

WARDENS

Wardens are deadly hunters that hold a lonely vigil, enduring lives of hardship and sacrifice to protect the world from an evil they know can never truly be conquered. They specialize in fighting abominations and creatures of corruption to guard against impending Desecration, and are willing to use whatever tactic they can devise, no matter how unorthodox, to win in the end. A Warden will turn a blind eye to Blood Magic, deal with Dathairä, and do whatever else they must so long as those efforts lead to a path free from Desecration.

A MONSTER TO FIGHT MONSTERS

Driven by an unending determination to destroy evils old and new, a Warden willingly submits to The Bane; a dangerous and secretive blood magic rite that leaves every Warden irrevocably changed - physically, emotionally, and sometimes morally. This mutation occurs by injecting a Warden with the blood and viscera of the very dark creatures they despise. It grants them increased strength, speed, senses, and tracking abilities at the cost of sterility

and a mark of Corruption. The few that survive the process sacrifice their humanity in service to guarding against Desecration. They aim to be the desperately needed spark of hope at humanity's darkest hours and time of greatest need.

BATTLING CORRUPTION

The First Desecration created a cataclysm that lasted for millennia, nearly destroying Asha. The Corruption of that event persists today, infecting living creatures and mutating them into abominations that poison and corrupt the very environment around them. Wardens actively stamp out the corruption that plagues the land, and remain vigilant against being drawn too close to the very darkness that consumes the monsters they hunt.

PRETERNATURAL HUNTERS

Wardens track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. This makes them relentless hunters, focusing their combat prowess against specific, favored foes.



WARDEN

Level	Prof. Bonus	Features	Spells Known	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	Blood Bane Infusion, Mark Of Corruption, Warden Order	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Order Feature, Primeval Awareness	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Blood Bane Infusion	4	4	3	—	—	—
7th	+3	Order Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Order Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Blood Bane Infusion, Hardened Soul	8	4	3	3	1	—
15th	+5	Order Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Order Feature, Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Warden level

Hit Points: $1d10 + \text{your Constitution Modifier}$

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Wisdom modifier

Spell Attack Modifier = proficiency bonus + Wisdom modifier

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, Martial Weapons

Tools: Alchemist's Supplies

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Arcana, Athletics, History, Insight, Investigation, Nature, Perception, and Survival

BLOOD BANE INFUSION

Beginning at 1st level, you have survived The Blood Bane Curse, elevating you into the ranks of the Wardens. This ritual is a long-guarded secret, a dangerous one that forever altered your life's blood, binding you to the darkness and honing your senses against it. At 6th and 14th level, you once again subject yourself to the dangers of the ritual; and inject yourself with another infusion of the Blood Bane Curse. You choose another Favored Enemy and Favored Terrain. You always have the Hunter's Mark spell prepared, and it does not count against your spells known. You can cast it without expending a spell slot on your Favored Enemy a number of times equal to your Blood Bane infusions, and you regain all expended uses of this ability when you finish a Long Rest.

FAVORED ENEMY

Choose a type of creature whose blood was used in the ritual that imbued you with power: Aberrations, Celestials, Dragons, Elementals, Fey, Fiends, Monstrosities, Shadowspawn, or Undead. You have advantage on Wisdom (survival) checks to track these types of creatures, as well as Intelligence rolls 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.

FAVORED TERRAIN

The ritual also makes you familiar with one type of environment natural to the creature you were injected with, making you adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, the Underdark, or alternatively Baator, The Feywild, or The Shadowfell. 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 are proficient in.

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



- Difficult terrain does not 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

MARK OF CORRUPTION

The Blood Bane curse has left you with marks of corruption. Beginning at 1st level, you gain the following changes:

- **Longevity.** You age at a quarter of the speed you normally would
- **Darkvision.** You gain dark vision out to a range of 30 feet. If you already have dark vision, its range increases by 30 feet
- **Poison Resistance.** You have resistance against poison damage and advantage on saving throws against being poisoned or diseased
- **White Hair.** Your hair loses all pigment, turning it white
- **Night Shine.** Your pupils turn vertical and your eyes shine yellow in the dark when flickered with light

- **Infertile.** Your reproductive system has been damaged, leaving you infertile

WARDEN ORDER

Beginning at 1st level, you choose which Order performed The Blood Bane ritual on you. This Order's philosophy will guide you throughout your life. Your choice grants you additional features at 3rd, 7th, 11th, 15th, and 18th level.

FIGHTING STYLE

At 2nd level, you adopt a particular 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.

