

# Warder

The young half orc stands protectively in front of his little sister, she is hunched into a ball huddled on the ground. A Winter Wolf stands a mere 3 paces away, teeth bared it lunges at the half-orc child. A flash of bright orange light emanates out from the boy's hand, the light forms an expanding ring around the two children the wolf is sent flying back.

A mother clutches her baby to her chest as part of the inn's burning roof falls to the floor a few feet away, the intense flames of the fire singe the hem of her dress. The baby starts to cry, the mother hugs her child tighter. The men who search through the burnt ruin that once was an inn find the charred remain of a woman the baby held in her arms untouched by heat, smoke or falling beams.

Jerad Swiftiron had been in command of the 3rd platoon of the king's army for nearly 20 years, he runs now with friends and comrades at his side straight at the walls of the necromancer's castle. A Catapult launched a scattering of rocks at the charging men. The men don't falter in their charge trusting fully in their commander, Jerad raised his shield. Waves of force rolled out from him turning the rocks aside before they could mow down his men.

## Tireless Guardians

Warders are often trained martial fighters, skilled with all weapons and armour. They can be found leading platoons into battle or guarding friends back during their travels, they draw upon an internal reserve of power to create powerful wards.

A lone Warder is one best avoided, losing whomever they value a Warder will revenge them at any cost.

## Willing Sacrifice

A Warder Fights not for him or herself but for those that they care for. Putting themselves in harm's way again and again if it means they can keep their friends and family safe.

## Creating a Warder

As you Create a Warder it is important to consider your "charges" those you wish to defend, it can be an individual or a group. It's important to note that you are not a mindless shield golem doing whatever this person or group wants, nor do you have to stop every injury or foolishness, if they start a bar fight and the worst they are going to get is a black eye feel free to sit back and offer helpful remarks. Equally if a plan or idea seems bad offer advice or objections. I find this paragraph hard to write and will change it for the final version I just want it to be clear that warders are

not walking punching bags but good friends, your not a bodyguard. If you come new to a table not knowing any of the other players, you can play a warder who has lost his old charges and slowly bond to the new group or you can play a few levels without using your wards finding your warders power later as you make friendships in the group (best discussed with your DM). one last thing a warder can of course be evil he just needs a friend or group who shares his ideals.

### Quick build

You can make a Warder quickly by following these suggestions. First Strength should be your highest ability score followed by intelligence and constitution. Second chose the soldier background.

## Class Features

As a Warder you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per Warder level.

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

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

### Proficiencies

**Armor:** All Armor, shields.

**Weapons:** Simple weapons, martial weapons.

**Tools:** none.

**Saving Throws:** Constitution, Intelligence.

**Skills:** Choose two from Athletics, Medicine, investigation and survival.

### Equipment

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

- Martial weapon and a shield or *(b)* Two martial weapons
- Leather Armor and a short bow with a quiver of 20 arrows or *(b)* Chain mail and a hand axe
- a dungeoneer's pack or *(b)* an explorer's pack

<b>The Warder</b>				
Level	Proficiency Bonus	Features	Mlezi points	Wards Known
1 <sup>st</sup>	+2	Tier 1 Wards, Warded Camp	2	1
2 <sup>nd</sup>	+2	Half Link, Fighting Style	4	2
3 <sup>rd</sup>	+2	Permanent Ward	6	3
4 <sup>th</sup>	+2	Ability Score Improvement	8	3
5 <sup>th</sup>	+3	Extra Attack	10	4
6 <sup>th</sup>	+3	Tier 2 Wards	12	5
7 <sup>th</sup>	+3	Permeant Ward	14	5
8 <sup>th</sup>	+3	Ability Score Improvement	16	5
9 <sup>th</sup>	+4	Desperate Dash	18	6
10 <sup>th</sup>	+4	Loyalty	20	6
11 <sup>th</sup>	+4	Tier 3 Wards	22	7
12 <sup>th</sup>	+4	Ability Score Improvement	24	7
13 <sup>th</sup>	+5	Full Link	26	8
14 <sup>th</sup>	+5	Ever Ready	28	8
15 <sup>th</sup>	+5	Desperate Dash 2 <sup>nd</sup> use	30	9
16 <sup>th</sup>	+5	Ability Score Improvement	32	9
17 <sup>th</sup>	+6	Permeant Ward	34	11
18 <sup>th</sup>	+6	Retribution Link	36	12
19 <sup>th</sup>	+6	Ability Score Improvement	38	12
20 <sup>th</sup>	+6	Safeguard	44	13

## Wards

Your main source of defensive capability's, Wards are fuelled by an internal reserve of energy called Mlezi, the amount of Mlezi points you have is shown by the class table. You gain all expend points back after completing a long rest. Wards come in 3 tiers and two types passive and active. The number of wards you know is shown on the class table, at any level gain in this class you may swap out 1 known Ward for another. You may not learn any ward whose tier is higher than that allowed by your level. If any wards require your spell save DC (ward save DC?) your ability modifier is intelligence. Wards effect allies in range, up to a maximum of 8 and summoned or conjured creatures are not affected.

