cold

## Seaside

Warden Level	Spells
3rd	mirror image, misty step
5th	water breathing, water walk
7th	control water, freedom of movement
9th	conjure elemental, scrying

## Wasteland

Warden Level	Spells
3rd	blur, silence
5th	create food and water, protection from energy
7th	blight, hallucinatory terrain
9th	insect plague, wall of stone

## Timberland

Warden Level	Spells
3rd	barkskin, spider climb
5th	call lightning, plant growth
7th	divination, freedom of movement

9th	commune with nature, tree stride
-----	----------------------------------

### Prairie

Warden Level	Spells
3rd	invisibility, pass without trace
5th	daylight, haste
7th	divination, freedom of movement
9th	dream, insect plague

### Peaks

Warden Level	Spells
3rd	spider climb, spike growth
5th	lightning bolt, meld into stone
7th	stone shape, stonewalk
9th	passwall, wall of stone

### Marshland

Warden Level	Spells
3rd	darkness, acid arrow
5th	water walk, stinking cloud
7th	freedom of movement, locate creature
9th	insect plague, scrying

### Deep Cave

Warden Level	Spells
3rd	spider climb, web
5th	gaseous form, stinking cloud

7th	greater invisibility, stone shape
9th	cloudkill, insect plague

### **Pioneer's Gait**

*6th-level Camp of the Frontier feature*

Starting at 6th level, rough terrain don't hinder your pace none. You can mosey on through the thickest brush and brambles without slowing down or getting scratched up by thorns or such.

Plus, you got a knack for wriggling out of tricky situations with plants that have been bewitched to tangle your boots, like the kind caused by that entangle spell. You've got an edge on saving throws against such natural traps.

### **Praire's Protection**

*10th-level Camp of the Frontier feature*

Come the time you hit 10th level, you're as tough as old boot leather against the charms and fears stirred up by elementals or fey. Plus, you're immune to the venom of rattlesnakes and the ailments that plague lesser folks. Poison and disease just don't stick to you no more.

### **Frontier's Refuge**

*14th-level Camp of the Frontier feature*

By the time you're a seasoned 14th-level warden, the critters and greenery of the wild west get a sense of your deep connection with Mother Nature and think twice before trying to land a blow on you. When a critter or a plant thinks to take a swing at you, it's got to pass a Wisdom saving throw against your warden spell save DC. If it fails, it's got to find someone else to tangle with, or its attack just misses you by a country mile. If it makes the save, though, it's wise to your ways for a full day and won't be fooled again.

The varmint or vegetation knows full well about this trick of yours before it decides to take a shot at you.

### **Camp of La Luna**

---

Wardens from the Camp of La Luna are the tough sentinels of the wild, mysterious lands. They gather when the moon's at its fullest, trading tales and warnings under its silvery light. These lone wolves roam the farthest reaches of the frontier, often spending weeks in solitude, their only company being the whispers of the wild.

As changeable as the moon that guides them, a La Luna warden might be tracking prey as a fierce mountain lion under the moonlight, then soaring high above the canyons as an eagle come dawn, or even trudging through the underbrush in bear form to shoo away nosy intruders. For these wardens, the call of the wild ain't just a notion, it's a deep-rooted part of their very being.

### **Camp of the Frontier Features**

Warden Level	Feature
2nd	Showdown Frontier Form, Frontier Forms
6th	Primordial Pounce, Frontier Forms
10th	Elemental Frontier Shape
14th	Multitude of Faces

#### **Showdown Frontier Form**

*2nd-level Camp of La Luna feature*

When y'all hitch up with the Camp of La Luna at 2nd level, you gain the knack to slip into your Frontier Form quicker than a jackrabbit, using it as a bonus action on your turn, instead of takin' a full action.

Plus, when you're all transformed by that Frontier Form, you can use a bonus action to channel some of your spellcasting juice into mendin' your hide. Spend one of them spell slots, and you'll heal up 1d8 hit points for each level of that spell slot you used up, faster than you can say "lickety-split."

#### **Frontier Forms**

*2nd-level Camp of La Luna feature*

The sacred rituals of your circle bestow upon ya the power to morph into mightier critters of the wilds. Startin' at 2nd level, you can harness your Frontier Form to shift into any beast with a challenge ratin' up to 1. Now, you can forget about that Max. CR column on the Beast Shapes table, but mind the other rules laid out there.

Come 6th level, you're fixin' to transform into critters with a challenge ratin' as high as your warden level divided by 3, rounded down. That means you can take the shape of even more fearsome beasts of the frontier.

#### **Primordial Pounce**

*6th-level Camp of La Luna feature*

Startin' at 6th level, when you're rustlin' and tusslin' in your beast form, your attacks count as magical, sure as shootin'. That means they can bypass any critter's resistance and immunity to them regular, nonmagical scuffles and scrapes.

