

Chapter 20

Guardian: Masters and Protectors of the Natural World

Origins

The Guardian is a class that was formed after the Industrial Wars after the Great Migration. After the laws came about that no technology shall ruin the earth, the Guardians were formed to enforce and protect the law. While the Sentinels do this as well, the Guardians are far flung and, in the fields, and the Wilds far more commonly. Guardians are less concerned with the Gate of Orin, and far more concerned with keeping Vendrosa verdant, clean, and healthy.

As DME became more accessible, the Guardians began training in it. Their deep connection with nature led them to draw unique connections with DME and pioneer the Organic manipulations through DME. Many of the worlds medical practitioners have at least some training with the Guardians, as their healing powers are rivaled only by Chronomats. While Chronomats simply reverse damage, the Guardian draws on the natural strength of the individual and bolsters it with DME.

During the many wars throughout the Millenia, the Guardians rarely became involved. Only when the balance of Vendrosa became threatened did they step in to assist with the wars, and even then, it was only in the fields where nature itself was threatened. Over the years, the general view of the Guardian has diminished, due to their lack of involvement in political affairs. While people feel they are overly attached to nature, and in some cases responsible for the recent events of what is known as the Wilds War, the Guardians are commonly fighting against the overgrowth of the natural world as well.

Playing a Guardian

Guardians are powerful healers and manipulators of Organics and life. Many Guardians form unique bonds with the animals around them and have them aid them in their conflicts. Guardians can be valiant fighters and have a deep reservoir of DME powers.

Guardian: Base Features

The Base features are things that the class gains if they start at 1st level as a Guardian. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d8 per Guardian level.

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

Hit Points at Higher Levels: 1d8+ your Constitution modifier per Guardian level after 1st.

Proficiencies

- **Armor:** Light armor & Shields
- **Weapons:** Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, Shortbows and Longbows.
- **Tools:** Navigation Kit or Herbalism Kit
- **Saving Throws:** Dexterity and Wisdom
- **Skills:** Choose three from Animal Handling, Athletics, DME, Investigation, Medicine, Nature, Perception, Stealth, and Survival.

Equipment

- (a) Hide Armor and a Shield or (b) leather armor and a Shield
- (a) two melee weapons from usable Guardian Weapons or (b) 1 simple melee weapon and a Shortbow with a quiver of 20 arrows.
- (a) a dungeoneer's pack or (b) an explorer's pack
- Alternatively, you can ignore the equipment given by your class and background and start with 120 Bekkr.

Level	Prof	Features	Tricks	DME Level
1	2	Tricks, DME Pool, Natures Domain	2	1
2	2	Natural Explorer, Turn the Unnatural	2	1
3	2	Primaeval Awareness	2	2
4	2	ASI	3	2
5	3	Natures Domain	3	3
6	3	Destroy the Unnatural	3	3
7	3	Natural Explorer, Lands Stride	3	4
8	3	ASI	3	4
9	4	No Trace	3	5
10	4	Natural Explorer, Hide in Plain Sight	4	5
11	4	Natures Domain	4	6
12	4	ASI	4	6
13	5	Feral Senses	4	7

14	5	Natures Ward	4	7
15	5	Natures Domain	4	8
16	5	ASI	4	8
17	6	Natures Domain	4	9
18	6	Improved Destroy the Unnatural	4	9
19	6	ASI	4	10
20	6	Natures Guardian	4	10

Guardian: Class Features

The Class features section allow you to further customize the base class of the Guardian through level up features. Each time a character levels within the Guardian class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Tricks (Level 1)

As a Guardian, you start with 2 tricks at first level a Guardian from the Organic & Enhancement list. You gain additional tricks as you level within the class.

DME Manipulation (Level 1)

At level 1, you can manipulate DME. At 1st level you pick 2 powers from the Organic and Enhancement powers list. See the chart above to see the progression of DME level. Wisdom is your ability. DME Power Slot pool regenerated after a long. Each DME level, a Guardian gains an additional DME Power.