Spell save DC = 8 + your proficiency bonus + your intelligence modifier

Spell Attack modifier = your proficiency bonus + your intelligence modifier

### Passive Wards

Passive wards generally are area of effect wards centred on you that grant bonuses to you and your allies or de-buffs to hostile creatures in an area. you may only have one passive ward active and can only

receive the benefits from one passive ward at a time. Passive wards last the duration or until you are incapacitated, or you willingly drop the ward. You do not have to make concentration checks to maintain a ward, but you cannot concentrate on a spell if you have a passive ward active.

### Active Wards

Active wards are almost always instantaneous and be activated whilst simultaneously having a passive ward up.

### Warded camp

Warders can set up safe area to allow for undisturbed rest, beginning at 1st level you can spend 10 minutes to ward a 20 ft diameter circle. This ward lasts for 8 hours and has the following effects.

- You can set a non-extreme internal temperature for the ward when you create it, non-magical and non-extreme temperature cannot change this set temperature.
- Small creatures and insects that aren't being magically forced cannot enter the warded area unless specifically excluded when you create the ward.

- Rain, snow or other precipitation as well as wind can not enter the ward. The ward is however not air tight.

Once you use this feature you cannot use it again until you finish a long rest, if you move more than 1000 ft away from the ward it unravels.

## Fighting Style

You adopt a Particular style of fighting as your specialty. At 2<sup>nd</sup> level choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

### Defence

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

### Duelling

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.

### 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.

### Tunnel Fighter

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## Link

Links are magical bonds formed between you and a close ally. At 2<sup>nd</sup> level you learn the half link, at 13<sup>th</sup> the full link and at 18<sup>th</sup> level you learn the Retribution Link.

Beginning at 2<sup>nd</sup> level as a reaction to an ally within 45 ft taking damage you can split the damage half and half between yourself and them. Rounding up uneven numbers. The damage you take from link cannot be mitigated by any means. this costs 1 Mlezi point.

Beginning at 13<sup>th</sup> level as a reaction to an ally within 90 ft taking damage you can instead take the damage yourself, the damage you take from link cannot be mitigated by any means. this costs 2 Mlezi point.

Beginning at 18<sup>th</sup> level as a reaction to taking damage you can force your attacker to take half the damage leaving you with the other half, rounding down on uneven numbers. This costs 5 Mlezi points.

If the damage taken from link reduces you to 0 hp your ally gains temporary hit points equal to two times your warder level, these hit points are gained before the damage of the triggering attack effects your ally. You're not out to save the world as such you cannot link with people or creatures you have just met.

## Permanent Wards

The constant use of wards alters your body permanently with time. At 3<sup>rd</sup> Level you gain one of the following features of your choice

- **Improved aura.** Your passive wards have a 5ft larger radius
- **Unyielding.** Your hit points maximum increases by 3 and again by 1 each time you gain a level in this class
- **Energetic.** You gain 2 extra maximum Mlezi points

At 7<sup>th</sup> level You gain one of the following features of your choice

- **Continuity.** When you or an ally gains temporary hit points from one of your wards they also heal for 1d6 hit points.
- **Fast thinking.** You can link twice as one reaction.
- **Regeneration.** As an action you may spend one of your hit dice to regain hit points equal to the roll plus your constitution modifier.

At 17<sup>th</sup> level you gain one of the following features of your choice.

- **Healing rush.** Your desperate dash feature restores 5 hit points to the fallen ally you teleport to.
- **Blurred link.** After using your link feature on an ally, the next melee attack against them has disadvantage.
- **Offensive ward.** When effected by a passive ward you may deal an extra 1d8 force damage when you hit a creature with a melee attack. You may only do this once per turn

## Extra Attack

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

## Desperate Dash

Seeing one of your allies in great need lets you push your limits even further. Beginning at 9<sup>th</sup> level as a reaction to one of your allies within 45ft dropping to 0 hit points you can teleport to a point within 5ft of them, if you are within 5ft of them they are immune to further damage until the start of your next turn, the damage immunity does not reduce damage from the attack that dropped them to 0 hit points. and you gain a number of Mlezi points equal to your Ward cast modifier (minimum of 1) not exceeding your maximum. Once you use this feature you cannot use it again until you finish a long rest. Starting at 15<sup>th</sup> level you may use this feature twice per long rest.