### **Frontier Forms**

*6th-level Camp of La Luna feature*

The sacred rituals of your circle, they bestow upon ya the knack to shift into mightier critters of the wild. Commencin' at 6th level, you can morph into a beast whose challenge rating's as high as your warden level cut by 3 and rounded down, just like slicin' a pie into even parts.

### **Elemental Frontier Shape**

*10th-level Camp of La Luna feature*

At 10th level, you can holler up two uses of Frontier Form at the same time to shape-shift into an air elemental, an earth elemental, a fire elemental, or a water elemental.

### **Multitude of Faces**

*14th-level Camp of La Luna feature*

By 14th level, you've learned to weave magic to subtly tweak your own appearance. You can cast the alter self spell anytime you fancy, as easy as drawing a six-shooter.

## **Camp of the Cowboy**

---

Wardens from the Camp of the Cowboy are mighty communicators with the spirits of nature, favoring the company of beasts and the fey, and seeking their aid. These frontier guardians, known as Desert Shepherds, dedicate themselves to the protection of animals and fey folk who can't fend for themselves. They're the ones who'll face down any varmint threatening their wards, give a stern talking-to to hunters taking more than they need, and hold the line against the march of civilization on sacred fey grounds and unique wildlife habitats. Many a Desert Shepherd feels more at home out in the wilds, amidst the critters and fey spirits, than in any bustling town.

These members set off on adventures to push back against anything that endangers their charges, or to round up knowledge and might to better shield them. Wherever these Desert Shepherds roam, you can bet the spirits of the wild ride right alongside them.

### **Camp of the Cowboy Features**

Warden Level	Feature
--------------	---------

2nd	Whispers of the Wild, Spectral Idol
6th	Powerful Conjurer
10th	Protecting Ghost
14th	Reliable Specters

## **Whispers of the Wild**

*2nd-level Camp of the Cowboy feature*

At 2nd level, you've got the knack to jaw with critters and a good number of those fey folk.

You pick up how to speak, read, and scribble down Sylvan. On top of that, creatures of the wild get what you're saying, and you can make heads or tails of their hoots and gestures. Now, most critters ain't got the smarts for fancy talk or deep thoughts, but a friendly one might tell you what it's seen or heard 'round these parts. Mind you, this skill don't automatically make you buddies with the beasts, but it sure helps, especially if you sweeten the deal with a few treats, same as you would with any other folk you meet on your travels.

## **Spectral Idol**

*2nd-level Camp of the Cowboy feature*

Startin' at 2nd level, you can summon up spirits of nature to lend a hand in shaping the world 'round you. With just a flick of your wrist as a bonus action, you can call forth a ghostly spirit to a spot you set your eyes on, within 60 feet of where you're standin'. This spirit stirs up an aura in a 30-foot circle 'round that there point. Now, this spirit ain't exactly a creature nor an object, but it sure shows up like the spectral form of whatever critter it represents.

With another quick move, you can shift that spirit up to 60 feet to a new spot you can see.

This ethereal helper sticks around for 1 minute or until you're knocked out cold. Once you call on this power, you gotta rest a spell, either a short or long one, before you can do it again.

Now, the way this spirit affects things depends on the type of spirit you rustle up from the options below.

**Bear Spirit.** That bear spirit shares its brawn and endurance with you and your posse. Each partner of yours within the aura when the spirit shows up gets temporary hit points equal to 5 plus your warden level. Plus, you and your allies get the upper hand on Strength checks and Strength saving throws while in that aura.

**Hawk Spirit.** The hawk spirit's a keen-eyed hunter, helping you and your gang with its sharp sight. When someone takes aim at a target in the spirit's aura, you can react to give that shot a

better chance of hitting its mark. Also, you and your allies get a leg up on Wisdom (Perception) checks while in the aura.

**Unicorn Spirit.** That unicorn spirit offers its guardianship to those around it. You and your allies get an edge on all checks made to spot critters in the spirit's aura. What's more, if you cast a spell using a spell slot that patches up any creature inside or outside the aura, each one of your choice in the aura also gets healed up a bit, equal to your warden level.

### **Powerful Conjurer**

*6th-level Camp of the Cowboy feature*

Well now, startin' at 6th level, them critters and fey you call upon are tougher than your average varmint. Any beast or fey you bring into this world with your spells gets a couple of mighty fine perks:

- First off, these creatures show up with more pep in their step: they get 2 extra hit points for every Hit Die they're totin'.
- And second, the damage they deal with their natural weapons is somethin' special – it's considered magical, so it can bypass any immunity or resistance to nonmagical attacks and damage. Ain't no ordinary critter can say that!

### **Protecting Ghost**

*10th-level Camp of the Cowboy feature*

Startin' at 10th level, your Spirit Totem's got the backs of them beasts and fey you conjure up with your magic. Now, when one of those critters you summoned or created with a spell finishes its turn right in the heart of your Spirit Totem aura, it heals up a bit, regaining hit points equal to half your warden level. Ain't nothin' like a little mystical mendin' to keep your animal friends fightin' fit.

