

BARBARIAN: PATH OF THE GREEN MAN

Legend says that the touch of Morgan Le Fay can turn any regular man into a deformed forest troll whose body grows fungi-like bulges and whose skin turns green like the grass. These malformed individuals are known as the green men. Some of them consider their new condition a blessing, and others find it to be a curse, but most of them become lawless barbarians. As Morgan's magic grows stronger, they begin losing grip over their sanity and become more and more fierce, while their body turns them into part of the wilds. At the end of their lives, they return to the forest, where they disintegrate into a pile of leaves and dirt, feeding the cycle of life and death.

Restorative Anatomy

Starting at 3rd level, your body becomes corrupted by a magical symbiote, turning your skin green and enhancing your restoration.

As a bonus action, if you've taken damage since the end of your last turn, you regain hit points equal to half your Constitution modifier (minimum of 1) + your proficiency bonus. You can't gain more hit points than the damage you've taken since the end of your last turn when using this feature.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bulbous Brute

Also at 3rd level, your body contorts and becomes bulbous. You gain the following features:

- **Tree-knotted Skin.** If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to make a grapple attack against it by causing your skin to turn into tree knots around it.

- **Barked Fists.** Your fists turn into calloused hammers. They become a magical natural weapon, which deals 1d8 bludgeoning damage. They count as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. In addition, any creature damaged by the fists has its movement speed reduced by 10 feet.

Roots and Branches

When you reach the 6th level, your body has become one with the corrupted nature, filled with spikes and branches. The first time you are brought below half of your maximum hit points, and the first time you are brought to 0 hit points, spikes emerge from you in a 30-foot radius. The area becomes difficult terrain for the duration for all creatures but yourself and any number of creatures you choose. When a creature moves into or within the area, you can cause it to take 1d4 piercing damage for every 5 feet it travels.

Cycle of Rebirth

At the 10th level, you've learned to harness the wild's control over you. Though it may slowly turn you into a plant, you can use it to also restore life, not just destroy it. You learn the *plant growth*, *revivify* and *speak with plants* spells. You may cast them once each without requiring spell slots. When cast in this way, you must expend 30 hit points to cast the spell.

After using this feature, you can't regain hit points from your Restorative Anatomy feature for the next minute.

Soul of the Forest

Starting at 14th level, you can channel all the energy of the curse into your body, so that it no longer resembles that of a humanoid whatsoever. When entering your rage, you may choose to enter a transformation, which lasts until the end of your rage. Vines sprout from your mouth, your hair turns to leaves and your arms grow long. While transformed in this way, you gain the following benefits:

- The range of your Bark Fists increases to 30 feet and any successful attack with them also grapples the target.
- Your Tree-knotted Skin does not require a reaction.
- Your Restorative Anatomy restores double the hit points rolled and can any amount, regardless of the damage taken.

Once you've used this feature, you can't do so again until you finish a long rest.