## Loyalty

The thought of hurting your friends pains you to such an extent that your mind rebels against the controlling force. Beginning at 10<sup>th</sup> level if ordered to attack one of your allies whilst under a mind controlling effect or spell you may spend 2 Mlezi points to instead end the mind control effect, you can only do this after being commanded to harm one of your allies.

## Ever Ready

Even when tired you find it in yourself to keep going. beginning at 14<sup>th</sup> level if you roll initiative and have 0 Mlezi points, gain 3 Mlezi points.

## Safeguard

At 20<sup>th</sup> level your control of wards is Absolute, when an ally is reduced to 0 hit points within 45 ft of you and you do not use your Desperate Dash feature. The fallen ally does not have to make death saving throws but is instead stable at 0hp and cocooned in a web of force. The cocoon has an AC of 10 and 40 hp. If the ally regains hit points or if another ally wishes to touch them the cocoon dissolves.

## Tier 1 wards

### Iron Guard

Passive ward

Casting time: bonus action

Cost: 1 Mlezi point per started minute

Range: 15ft radius circle centred on you.

Allies within range become coated in scales made of force they receive a +2 to their AC. Maximum 18

### Titanium Skin

Passive ward

Casting time: bonus action

Cost: 1 Mlezi point per started minute

Range: 15ft radius circle centred on you.

Allies within range are wrapped in tendrils of force they receive 3 less damage from non-magical slashing, piercing or bludgeoning damage.

### Elemental Copper

Passive ward

Casting time: bonus action

Cost: 2 Mlezi point per started minute

Range: 15ft radius circle centred on you.

You may choose a damage type that is not Slashing, piercing, bludgeoning or psychic damage, your own magic fills the air suppressing the chosen type. you grant allies resistance to the damage type you have chosen. This resistance does not stack with other resistances.

### Magnesium Ring

Active ward

Casting time: 1 Action

Cost: 1 Mlezi point

Range: 15ft radius circle centred on you or an ally within 45 ft.

A wave of force erupts from you or an ally you can see within range, all creatures large or smaller of your choice must make strength saving throw vs your save DC, being pushed back 15 ft and taking 1d4 force damage on a failed save or being pushed back 5 ft on a successful one.

## Tin Vigour

Active ward

Casting time: bonus action

Cost: 1 Mlezi point + 1 point per ally affected.

Range: 15ft radius circle centred on you.

Soothing energy emanate of you, choose a number of allies within range, they gain a number of temporary hit points equal to 1d4 plus your ward casting modifier.

## Lead Stance

Passive ward

Casting time: bonus action

Cost: 1 Mlezi point per started minute

Range: 15ft radius surface centred on you.

allies within range are latched to the surface they are on by chains of force they cannot be knocked prone or moved against their will unless the surface they are standing on moves. A vertical wall or cliff is not moving and thus this ward can be used to cling to cliffs.

## Cobalt Dome

Active ward

Casting time: 1 action

Cost: 1 Mlezi point

Range: 10 ft dome centred on you.

a dome of energy forms around you the dome has an AC of 5 and (5 times your ability modifier) hit points minimum of 5, creatures or projectiles cannot enter the dome. The dome lasts until the start of your next turn or destroyed.

## Zinc Glare

Passive ward

Casting time: action

Cost: 2 Mlezi point per started minute

Range: 10ft radius circle centred on you.

allies within range emit a slight glare. Ranged attacks have disadvantage against anyone affected by this ward.

## Tier 2 Wards

### Steel Guard

Passive ward

Casting time: bonus action

Cost: 2 Mlezi point per started minute

Range: 20ft radius circle centred on you.

Allies within range become coated in scales made of force they receive a +3 to their AC. Maximum 20

## Elemental Bronze

Passive ward

Casting time: bonus action

Cost: 2 Mlezi point per started minute

Range: 20ft radius circle centred on you.

You may choose two damage types that are not Slashing, piercing, bludgeoning or psychic damage, your own magic fills the air suppressing the chosen types. you grant allies resistance to those damage types you have chosen. These resistances do not stack with other resistances.

## Goloid Barrier

Passive ward

Casting time: action

Cost: 1 Mlezi point per object (10ftx10ft)

Range: touch.

you can touch a door or window and grant them magical strength as long as they are smaller than 10ftx10ft. you imbue the object with a magical strength. Increasing the AC of the object by 5 the hit points by 25 and any DC to break the object gains 10 to the difficulty. You can imbue as many objects as you have Mlezi points for, the reinforcement lasts 8 hours.

