

FIGHTER

GREEN KNIGHT

The Green Knight is a fighter who draws on the power of nature to imbue their attacks with the strength of the earth itself. They are fierce defenders of the natural world, sworn to protect it at all costs.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

CANTRIPS

You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

SPELL SLOTS

The Green Knight Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

GREEN KNIGHT SPELLCASTING

Level	Spells Known	1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	3	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	5	4	2	—	—
9th	6	4	2	—	—
10th	6	4	3	—	—
11th	7	4	3	—	—
12th	7	4	3	—	—
13th	8	4	3	2	—
14th	8	4	3	2	—
15th	9	4	3	2	—
16th	9	4	3	3	—
17th	10	4	3	3	—
18th	10	4	3	3	—
19th	11	4	3	3	1
20th	11	4	3	3	1

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level druid spells of your choice from the druid spell list.

The Spells Known column of the Green Knight Spellcasting table shows when you learn more druid spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

NATURE'S BLESSING

Starting at 3rd level, you gain proficiency with the Nature skill and gain the ability to use a druidic focus as your spellcasting focus for your druid spells. If you are already proficient in Nature, you gain proficiency in another skill of your choice.

VERDANT WEAPON

Additionally at 3rd level, you learn the *shillelagh* cantrip. This does not count against your cantrips known. You can target any weapon with it, but when targeting a weapon other than a club, quarterstaff, or greatclub, its effect does not change the damage dice. When you target a greatclub, the damage dice becomes 1d12.

REGROWTH

Beginning at 7th level, you gain an additional use of your Second Wind feature, allowing you to use it again before you need to complete a rest.

ANCIENT WARDING

At 10th level, when you use your Indomitable feature to reroll a saving throw against a magical effect, you can add your proficiency bonus to the result (potentially adding twice your proficiency bonus if you are already proficient in the save).

IMMORTAL REGENERATION

Starting at 15th level, your Second Wind feature restores an additional 1d10 hit points, and you can use your Second Wind feature while you are Incapacitated and could otherwise not take actions.

PRIMAL COMMAND

Starting at 18th level, you can cast a Druid spell with the casting time of an action as a bonus action. Once you do this, you cannot do so again until you complete a short rest.

SPELLS

The following are not new spells, but drawn from the Casting Compendium as relevant spells.

BRAMBLE BINDING

1st-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On failure, they take 4d4 piercing damage and, if the target is Large or smaller, it becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piercing damage. On a successful save, they take half as much damage and aren't entangled by brambles.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial damage and the damage taken ripping free of the brambles increases by 1d4 for each slot level above 1st.

GRASPING ROOTS

1st-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On success, the target is moved 5 feet in a direction of your choice. On a failure, the target is moved 20 feet in a direction of your choice. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

CREDITS

- Subclass created by KibblesTasty
- Editing by Gabriel Russell
- Art: Forrest Imel (Licensed Stock Art)

LICENSE

5E SRD CONTENT

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at:

<https://dndwizards.com/resources/systems-reference-document>

The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at:

<https://creativecommons.org/licenses/by/4.0/legalcode>

KIBBLES CONTENT

Copyright 2022 KibblesTasty Homebrew LLC. You can use content created by KibblesTasty Homebrew LLC following the permissions listed on: