



## WARDEN BOND

### FORTRESSMIND

Some wardens derive their power not from a special relationship to nature, but to the psyches of those around them. In a different life, perhaps they would be predators, feeding on the minds of innocents. But instead they have learned to project their powers outward, creating a defensive shell of psychic power.

#### FORTRESSMIND BOND FEATURES

Warden Level	Feature
1st	Psi Blades, Flavor Feature, Innate Magic
3rd	Interdiction Feature, Defensive Feature (Often an Endurance Die Feature)
7th	Defensive Feature
14th	Offensive or Misc Feature
17th	Transformation Feature

### PRIMAL INTELLECT

Starting at 1st level, anywhere a warden feature refers to your Wisdom modifier, you may instead use your Intelligence modifier.

### PSI BLADES

Starting at 1st level, when you roll initiative or as a bonus action at any time, you can manifest blades of pure psionic energy. You can conjure up to two weapons, or one weapon and one shield at a time this way. Items created this way are automatically equipped, and can be dismissed at any time (no action required). Shields act as a normal shield would, while weapons have properties selected from the table below. In addition, all psi blades have the Thrown (15/30) property, but dissipate after being thrown.

Properties	Damage Dice
—	1d4 slashing + 1d4 psychic
Light	1d6 slashing
Two-Handed	1d6 slashing + 1d6 psychic

The damage dice of these weapons are increased by any Warden class feature that increases the damage die of natural weapons. If the damage die of any d6 weapon is increased to a d8, it instead becomes 1d4 slashing and 1d4 psychic damage. When the damage die of any weapon with multiple dice increases, you can select which damage die to increase.

## SILENT SPEECH

Also at 1st level, you gain telepathy with a 15-foot range. You can only target one creature, which must share at least one language with you, and can reply telepathically. This range increases to 30 feet at 5th level and 60 feet at 11th level.

## INNATE MAGIC

Additionally when you select this bond, you gain access to several innate magical abilities by channeling the power of your primal connection.

You gain the following spells at the listed levels, and can cast each spell once without components or spell slots. Once you cast the spell in this way, you cannot cast it again until you complete a long rest. Wisdom is your spellcasting modifier for these spells. You can cast a spell again before completing a long rest by spending 1 + the level of the spell Endurance Dice.

If you gain a Psionics feature through multiclassing or feats, you can add these spells to the list of spells you can cast with psi points.

Warden Level	Innate Spells (1/long rest each)
1st	<i>frighten</i> <sup>SDS</sup>
3rd	<i>detect thoughts</i>
5th	<i>suggestion</i>
9th	<i>sending</i>
13th	<i>compulsion</i>
17th	<i>confusion</i>

## PSYCHIC BACKLASH

At 3rd level, when you roll an Endurance Die to block damage from an attack within 30 feet, you can channel the pain into a spear of psychic force. The attacker takes psychic damage equal to the amount of damage blocked.

## PSIONIC FIELD

At 3rd level, your Primal Interdiction projects an aura of psychic power, which manifests according to your desires. When you manifest your Psi Blades, choose one of the effects below for this field:

- **Telekinesis:** At the start of your turn, you may push or pull all Large or smaller creatures within your Primal Interdiction 5 feet towards or away from you.
- **Telepathy:** As a reaction when a creature enters your Primal Interdiction, you can read their intentions, preventing them from gaining advantage on attacks against you until the start of your next turn.
- **Consumption:** Once per turn on your turn, you can deal 1d6 bonus psychic damage when you hit a creature in your Primal Interdiction with an attack.

You can change your Psionic Field anytime you manifest new Psi Blades, but it can only have one effect at a time.

## MENTAL BULWARK

At 7th level, your mind becomes greatly strengthened. You gain the following benefits:

- You gain resistance to psychic damage.
- Your Mystic Bulwark applies to psychic damage.
- Allies within your Primal Interdiction can also apply your Mystic Bulwark to psychic damage.

## MINDSIGHT

At 14th level, your awareness extends outward, granting you awareness of nearby thinking creatures. You can see creatures with an Intelligence of 6 or higher within 60 feet as if by blindsight.

## STATIC BLAST

Also at 14th level, you can project a shockwave of psionic power. As an action, you can force all creatures of your choice within 30 feet of you to make a Wisdom saving throw against your spell save DC. On a failure, they take 8d6 psychic damage and their movement speed is reduced by half until the end of their next turn. On a success, they take half as much psychic damage and no other effects.

You can unleash your power in this way once, regaining its use after a long rest.

## PSYCHIC JUGGERNAUT

At 17th level, you can focus your psionic power as a bonus action, creating an overpowering aura of psychic pain for 1 minute. You gain the following benefits:

- You gain a 30-foot fly speed with hover.
- All three options of your Psionic Field are active. You gain an additional reaction that can only be used for the Telepathy option. The Consumption option now triggers on every attack you make.
- Creatures can't be hidden from you within your Primal Interdiction.

You can activate this aura once, regaining its use after a long rest.

## FORTRESSMIND BOND QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

### d6 Quirk

- 1 Your eyes glow an eerie purple whenever you use your powers.
- 2 You never dream.
- 3 Pebbles and leaves levitate for a few seconds in your wake.
- 4 You like to pretend to read your friends' thoughts, just to spook them.
- 5 Your comrades are prone to having your dreams.
- 6 You often retch after large displays of psychic power.

# CHANGE LOG

## V0.3

- Adjusted Telekinesis option of Psionic Field
- Reworked Psychic Juggernaut

## V0.2

- Rewrite Psi Blades
- Added Primal Intellect

## V0.1

- Rough Draft

### CREDITS & REFERENCES:

Fortressmind Bond created by [somanYROBOTS](#)  
[Discord](#) | [Patreon](#)

Commissioned by Bel

### ART

Mind's Dilation, by Iain McCaig © Wizards of the Coast LLC

### FAN CONTENT POLICY

This work is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

### KIBBLES&TASTY CONTENT

Written for use with the Warden class by [Kibbles&Tasty](#).

### 5E SRD CONTENT

- This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC, [available here](#).
- The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License [available here](#).