Natures Domains (Level 1, 5, 11, 15, 17)

At level 1 you pick a Domain of Nature to be the Guardian and Warden over. The Subclass that you pick will influence how the Guardian is played and progressed. You gain additional benefits at 1st, 5th, 11th, 15th, and 17th levels. The options are as follows: Domain of Beasts, Dreams, Growth (Spring), Harvest (Autumn), Hunters, Storms (Summer), Umbra (Winter)

Natural Explorer (Level 2, 7, 10)

You are particularly familiar 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. You choose additional favored terrain types at 6th and 10th level. 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 DME influenced 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.

Turn the Unnatural (Level 2)

At level 2, you gain a +2 to damage against Constructs. Additionally, 1 time per long rest, you can use your action to attempt to Turn the Unnatural. As an action, each Construct that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Primaeval Awareness (Level 3)

Beginning at 3rd level, you can use your action and expend one Guardian DME slot to focus your awareness on the region around you. For 1 minute per level of the DME Power slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Ability Score Improvement (Level 4)

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.

Destroy the Unnatural (Level 6, 18)

Starting at 6th level, all damage dealt to Constructs by you increases to a +4. When a Construct of CR 1/2 or lower fails its saving throw against your Destroy the Unnatural feature, the creature is instantly destroyed. The CR of Construct increases as you gain levels. At level 18 the damage is increased to +6, and you can do this feature 2 timer per Long rest.

Guardian Level **Destroys Constructs of CR**
6th 1/2 or lower

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9th	1 or lower
12th	2 or lower
15th	3 or lower
18th	4 or lower

Lands Stride (Level 7)

Starting at 7th level, moving through difficult terrain costs you no extra movement. You can also pass through non-DME enhanced/infused 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 DME created or manipulated to impede movement, such those created by the Entangle power.

No Trace (Level 9)

Beginning at 9th level, you can use the Hide action as a bonus action on your turn and you leave no trail behind you while in your favored terrains, meaning you cannot be tracked by non-DME Means.

Hide in Plain Sight (Level 10)

Starting at 10th level, when you attempt to hide on your turn, you can opt to not move. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone. You are automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

Feral Senses (Level 13)

At 13th level, 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.

Natures Ward (Level 14)

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your Guardian DME save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Natures Guardian (Level 20)

At 20th level, 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 Constructs. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Domain of Beasts

Beast Domain Guardians are the wardens and caretakers of the animal kingdom. They have a deep bond with animals and form a unique bond with one specifically. This small to medium animal fights beside the Guardian and is their faithful companion.

Additional Powers (Level 1)

These powers listed below are ADDITIONAL powers that the Beast Domain Guardian can learn. They are not automatically known.

- 1st: Animal Friendship and Beast Bond
- 3rd: Animal Messenger and Beast-Sense
- 7th: Summon Animals
- 10th: Dominate Beast
- 13th: Hold Monster

Animal Companion (Level 1)

At 1st level, with 8 hours of work and the expenditure of 50 Bekkr pieces worth of rare herbs and fine food, you call forth a small to medium sized animal from the wilderness to serve as your faithful companion. Select your based on the surrounding terrain and on what types of creatures would logically be present in the area. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time. The following is the benefits/changes that your companion receives.

- The base stats of the animal changes based on what sort of animal you choose. The animal companion has unique stats, not based on the monster manual.
- The companion obeys your commands as best it can.
- It moves on your initiative and you determine its actions, decisions, attitudes, and so on. Each round, your Companion has a move action, a standard Action, and a reaction. For its standard action, it can do the dash, disengage, dodge or Help action. It can make an attack so long as you forgo your standard action. It does not get a bonus action.
- If your companion can see you, it can make an attack as its reaction on your turn.
- Your Companions Proficiency is the same as your Proficiency.
- As you gain ASI in the Guardian Class, so does your Companion.

