

BARBARIAN: PATH OF THE WOODS WARDEN

A path for barbarians that wield the primal powers of the trees and jungles of the world. They grant you their powers of resilience and regrowth to empower you to fight against the evils of the world as a steward and warden of the woods.

SYLVAN AVATAR

Starting at 3rd level, your rage transforms you into an avatar of the spirits and the natural world. Your skin hardens into thick bark, your hair turns to leaves or blades of grass, and your very footsteps stir the natural life around you.

While raging, you have a +1 bonus to AC, you count as a plant in addition to your other types, and you have resistance to poison damage and radiant damage. In addition, each time you begin raging, you choose one of the following options below to augment your transformation until your rage ends:

- **Branches.** Your arms and legs lengthen and toughen like the strong creaking branches of an old oak tree. Your reach with melee attacks and touch effects is increased by 5 feet, and your walking speed is increased by 10 feet.
- **Roots.** The soles of your feet grow roots into the ground, waking the natural roots and impeding your enemies. You have advantage on saving throws made to resist being pushed, pulled, or knocked prone, and enemies treat the ground within 15 feet of you as difficult terrain.
- **Vines.** Strong and flexible vines sprout from skin all across your body, swaying and writhing around you with a mind of their own. You have advantage on saving throws to resist being grappled or escape from a grapple, and creatures have disadvantage on ability checks made to escape from your grapples. You can also use a bonus action on your turn to target a creature within 60 feet of you that is no more than one size larger than you. You attempt to grapple that distant creature using your vines, and you treat yourself as having proficiency on this check even if you are not proficient. If you succeed at grappling them in this way, you pull the creature up to 20 feet toward you, and then the grapple immediately ends.

SPEAK FOR THE TREES

At 6th level, you gain the respect of the forest, and it gains respect for you. You learn about their lives, their fears, and their needs. This mutual respect grants you some benefits:

- As the forest needs the sun, you grow to bask in its energy. When you finish a short rest, if you spent the entire duration of the rest in direct sunlight and drinking water, you can choose to regain hit points equal to your barbarian level. Once you have done this, you cannot do so again until you finish a long rest.
- As the forest thrives in numbers, you grow to join them, learning how they think and discuss. You have advantage on all ability checks to interact socially with plants.
- As the forest fears the flame, you become a symbol of extinguishing those flames. You and objects you carry cannot be lit on fire. This does not grant you any resistance or immunity to fire damage, but it does prevent you from burning each turn from the effects of a Fire Elemental or a spell like *immolation* or *searing smite*.

- In addition, at the end of your turn, you may choose the area around you or one willing creature that is on fire that you can see within 30 feet of you. If you choose a creature, you instantly extinguish that creature's flames (if they are nonmagical). If you choose the area around you, all burning plants and objects within 30 feet of you have their flames extinguished. Once you have done so, you can't do so again until you finish a long rest.

CANOPY TRAVELER

At 10th level, you become attuned to the forests and jungles of the land, and the oldest roads, their branches.

You can use a bonus action or an action to create a length of vine from your hand or from a point that you can see within 30 feet on a flat, stable, and unmoving surface.

If you create from your hand, you produce a 60-foot length of untethered vine that acts as tough rope. If you create from a point, you produce a 30-foot length of vine which instantly reaches toward you until you can grab it, and stays firmly planted in the surface. It can hold up to 1000 lbs and has 16 AC and hit points equal to 10 + your barbarian level.

The vine disintegrates into mush after 10 minutes, or when you use another bonus action or action to destroy it. You cannot create more than one length of vine at a time.

You also gain the following benefits at all times:

- You ignore difficult terrain caused by foliage such as plants or fungus.
- You have a climb speed equal to your walking speed when climbing trees or other flora, including plants and fungus.

WILD REGROWTH

At 14th level, your rage begins to call to the energy of life around you, which you draw into you in times of peril. When you begin your turn while raging, if you have no more than half your hit points left, or if you have no more than two-thirds of your hit points left and you are in direct sunlight, you regain hit points equal to 3 + your Constitution modifier (minimum 1).



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