

# GREEN KNIGHT

## *Paladin Oath*

The kingdoms of Eusdria and Robrenn in the Savage Coast are lands of druidic mysticism and chivalry. The Green Knights embody these traditions in their ways of combat and life. They're close with nature, and do not hesitate to take up arms. Their bodies may be tainted by the Legacies, but their souls are still pure and tied to nature.

**Restriction:** Must be from Robrenn or Eusdria

### **Tenets of the Green Knights**

Green Knights are mystic protectors, and their oath reflects that.

Protection. Keep those around you safe.

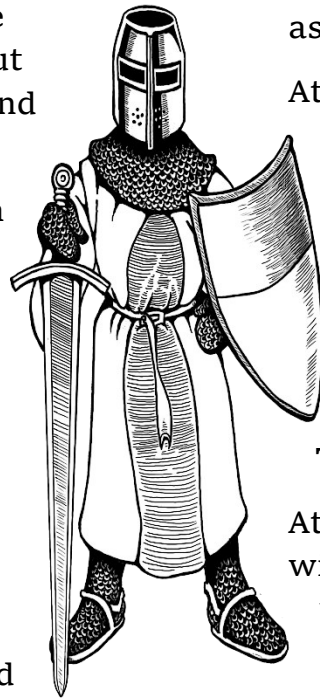
Nature. Slay all who would harm the balance.

Balance. Nature and man must coexist.

### **Channel Divinity**

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Protection of the Wild.** As an action you can give any ally within 30 feet of you an additional +2 to their Armor Class for 1 minute.



**Aid of the Wild.** As a bonus action you can grant any ally within 30 feet of you 12 Temporary hit points for a number of rounds equal to your Proficiency Bonus.

### **Aura of Balance**

The wilds guide you and your allies. At 7th level all allies within 10 feet of you become immune to the frightened and poisoned conditions as long as you're conscious.

At 18th level this aura increases to 30 feet.

### **Blessed of Nature**

At 15th level the wilds keep you from harm. You are resistant to nonmagical bludgeoning, piercing, and slashing damage.

### **The Green Champion**

At 20th level the wilds reward you with their power. Using your action, you gain the following benefits for 5 minutes.

- Immune to poison and 1 elemental damage type of your choice.
- Advantage on all saving throws.

### **Oath Spells**

You gain the following oath spells at the following levels.

#### **Level Green Knight Spells**

**3rd** *Animal Friendship, Entangle*

**5th** *Barkskin, Hold Person*

**9th** *Plant Growth, Wind Wall*

**13th** *Confusion, Polymorph*

**17th** *Conjure Elemental, Tree Stride*

# DESPERADO

## *Rogue Archetype*

The county of Cimarron is known for its love of guns. They define the county and truly separate it from the rest of the Savage Baronies. And it's not just Cimarron, as the estate of Guadalante is also known for its guns. It should come as no surprise to see gunslinging folks galore in these lands. Some call them gunslingers; others call them Desperados. These gunmen are renowned for their gunslinging deeds, and they have quite a reputation.

**Restriction:** Must be from Cimarron or Guadalante.

### **Desperado Proficiencies**

When you select this archetype at 3rd level, you gain proficiency in firearms and Tinker's Tools.

### **Trick Shot**

At 3rd level, you can perform various shots. You can spend an attack action to fire a trick shot at an enemy.

You can use this ability a number of times equal to your Proficiency Bonus and can't do so again once you finish a long rest.

**Leg shot.** If you successfully land an attack against a creature using a

firearm, the target must succeed on a Dexterity saving throw or be knocked prone (DC=8 + Proficiency Bonus + Dexterity modifier).

**Disarming Shot.** If you successfully land an attack against a creature using a firearm, the target must succeed on a Strength saving throw or drop their weapon (DC=8 + Proficiency Bonus + Dexterity modifier).

**Head Shot.** If you successfully land an attack against a creature using a firearm, the target must succeed on a Constitution saving throw, or become stunned until the start of your next turn (DC=8 + Proficiency Bonus + Dexterity modifier).

### **Fastest Draw**

At 9th level, you can make one additional ranged attack at the beginning of your first turn as part of your attack action.

### **Deadeye**

At 13th level, you no longer have disadvantage when firing a firearm from long range.

### **It's High Noon**

At 17th level, if you reduce a target below half their total hit points, the target must succeed a Constitution saving throw or be reduced to 0 hit points immediately.



# MUSKETEER

## *Fighter Archetype*

The Savage Baronies are a hard and cruel land. The Baronies are always fighting meaningless border wars and armies are mobilized at the whim of the barons. The most elite infantry in the Savage Baronies are the musketeers, soldiers who specialize in long ranged and melee clashes. They hold the rear in a pike and shot formation, and fight at the front when the going gets tough. Musketeers are well trained, well equipped and without fear.

**Restriction:** Must be from the Savage Baronies.

### **Musketeer Proficiencies**

When you select this archetype at 3rd level, you gain proficiency in firearms and Tinker's Tools.