Flying Animal

- HP: 1d4+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 3/14/10/2/12/7
- Move Speed
 - Flying: 60/120
 - Walking: 5/10
- Attack Rolls: d20+DEX+Prof. Bonus
- Saving Throws: Dexterity & Wisdom
- Flyby: The Flying Animal doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- Darkvision: These Flying Animals have Darkvision up to 60 feet.

Small Land Animal

- HP: 1d4+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 3/12/10/2/14/7
- Move Speed: 30/60
- Attack Rolls: d20+DEX+Prof. Bonus
- Saving Throws: Dexterity & Wisdom
- Small Size: These creatures have Advantage on Stealth Checks
- Keen Sense of Hearing and Smell: These creatures have advantage on Perception and Investigation checks based on hearing.

Medium Land Animal

- HP: 1d6+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 14/13/13/2/10/7
- Move Speed: 40/80
- Attack Rolls: d20+Strength+Prof. Bonus
- Saving Throws: Strength & Dexterity
- Pack Tactics: These creatures have advantage on attack rolls when next to an Ally.

Bestial Fury (Level 5)

At 5th Level, your Companion can attack as its action without you forgoing your standard action.

Companions Talents (Level 5)

At 5th level your companion gains 2 skill proficiencies from the following: Acrobatics, Athletics, Investigation, Perception, Stealth, or Survival

Companion's Bond (Level 11)

At 11th level your companion gains the same benefits that you do from Natural Explorer and can use the features of Turn the Unnatural (It does it in place of you).

Companions Love (Level 15)

At 15th level, whenever an attacker strikes you and your companion is next to you, it can use its reaction to halve the attack's damage. Additionally, while your companion can see you, it has advantage on all saving throws.

Superior Bond (Level 17)

At 17th level your companion gains the same benefits that you do from Natural Explorer, Lands Stride, No Trace, Hide in Plain Sight, Feral Senses, and Nature's Ward. It can use the features of Destroy the Unnatural (It does it in place of you).

Domain of Dreams

Dream Domain Guardians are the wardens and caretakers of keeping balance between the planes themselves. They are masters of Dimensional DME and gain a more complete grasp of DME than other Guardians. They are known as the Dream Domain Guardian due to the strange and dreamlike nature of the Ethereal plane, and their habit of entering it.

Additional Powers (Level 1)

These powers listed below are automatically learned powers. They do not count against the standard total of powers known.

- 1st: Tracer Burst
- 3rd: Misty Step

- 5th. Blink
- 7th. Banishment
- 9th. Teleportation Circle

Expanded DME Levels (Level 1)

At 1st level, the Dreams Domain Guardians become full DME users instead of ¾ users. Each level equals 1 DME level, and they gain the same benefits as other classes from this expansion. They also gain access to all Dimensional Category DME powers.

Master of Planar Rifts (Level 5)

At 5th level, as an action, you detect the distance and direction to the closest planar Rift within 1 mile of you. You can use this feature several times up to your Wisdom modifier per long rest. Once a rift is found, you can spend 10 minutes to activate the rift in the following ways:

- **Planar Opening:** You can create a gateway into the Ethereal Plane. If you are already in the Ethereal Plane, you can return your home Plane. The gateway stays opened for 1 minute, after which it reverts to a rift.
- **Planar Closing:** You can close a rift, mending the weakened state between the planes and sealing it. This will render the rift unusable.

Portal Closures (Level 11)

At 11th level, when you see a creature activating a power or teleporting within 60 feet of you, you can use your reaction to try to foil it. The creature must succeed on a Wisdom saving throw against your Power save DC, or its power 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.

Ethereal Step (Level 15)

Starting at 15th level, you can use the hidden pathways that ripple through the Dimensional Planes. You can use these ripples to traverse space in the blink of an eye. As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see. You can use this feature several times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Master of Dimensional Energies (Level 17)

At 17th level, you can select a single DME Power and convert its damage to Dimensional energy (Force Damage). You can do this 1 time per Short Rest.