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

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.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

By the time you reach 2nd level, you have learned to harness the magical essence of nature and blood to cast spells. The Spells Known column of the Warden table shows how many total spells you know, by level. Each of these spells must be of a level for which you have spell slots.

Wisdom is your spell casting ability for your spells, allowing you to draw from the magical essence of your blood.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one Warden spell slot to focus your

awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense creature types for which you have been infected with The Blood Bane up to 1 minute from you (or within 6 miles if you are in your favored terrain). This feature doesn't reveal the creatures' location or exact number.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *Entangle* spell.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute to create 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 a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

HARDENED SOUL

Starting at 14th level, you have advantage on saving throws against being charmed and frightened.

FERAL SENSES

At 18th level, you gain preternatural senses that help 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 of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.



THE BLOOD BANE CURSE

THE TRIALS

The trials of The Blood Bane kills many of its participants. While this is seen as unfortunate, this process elevates the Wardens to the highest caliber, weeding out the weak and timid. To face a Warden in combat is to face an apex predator. The process is secretive, but includes ingesting the essence from the very monsters they train to kill. A prospective Warden is strapped to a table and forced to drink a series of dangerous chemicals that break down the body, causing intense pain.

THE MARK OF CORRUPTION

The Blood Bane Curse permanently changes a Warden, causing corruption to flow through their veins. It mutates the eyes, bone marrow, and hormones, setting the Warden apart from the rest of Humanity. While this curse does not render a Warden completely immune to Corruption, it is slowed within them.

Their hair loses all pigment, turning it shock white, and the trial causes them to be sterile. New Wardens find that their dreams turn dark. They suffer from nightmares, occasionally offering prophetic glimpses about the corruption or impending Desecration. Some experience ravenous hunger, some become more physically robust. Those that survive the Blood Bane acquire sets of feral abilities that imbue a Warden with monstrous power. Wardens constantly struggle against being consumed by the very magic that empowers their monstrous foes.

THE THREE TRIALS

Wardens that continue to advance in power undergo a maximum of three trials. During each trial, the Warden receives an infusion of aberrant ingredients that enhance their feral senses while increasing their path of corruption. While there have been those who have attempted additional infusions, all were either killed by the deadly process or fully



succumbed to madness and corruption; becoming monsters themselves.

The three trials are known by Wardens as The Trial Of The Body, The Trial Of The Mind, and The Trial Of The Soul. Wardens believe they must be taken willingly, and never forced.

VALOR AND METTLE

Very few would volunteer for this: the suffering, isolation, and promise of a violent death. But the path of a Warden is also one of valor, and those who give themselves to the cause are rewarded with the knowledge that they have become something more than they were. Although, some individual Wardens have such zeal for the fight that they wish only for a lifetime of tests and war. This means that the ranks of the Order are filled with dangerous men and women, some unscrupulous in the extreme.

GREY WARDENS

The Order Of The Grey Wardens confront corruption and impending Desecration head on. They apply brute force and strength of will in favor of evasion and subterfuge. A Warden of this order is comfortable being up-close to their enemy, absorbing blows with their powerful build and launching devastating counter attacks. Their symbol is that of a bear, and they originated in The First Age in what is modern day Kellos.

HEAVY STEEL

At 1st level, you gain proficiency in heavy armor. Also, you have advantage on saving throws to resist being grappled, knocked prone or moved against your will.

BRUTAL STRIKE

At 3rd level, you can leverage your considerable strength in combat to strike a powerful blow. Once on each of your turns when you hit a creature with a melee attack, you can increase the weapon's damage by 1d4.

This damage increases to 1d6 at 7th level, 1d8 at 11th level, 1d10 at 15th level, and 1d12 at 18th level in this class.

BRACE

Starting at 7th level, you learn how to best steel yourself to absorb incoming blows. You gain proficiency in Strength saving throws. Also, as a bonus action on your turn, you can grant yourself temporary hit points equal to your Constitution modifier (minimum of 1). You lose any temporary hit points gained from this feature after 1 minute.

METTLE

At 11th level, you can withstand harsh effects, such as a green dragon's poison breath or a blight spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only



half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FURIOUS RETALIATION

Starting at 15th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature. If you are below half your maximum hit points after taking that damage, you have advantage on the attack roll.

JUGGERNAUT

At 18th level, your ferocity and strength makes you a formidable opponent. You can now deal damage from Brutal Strike whenever you hit a creature with a melee attack, not just once per turn.

GLOOM WARDENS

The Order Of The Gloom Wardens breed quiet, efficient killers. Their variant of The Blood Bane is infamous in its effect of quelling even more emotions from the Warden, making them ruthless in their pursuit of ending Corruption and Desecration. They train in agility, finesse and subterfuge; combined with their killer instincts, a Gloom Warden is a dangerous foe. Their symbol is that of a displacer beast, and they originate from Ruje.