### **Heroic Stand**

Starting at 3rd level, you can make a heroic stand for 1 minute. You gain the following benefits for the duration.

- Add 1d4 to attack rolls with light, finesse, and ranged weapons.
- You can evade and parry strikes with ease. Any damage you take from attacks is reduced by 1d6. This damage reduction

increases to 1d8 at 10th level, and 1d10 at 18.

You can use this feature once and cannot do so again until you finish a short or long rest.

### **Deadly Aim**

At 7th level your aim has greatly improved in both melee and ranged combat. When you're using a firearm, you do not gain disadvantage when firing from long range. In addition, when you land a strike on an opponent, you can add your proficiency bonus to a damage roll once each turn.

### **Improved Critical**

At 10th level your critical hit chance increases from a 20 to a 19.

### **Lethal Stance**

At 15th level you have become far deadlier in combat. When a hostile creature attacks you, you can spend your reaction to make a melee attack. You can do this a number of times equal to your Proficiency Bonus and cannot do so again until you finish a short or a long rest.

### **For the Barony**

At 18<sup>th</sup> level, when you score a critical hit against a creature, you can make an additional attack with a melee weapon once per turn.



# RAJPUT

## *Fighter Archetype*

The nation of Sindh is always under threat of invasion by the hagiarchy of Hule. To combat the would-be-invaders and their allies, warriors need to be tough, and cunning. All these traits are embodied in the elite Sindhi warriors, the Rajput. Rajput are part of the Sindhi warrior caste known as the Kshatriyas, and they've been trained in defensive fighting and various defensive open field tactics, making them some of the most dangerous foes in the desert.

**Restriction:** Must be a Sindhi

### **Raja Ka Krodh**

When you select this archetype at 3rd level, your critical hit chance increases from a 20 to a 19. This improves again at level 15 to 18.

### **Rajput Rananeeti**

At 7th level, when you make a ranged attack using a Chakram disc, you do not gain disadvantage at long range. In addition, you can spend a reaction to add 2 to your Armor Class against one attack if you have a shield equipped.

### **Dhaal Kee Maar**

At 10th level, when you take the attack action you can replace one

melee attack with a shield bash that stuns the target until the start of your next turn, unless they can pass a Constitution saving throw (DC=8 + Proficiency Bonus + Strength modifier).

### **Raja Ka Kuleen**

At 15th level, when you cause an enemy to miss you with Rajput Rananeeti, you can immediately attack using the same reaction.

### **Rajput Kinvadantee**

At 18th level, when you score a critical hit against a creature, you can reduce 1d4 from the target's Armor Class until the end of your next turn.

### **Chakram**

A bladed disc thrown at an enemy.

*Martial Ranged Weapon*

Damage: 1d6 slashing

Range: 40/120 ft.

Weight: 4 lbs.

### **Aara**

A long blade that acts like a whip.

*Martial Melee Weapon*

Damage: 1d6 slashing

Reach: 10 ft.

Weight: 4 lbs.

Properties: Reach





# MAW WARDEN

## *Ranger Conclave*

The Green Bay is a wild and cold land. The mountains and pine forests of N'Djatwaland, home of the titular half-elf-half-ogres, hold many dangers in their confines, and some brave few take up the defense of their homeland and the slaying of the terrors that plague it. These wardens are a dedicated bunch, and their fighting prowess is something to fear, be their foe a beast, a dragon, or a poor hapless fool that has wandered in their territory. Wardens enjoy the wild, they enjoy battle, and they enjoy leisure time with their comrades, whoever they may be.

**Restriction:** Must be an N'Djatwa

### **Dangerous Cuisine**

When you select this archetype at 3rd level, you can devour the flesh of your enemies for added vitality. You can spend a bonus action to devour the flesh of a dead creature. This grants you temporary hit points equal to double your Ranger level. These temporary hit points last for 10 minutes, or until they are fully depleted. While these hit points are active, you deal additional damage



equal to 1d4. This damage increases at to 1d6 at 7th level, and 1d8 at 13th level. You can use this feature once and cannot do so again until you finish a short or a long rest.

### **Reckless Attack**

Starting at 7th Level, you can score a critical hit using a melee weapon on a roll of 19 or 20. At 15th level, this improves to a roll of 18, 19 or 20.

### **Strength In Flesh**

At 11th level you can draw strength from the flesh of your foes. When you use your Dangerous Cuisine feature, your Strength score increases by 2, up to a maximum of 22. In addition, you have advantage on Strength saving throws and gain a +2 bonus to melee attacks and damage rolls. This effect lasts for 10 minutes. You can do this a number of times equal to your Proficiency Bonus and cannot do so again until you finish a long rest.

### **They Will Know Fear**

At 15th level your enemies have learned to fear you. All hostile creatures within 30 feet of you that can see you must succeed on a Wisdom saving throw (DC=8 + Proficiency Bonus + Strength score) or be frightened for a number of rounds equal to your Proficiency Bonus.