## Vigour's Pewter

Active ward

Casting time: bonus action

Cost: 2 Mlezi points + 1 point per ally in range

Range: 20ft radius circle centred on you.

soothing energy emanates off you, choose a number of allies within range, they gain a number of temporary hit points equal to 2d4 plus your Ward cast modifier

## Megallium Dome

Active ward

Casting time: 1 action

Cost: 2 Mlezi points

Range: 15ft dome centred on you.

a dome of energy forms around you the dome has an AC of 5 and (10 times your ability modifier) hit points minimum of 10, creatures or projectiles cannot enter the dome. The dome lasts until the start of your next turn or destroyed.

## Solder Slow

Passive ward

Casting time: bonus action

Cost: 2 Mlezi point per started minute

Range: 25ft radius circle centred on you.

The area around you becomes sticky with force goop, becoming difficult terrain. You and any number of creatures you choose are immune to this effect.

Creatures affect by the goop may not use the dash action. You may only move up to 10ft when this ward is active.

## Elektron shock

Active ward

Casting time: bonus action

Cost: 2 Mlezi points

Range: 15ft radius circle centred on you.

allies within range are shrouded in electrical energy, the energy lasts until the start of your next turn. The first time they are struck by a melee attack the shroud explodes dealing 1d6+ your ward ability modifier in electrical damage to the attacker.

## Zamak Shift

Active ward

Casting time: 1 action

Cost: 4 Mlezi points

Range: 100ft

you and a number of allies up or equal to your ward ability modifier (minimum of 1) within 10ft of you teleport up to 100ft to a point you can see.

## Mercury lash

Active ward

casting time: action

Cost: 2 Mlezi points + 1 per enemy effected

Range: 20ft radius circle centred on you.

Choose a number of creatures within range, each creature must make a wisdom saving throw against your save DC, on a failed save silvery chains shoot out from you and bind them. They can no longer move further away from you; the chains last until the end of your next turn or until you are reduced to 0 hp. During the time the chains are active you cannot move further than 20 ft from an effected creature of the effect ends on that creature.

## Duralumin Breath

Passive ward

Casting time: bonus action

Cost: 2 Mlezi point per started minute

Range: 20ft radius circle centred on you.

you create a purified area around you, allies inside of the range are immune to the effects of poisonous gasses however anyone already effected by the gas remains effected. If used underwater this ward creates breathable air for up to 5 medium creatures including yourself.

## Tier 3 wards

### Damascus Guard

Passive ward

Casting time: bonus action

Cost: 4 Mlezi point per started minute

Range: 25ft radius circle centred on you.

Allies within range become coated in scales made of force they receive a +4 to their AC. Maximum 22

### Vitallium Dome

Active ward

Casting time: 1 action

Cost: 4 Mlezi points

Range: 20ft dome centred on you.

a dome of energy forms around you the dome has an AC of 5 and (20 times your ability modifier) hit points minimum of 20, creatures or projectiles cannot enter the dome. The dome lasts until the start of your next turn or destroyed.

### Gold Luck

Passive ward

Casting time: bonus action

Cost: 4 Mlezi point per started minute

Range: 20ft radius circle centred on you.

Allies find themselves being exceptionally lucky when around you, whenever an ally within range must make a saving throw they can do so with advantage.

### Vigour's Terne

Active ward

Casting time: bonus action

Cost: 4 Mlezi points + 1 point per ally in range

Range: 20ft radius circle centred on you.

soothing energy emanates off you, choose a number of allies within range, they gain a number of temporary hit points equal to 3d8 plus your Ward cast modifier.

## Silver Skin

Passive ward

Casting time: bonus action

Cost: 4 Mlezi point per started minute

Range: 25ft radius circle centred on you.

Allies within range are wrapped in tendrils of force they receive 5 less damage from slashing, piercing or bludgeoning damage magical or otherwise.

## Platinum Blades

Active ward

Casting time: action

Cost: 4 Mlezi points

Range: 10ft radius circle centred on you or an ally within 90ft.

hundreds of small blades form in the air around the target, hostile creatures that move within 10ft of the target of start their turn their must make a dexterity saving throw, having their speed reduced to 0 and taking 3d8 slashing damage on a failed save or half as much on a successful one. The blades las until the start of your next turn.

## Elinvar Stronghold

Passive ward

Casting time: 1 hour

Cost: 8 Mlezi points

Range: touch.

You can expand your wards out from yourself covering an area of maximum 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The ward lasts for 12 hours or until you dispel it or move more than 1000ft away from the warded area. The warded area creates the following effects.

- Doors and windows are reinforced as if affected by the Goloid Barrier, up to a maximum of 15.
- The sight of hostile creatures is limited to 20ft.
- 2 shadows (stats in the monster manual) patrol the warded area, they can follow simple commands given to them by you.

all active wards and none of the passive wards to benefit from intelligence. Just in case you have some interesting ideas for wards I missed.

End note this is my first try at making a class any feed back is much appreciated be it formatting, balance or wording errors. One thing regarding the wards I would like it for