

# GREEN KNIGHT (DRUID)



NATURE IS NOT JUST WORTH PRESERVING, IT needs to be protected, and if need be avenged. Green knights take a less passive approach to the preservation of the natural world around them.

Their aggressive approach to protecting nature is sometimes frowned upon by other druidic circles, though they will often grudgingly admit that sometimes offence is the best defence.

Green knights are seen as the protectors and avengers of nature. They have specialised in a more offensive side of druidic spell casting. Green knights are druids that feel that lack the patience and calmness of their fellow druids. Due to that difference of opinion in how to preserve nature they are often outsiders in their tribes. Where most druids stay within the area's they protect, green knights often go out in the world to protect their domains.

## DRUIDIC AVENGER

*2nd-level Green Knight feature*

You have taken up the ancient mantle of the Druidic Avenger. As a bonus action, you can expend a use of your Wild Shape to transform into your Avenger Form. As you change into your Avenger Form vines and bark cover your armor and provide an extra layer of protection. While in your avenger form, you retain your game statistics. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are [condition]incapacitated[/condition], die, or use this feature again.

While in this Form, you retain your game statistics, but you gain the benefits below:

- Your walking speed increases by 10 feet.
- So long as you are not wearing medium or heavy armor or wielding a shield, you gain a bonus to your Armor Class equal to your Wisdom modifier (minimum of +1).
- When you make a Constitution saving throw to maintain your concentration, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

## WRATH WEAPON

*2nd-level Green Knight feature*

Over the course of 1 hour, which can be during a short or long rest, you can perform an ancient ritual to craft a weapon embodying the wrath of nature. As part of this ritual you transform a piece of unprocessed wood that is at least 4ft long and weighs at least 2 pounds into a longsword or battle axe. You are proficient with this weapon. The weapon is still made out of wood. It has the finesse and versatile properties and deals 1d8 (1d10) slashing damage on hit. Nature's

Wrath can be used as a spellcasting focus by you, and you gain the following benefits while you wield it:

- You know the [spell]Shillelagh[/spell] cantrip.
- You have the [spell]Compelled Duel[/spell] spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.
- You can cast [spell]Compelled Duel[/spell] without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If you lose the weapon, you can re-perform the ceremony to magically create a replacement. This ceremony can be performed during a short or long rest. At the end of the ritual, the previous weapon turns to ash.

## ENHANCED WRATH WEAPON

*6th-level Green Knight feature*

You can attack twice, instead of once, whenever you take the Attack action with your Wrath Weapon on your turn.

On top of that your wrath weapon now is a +1 weapon and counts as magical for when resolving damage and overcoming resistances. This changes to +2 at 10th level.

## MANTLE OF DEFENSE

*10th-level Green Knight*

When in your avenger form a cloak of vines forms on your shoulders enveloping any cloak you might be wearing. You can channel druidic magic to absorb incoming blows. As a reaction when you take damage in your Avenger Form, you can expend a spell slot to reduce the incoming damage by five times the level of the spell slot you expended.

## CULL THE UNNATURAL

*14th-level Green Knight feature* Your desire to destroy the enemies of nature empowers your attacks. Once per turn, while in your Avenger Form you add your Wisdom modifier (minimum of +1) to the damage of any attacks you make with your Wrath weapon.