FORM OVER FORCE

When you choose this order at 1st level, you gain proficiency in the Acrobatics skill. Your proficiency bonus is doubled for any ability check you make that uses that skill.

Also, a weapon without the heavy property gains the finesse property when you wield it.

DEADLY CRITICAL

At 3rd level, your weapon attacks score a critical hit on a roll of a 19 or 20. You can roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon that has the finesse property.

DULLED EMOTIONS

Starting at 7th level, your mutations make your emotions unnaturally stable and reliable. You gain proficiency in the Deception and Intimidation skills. When you make an ability check with either of those skills you can treat a d20 roll of 9 or lower as a 10.

RUTHLESS OPPORTUNIST

Starting at 11th level, you capitalize on openings in your opponents' defenses. When a creature misses you with an attack, falls prone, becomes restrained or incapacitated while within your reach, you can use your reaction to make an attack against it. Also, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon that has the finesse property.



AGILE DODGE

Starting at 15th level, you can quickly move out of the way of area effects, such as a green dragon's poison breath or a fireball spell. When a spell or other effect would have you make a saving throw due to being in an area of effect, you can use your reaction to move up to half your movement speed, potentially moving you outside the effect's area.

KILLER INSTINCT

Starting at 18th level, whenever you score a critical hit or reduce a creature to 0 hit points with an attack on your turn, you can immediately move up to half your speed and make an attack. This can only trigger once per turn.

Also, your weapon attacks now score a critical hit on a roll of an 18 - 20.

SOUL WARDENS

The Order Of The Soul Warden embraces Primal Magic, and adheres to old codes once attributed to The Sylvan Empire. In their variant of The Blood Bane Curse, Soul Warden's harbor a monster in their blood. They learn to control this monster, and unleash it for short periods of time. However, without care, even the greatest Wardens can lose themselves to the hunger. Their symbol is that of a Griffon.

DRUIDIC WARRIOR

At 1st level, you learn two cantrips of your choice from the Druid/Primal spell list. They count as Warden spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from this spell list.

HYBRID TRANSFORMATION

At 3rd level, you learn to control the lycanthropic curse that courses through your veins. As a bonus action, you transform into a special hybrid form for up to 1 hour. You can speak, use equipment, and wear armor while in this form, and can revert to

your normal form as a bonus action. You automatically revert to your normal form if you fall unconscious or die. Once you use this feature, you must finish a short or long rest before you can use it again.

While you are transformed, you gain the following benefits and drawbacks:

Feral Might. You have advantage on Strength checks and Strength saving throws, and you have a +1 bonus to melee damage rolls. This bonus increases to +2 at 11th level and to +3 at 18th level.

Resilient Hide. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Additionally, while you are not wearing heavy armor, you have a +1 bonus to AC.

Predatory Strikes. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, which deal 1d6 bludgeoning or slashing damage (your choice). This damage increases to 1d8 at 11th level.

Additionally, when you use the Attack action to make an unarmed strike, you can make one additional unarmed strike as a bonus action.

Bloodlust. If you start your turn with fewer hit points than half your hit point maximum, you must succeed on a DC 8 Wisdom saving throw or move directly toward the nearest creature and use the Attack action against that creature. If you're



concentrating on a spell or are under an effect that prevents you from concentrating (such as the barbarian's Rage feature), you automatically fail this saving throw.

If you have your Extra Attack feature, you can choose whether to use it for this frenzied attack. If more than one creature is equally near to you, roll randomly to determine your target. Once your attack is resolved, you regain control of yourself.

STALKER'S PROWESS

At 7th level, your speed increases by 10 feet, and you add 10 feet to your long jump distance and 3 feet to your high jump distance. Your hybrid form also gains the following additional benefits:

Improved Predatory Strikes. You have a +1 bonus to attack rolls made with your unarmed strike. This bonus increases to +2 at 11th level, and +3 at 18th level.

ADVANCED TRANSFORMATION

At 11th level, you learn to unleash and control more of the beast within. You can use your Hybrid Transformation feature twice, regaining all expended uses when you finish a short or long rest. Your hybrid form also gains the following additional benefit.

Lycan Regeneration. At the start of each of your turns when you have at least 1 hit point but fewer hit points than half your hit point maximum, you gain hit points equal to $1 + \text{your Constitution modifier}$ (minimum of 1). If you are in hybrid form, you gain these hit points before you must make the saving throw for your bloodlust.