Domain: Growth (Spring)

The Growth Domain Guardians (Also referred to as Spring Guardians) are masters of the growth of nature all around them, and they embody these changes. They are found cultivating the ground and helping any areas of the world that are struggling to grow. They are fierce defenders of the forests, groves, and natural landscapes of the world, and will defend it against all that would harm it, beast or humanoid.

Springs Strength (Level 1)

At 1st level, your hit point maximum and current hit points increase by 2 per your Guardian Level.

Springs Growth (Level 5)

Starting at 5th level, as a bonus action, you channel DME directly into your physical Form, empowering it with life and energy and swelling your size to nearly 2 times the size. This lasts until you end it as a bonus action or until you are incapacitated. Can do this a several times up to your Wisdom Modifier per long rest. You undergo the following changes while in your Springs Growth form:

- Your size becomes large. (Adv. On Strength Athletics checks & gains 1d4 additional damage on Melee Attacks.)
- Any speed increases by 10 feet.
- Your reach increases by 5 feet.
- You gain several temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.

Rooted Defense (Level 11)

At 11th level, while you are in your Springs Growth form, all Piercing, Bludgeoning, and slashing damage against you are considered Resistant (This counts DME infused weapons as well).

Reclaimed Lands (Level 15)

At 15th level, while you are in your Springs Growth form, all ground within 30 feet of you is considered difficult terrain to your enemies as the ground itself rises in your defense.

Piercing Thorns (Level 17)

At 17th level, Guardians Growth form starts to grow thorny vines along your body. temporary hit points gained from your Protectorate form deals damage equal to your temporary hit points.

Domain: Harvest (Autumn)

The Harvest Domain Guardians (also referred to as the Autumn Guardians) are known for their abilities with Naturopathic healing and remedies.

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They are some of the best healers in all Vendrosa, rivaled only by the Life Chronomats in their skills. While they excel at healing, they are also powerful DME users in the Organic classification and can just as easily harm as heal.

Additional Powers (Level 1)

These powers listed below are automatically learned powers. They do not count against the standard total of powers known.

- 1st: Cure Wounds
- 3rd: Lesser Restoration
- 5th: Revive
- 7th: Blight
- 9th: Greater Restoration

Expanded DME Levels (Level 1)

At 1st level, the Harvest Domain Guardians become full DME users instead of ¾ users. Each level equals 1 DME level, and they gain the same benefits as other classes from this expansion.

Additional Proficiencies (Level 1)

Pick either Medicine or Nature, and you gain proficiency in the Herbalism kit. If you are already proficient in any of these, you become an Expert.

Soothing Balm of Nature (Level 5)

At 5th level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of organic healing energy represented by d6 equal to your Guardian level. As a bonus action, you can touch one creature you and spend several dice equal to half your Guardian level or less. Roll the spent dice and add them together. The target regains several hit points equal to the total. The target also gains 1 temporary hit point per die spent. You regain all expended dice when you finish a long rest.

Harvest Recovery (Level 11)

Starting at 11th level, you can regain some of your DME energy by sitting in meditation and communing with nature. During a short rest, you choose expended power slots to recover. The power slots can have a combined level that is equal to or less than half your Guardian level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

Harvesters Senses (Level 15)

At 15th level, 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 DME, you sense that it has no damage immunities, resistances, or vulnerabilities. You can use this feature several times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest. Additionally, when dealing damage to creatures with Organic DME powers, you ignore Resistance.

Supreme Healing (Level 17)

Starting at 17th level, you can activate Supreme Healing which lasts for 1 minute. During this time, when you would normally roll one or more dice to restore hit points with a power, you instead use the highest number possible for each die.

Domain of the Hunter

The Hunter Guardians are those brave individuals that brave the Wilds to face off against the Beasts and Monstrosities that would ravage and destroy the civilized world. They are the Guardians that most straddle the wall between civilized life and that of the wilderness of nature. Because these Guardians are more physical in their training, they lose out on more advanced DME training.

