



Nature's Warden

A Fighter Archetype
Version 2

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Who are Nature's Wardens?

Wardens are individuals who have felt the call of the wild in some way or another. Some Wardens are bounty hunters, called to the tracking of prey through untamed wilds, or maybe the Warden is just a skilled fighter who has spent years learning every in and out of a certain type of climate. Whatever their initial call Wardens use knowledge of the natural world and honed combat strategies to bring down their prey.

Hunting Tactics

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers - You learn three maneuvers of your choice, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice - You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws - Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your **Wisdom** or **Dexterity** modifier (your choice)

Naturalist

Beginning at 3rd level you have gained an intimate knowledge with a part of nature. Choose one below:

Favored Enemy

Beginning at 3rd level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: Aberrations, Beasts, Celestials, constructs, dragons, elementals, fey, Fiends, Giants, Monstrosities, oozes, Plants, or Undead. Alternatively, you can select two races of humanoid (such as Gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence Checks to recall information about them.

When you gain this feature, you also learn one Language of your choice that is spoken by your favored enemies, if they speak one at all.

Nature's Warden

A Fighter Archetype

Natural Explorer

Beginning at 3rd level, you have significant experience with one type of natural Environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or The Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Road Less Traveled

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra Movement. In addition, you have advantage on Wisdom (Survival) checks to navigate wilderness and you can find food and water for up to 5 people.

Nature's Cloak

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, Plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain advantage on Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you take an action or a reaction, you must camouflage yourself again to gain this benefit.

Improved Hunter's Tactics

At 15th level, your superiority dice turn into d10s.

Hunter's Intuition

At 18th level, you gain preternatural intuition that helps you fight creatures you can't see. When you Attack a creature you can't see, your inability to see it doesn't impose disadvantage on your Attack rolls against it. You are also aware if there are any creatures within 30 feet of you, if there are creatures you know how many there are and in what direction they are.

Nature's Warden

A Fighter Archetype

Maneuvers

The maneuvers are presented in alphabetical order.

Cleaving Strike - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to cleave or pierce another creature with the same attack. Choose another creature within 5 feet of the original target. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Disarming Attack - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Evasive Footwork - When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Feinting Attack - You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.

First Aid - On your turn, you can use a bonus action and expend one superiority die to administer first aid to one of your companions or yourself. When you do so, choose a friendly creature within 5 feet. That creature gains hit points equal to half your fighter level + Wisdom Modifier.

Hunter's Strike - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to track the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it, this advantage lasts an hour.

Lunging Attack - When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Menacing Attack - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry - When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Precision Attack - When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Restraining Strike - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to restrict the movement of the target. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, the target's speed is reduced to 0 until the end of your next turn.

Nature's Warden

A Fighter Archetype

Riposte - When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Spirited Charge - On your turn, you can use a bonus action and expend one superiority die to increase your speed by 30 feet until the end of your turn, in addition the first melee weapon attack after moving you add the superiority die to the attack's damage roll on a hit.

Stumbling Strike - When you hit a creature with a weapon attack, you can expend one superiority die to force the target to stumble. You add the superiority die to the attack's damage roll, and the target moves 5 feet in the direction that you choose.

Trip Attack - When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.