UNSEALED PRIMAL POWER

At 15th level, you gain access to Druid/Primal spells typically outside of your grasp. You learn two Primal Spells of your choice from the Druid / Primal spell list. They count as Warden spells for you, and Wisdom is your spell casting ability for them. Whenever you gain a level in this class, you can replace one of these spells with another Primal from this spell list. Casting them is done by expending your Warden spell slots.

HYBRID TRANSFORMATION MASTERY

At 18th level, you have mastered your inner predator. You can use your Hybrid Transformation feature an unlimited number of times, and your hybrid form lasts until you revert to your normal form, fall unconscious, or die. Your hybrid form also gains the following additional benefits:

Blood Howl. As an action, you unleash a bloodcurdling howl. Each creature within 30 feet of you that can hear you must succeed on a Wisdom saving throw (DC 15) or become frightened of you until the end of your next turn. If a creature fails its saving throw by 5 or more, it is stunned while frightened in this way. A creature that succeeds on its saving throw is immune to this fear for the next 24 hours.

SHIELD WARDENS

Wardens of this order accept their place as the bulwark between civilization and the terrors of the wilderness. They learn specialized techniques for the threats they face, fighting both hordes and giant corrupted monstrosities alike. Their symbol is that of a Manticore.

DREAD AMBUSHER

At 1st level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.



HUNTER'S PREY

At 3rd level, you gain one of the following features: **Colossus Slayer**. Your tenacity can wear down the most potent foes. When you hit a large or larger creature with a weapon attack, the creature takes an extra 1d8 damage if it's below point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once in each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features: **Escape The Horde**. Opportunity attacks against you are made at disadvantage.

Multi-attack Defense. When a creature hits you with an attack, you gain a +4 bonus to Armor Class

against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features: **Volley**. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapons range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with separate attack rolls for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features: **Evasion**. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving

throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Stand Against The Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature within range (other than itself).

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EXCEPTIONAL TRAINING

At 18th level, you gain the following benefits:

- You have advantage on attack rolls you make when it is not your turn.
- you can take the Disengage action as a bonus action on your turn
- whenever you are grappled you can use a bonus action to escape from the grapple, even if you are also restrained by the grapple.



BLOOD WARDENS

Blood Wardens are feared for their expertise in poison and assassination tactics. In combat they use a fast, dual wielding fighting style, aiming to overwhelm opponents. Unlike Wardens from most orders, they are known to take contracts on humanoids as well as monsters. Their symbol is that of a serpent.

OCCULT POWER

At 1st level, you learn two cantrips of your choice from the Warlock spell list. They count as Warden spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from this spell list.

EXPLOIT WEAKNESS

At 3rd level, your attacks are even deadlier when you strike unaware or debilitated creatures. Each time you hit an incapacitated, paralyzed, poisoned, restrained, stunned, surprised or unconscious creature with a weapon attack, it takes an additional 1d4 damage from the weapon.

MYSTIC FRENZY

At 7th level, when you use your action to cast a cantrip, you can immediately make one weapon attack as a bonus action.

CREEPING DEATH

At 11th level, you have trained yourself to move lightly and unseen. You can take the Hide action as a bonus action on your turn, and you have advantage on Dexterity (Stealth) checks to avoid being heard.

TWIN FANGS

Starting at 15th level, you can attack twice instead of once with your off-hand attack when you engage in two-weapon fighting. If you would add your ability



modifier to the damage roll of the first attack, do so for the second as well.

SOUL EATER

At 18th level, when a creature that isn't a construct or undead is reduced to 0 hit points within 30 feet of you, you can use your reaction to siphon its life energy in exchange for power. Until the end of your next turn, you make attacks with advantage and you have resistance to all damage.

Additionally, you may choose to amplify this ability by taking damage equal to 1d10. This allows you to additionally regain one expended spell slot. You must finish a long rest before you can amplify this ability again.

DAWN WARDENS

Wardens of this order are versatile and flexible hunters. They excel in combat, and can discern the weaknesses of their foes. This order's symbol is that of a Wolf.

HUNTER'S SENSE

At 1st level, you gain the ability to peer at a creature and discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses of it when you finish a long rest.

SLAYER'S PREY

Starting at 3rd level, you can cast Hunter's Mark without expending a spell slot once per long rest.

SUPERNATURAL DEFENSE

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Hunter's Mark forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

MAGIC USER'S NEMESIS

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted. Once you use this feature, you can't use it again until you finish a short or long rest.



SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Hunter's Mark forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

WOLVEN STORM

At 18th level, you gain an additional reaction each round, which can only be used to make an Attack of Opportunity.