Hunter's Prey (Level 1)

At 1st level, you gain one of the following features of your choice.

- **Colossus Slayer:** When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit 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, if you can see the creature.
- **Horde Breaker:** Once on 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.

Extra Attack (Level 5)

At 5th level, you gain an additional attack when making a weapon attack in your action.

Multi-attack (Level 11)

At 11th level, you gain one of the following features of your choice.

- **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 weapon's 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 melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Defensive Tactics (Level 15)

At 15th level, you gain one of the following features of your choice.

- **Escape the Horde:** Opportunity attacks against you are made with disadvantage.
- **Multi-attack Defense:** When a creature hits you with an attack, you gain a +4 bonus to AC 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.

Superior Hunter's Defense (Level 17)

At 17th level, you gain one of the following features of your choice.

- **Evasion:** When you are subjected to an effect 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 (other than itself) of your choice.
- **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.

Domain: Storms (Summer)

The Storms Domain Guardians (also referred to as the Summer Guardians) are known for their abilities with manipulating the weather, storms, and water itself. They have channeled much of their focus into maintaining healthy and natural weather patterns and will help guide the storms to avert catastrophes on both nature and civilization both.

Additional Powers (Level 1)

These powers listed below are automatically learned powers. They do not count against the standard total of powers known.

- 1st: Create or Destroy Water
- 3rd: Skywrite
- 5th: Water Breathing or Water Walking
- 7th: Control Water or Watery Sphere
- 9th: Storm Sphere

Expanded DME Levels (Level 1)

At 1st level, the Storm Domain Guardians become full DME users instead of $\frac{3}{4}$ users. Each level equals 1 DME level, and they gain the same benefits as other classes from this expansion. They also gain access to the Elemental (Cold & Lightning) Categories.

Additional Trick (Level 1)

At level 1 Storm Guardians gain the Shape Water trick.

Guiding Winds (Level 5)

At 5th level, you can summon the winds and become one with the air itself. Once per Long rest, you can activate the ability Fly on yourself. It counts as a Concentration DME Power and has the same rules as the Fly power.

Storm-Child (Level 11)

At 11th level, while you are Flying you are immune to Elemental (lightning) damage.

Energy of the Storm (Level 15)

Starting at 15th level, you can regain some of your DME energy by sitting in meditation and communing with nature. During a short rest, you choose expended power slots to recover. The power slots can have a combined level that is equal to or less than half your Guardian level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

Supreme Healing (Level 17)

Starting at 17th level, you can use your Guiding Winds ability at will, and it no longer requires Concentration.

Domain: Umbra (Winter)

The Umbral Domain Guardians (also referred to as the Winter Guardians due to less light) are the protectors of the more unseen locations of Vendrosa. While much of the world's civilizations are on the surface of the earth, there are vast caverns and catacombs that tunnel throughout the various layers of the earth. Those that make their homes in these dark places have many creatures to fear, and creatures that fear encroaching civilizations. The Umbral Guardians keep that balance. Due to the Harsh environments of the Umbral Territories, these Guardians are more Martial than the rest of their other Compatriots.

Umbral Sight (Level 1)

At 1st level, the Umbral Domain Guardians have learned how to channel DME directly into their eyes. This gains them darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

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Additional Trick (Level 1)

At level 1 Storm Guardians gain the Shape Water trick.

Extra Attack (Level 5)

At 5th level, you can take an additional Attack during your attack action.

Iron Mind (Level 11)

By 11th level, you gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Stalkers Reflexes (Level 15)

Starting at 15th level, you can use your reaction in one of the 2 following ways:

- **Stalkers Flurry:** When you make an attack roll and miss, you can use your reaction to reroll that attack.
- **Shadow Dodge:** When a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

Dread Ambusher (Level 17)

At 17th level, 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. Any attack during that round adds 1 additional damage die to the roll.