### **Reliable Specters**

*14th-level Camp of the Cowboy feature*

Startin' at 14th level, the spirits of nature you've been palaverin' with are ready to protect you when you're in a real pickle. If you find yourself knocked down to 0 hit points or incapacitated against your will, you can straight away call on the power of conjure animals as if you're usin' a 9th-level spell slot. This calls forth four critters of your choosin' that are challenge rating 2 or lower, appearin' within 20 feet of you. If you ain't givin' them any orders, they'll naturally defend you and take on your enemies. This spell sticks around for 1 hour, no need for you to focus on it, or until you decide to dismiss it, which don't take no effort at all.

Once you've called on this feature, you gotta take a long rest before you can rustle it up again.

## Camp of the Brush Fire

---

Out where the western frontier stretches as far as the eye can see, the Camp of the Brush Fire understands the two sides of a raging wildfire. These warden cowboys reckon that sometimes destruction, just like a sudden blaze sweepin' through the prairie, paves the way for new life and growth. They strike a deal with a primal spirit of flame that wields both ruin and renewal, harnessin' this power to light controlled fires that burn away the old to make way for the new.

### Camp of the Cowboy Features

Warden Level	Feature
2nd	Camp Spells, Summon Bonfire Shade
6th	Tempered Pact
10th	Embers of Renewal
14th	Inferno's Resurrection

### Camp Spells

*2nd-level Camp of the Brush Fire feature*

Yer bond with the wildfire spirit, a mighty force of birth and ruin, lets ya tap into some special spells when ya reach certain levels in this here class, just like it's laid out on the Camp of the Brush Fire Spells table.

These spells are always ready at yer fingertips, and they don't tally against the number of spells you're able to prepare each day. Even if a spell ain't usually in the warden's book of tricks, for you, it's as good as a warden spell.

### Camp of the Brush Fire Spells

Warden Level	Spells
2nd	<i>burning hands, cure wounds</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>plant growth, revivify</i>
7th	<i>aura of life, fire shield</i>



9th	<i>flame strike, mass cure wounds</i>
-----	---------------------------------------

### **Summon Bonfire Shade**

*2nd-level Camp of the Brush Fire feature*

You got the power to beckon the primal spirit that's hitched to your very being. Now, 'stead of morphin' into a critter with yer Frontier Form, you can use one of them uses to call forth your bonfire spirit.

This here spirit shows up in a spot you pick, within a stone's throw of 30 feet. When it makes its grand entrance, any varmint within 10 feet of the spirit (barring you, of course) has gotta make a quick Dexterity save against your spell save DC or get singed for 2d6 fire damage.

This spirit's on your side, partner, followin' your hollers and commands. It can look like anything from a flame-draped figure shaped out of twisty tumbleweed to some sort of fiery creature.

When the dust kicks up for a scrap, the spirit's on your heels in the initiative, takin' its turn right after yours. Its go-to move is to Dodge, unless you signal it to do somethin' else with your bonus action. Now, if you're laid out and can't give orders, the spirit'll take whatever action it sees fit, not just stick to Dodgin'.

That spirit'll hang around for a full hour, or till it's beat down to 0 hit points, or if you call it up again, or heaven forbid, you bite the dust.

### **Tempered Pact**

*6th-level Camp of the Brush Fire feature*

Yer kinship with the bonfire spirit powers up your spells, whether they're blastin' fire or mendin' wounds. Each time you cast a spell slingin' fire damage or patchin' up hit points, and your bonfire spirit's hangin' around, you roll a d8 and tack that number onto one of the spell's damage or healin' rolls.

Plus, when you're castin' a spell that ain't just for yerself, you can choose to have it come from either you or your bonfire spirit.

### **Embers of Renewal**

*10th-level Camp of the Brush Fire feature*

Y'all got the knack for turnin' death into magical flames that can either mend or scorch. When a critter of Small size or bigger kicks the bucket within 30 feet of you or your bonfire spirit, a harmless ghostly flame pops up where the poor thing laid down, and it'll linger for a spell, about a minute. Now, when you spot some other varmint step into that spot, you can react quick as a

snake, snuffin' out that spectral flame to either patch 'em up or singe 'em good. The healin' or burnin' they get is 2d10 plus your Wisdom modifier.

You can pull this off a number of times equal to your proficiency bonus, and you get all them uses back after you've had yourself a proper long rest.

### **Inferno's Resurrection**

*14th-level Camp of the Brush Fire feature*

Well now, your bond with that bonfire spirit's got a way of yankin' you back from the jaws of death. If that fiery companion of yours is within hollerin' distance – say, 'bout 120 feet – when you're knocked out cold, hittin' 0 hit points, you can have that spirit fizzle out to nothin'. In exchange, you'll find yourself springin' back to your boots with half your hit points restored.

But remember, you can't call upon this miracle again 'til after you've taken yourself a good, long rest under the stars.