

PATH OF THE ARBOROUS

While barbarians often find themselves respecting and emulating aspects of nature, especially the ferocity of its predators, some barbarians find a deeper connection. Those who follow the Path of the Arboreal attempt to become one with its trees and plants, preferring the peace that it offers when violence is unneeded. Even so, just as treants and dryads will protect their homes to the death, they are capable of war when the need does arise. Their hides, tough as bark, and arms strong but flexible enough to crush and restrain, provide all the defense they need against most aggressors. A barbarian often follows this path when they have spent a large period of their life in forests or wilderness, and sometimes gain its abilities as a gift of fey or druidic magic.

When you choose this path, it's wise to consider how your status as a plant-like individual expresses itself in your physicality. You can choose an option from the list below, or come up with something appropriate yourself.

ARBOROUS ASPECT

d6 Aspect

- 1 Fresh smelling and ever green, a silent pine.
- 2 Mossy and knotted, you are ancient and gnarled.
- 3 You are strong and tall, a mighty oak.
- 4 A mass of drooping leaves, like a weeping willow.
- 5 You blossom regularly, leaving scattered petals.
- 6 A myriad of branches and roots, like a banyan.

PATH OF THE ARBOROUS FEATURES

Barbarian Level Feature

3rd	New Growth, Tangled Branches
6th	Sprawling Roots
10th	Venerate the Verdure
14th	Overgrowth

NEW GROWTH

Beginning when you choose this path at 3rd level, your body expands into a lumbering version of yourself, covered with vines, bark, and leaves. Your size becomes Medium if it wasn't already, and your height increases to anywhere up to just over 8 feet tall.

TANGLED BRANCHES

Starting at 3rd level, you can overdevelop your limbs into powerful tools at your disposal. While you are raging, your arms twist and morph into thick branches or ropes of vines, and you can use them as natural weapons with which you are proficient. On a hit, they deal 1d8 + your Strength modifier in bludgeoning damage, and you have a special attack you can make with them once per turn with the Attack action. When you do so, up to two creatures within 5 feet of you (using a free hand for each target) must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be grappled by you. Additionally, as a bonus action on your turn, you can subdue any creatures grappled by you in this way, causing them to become restrained until the grapple ends.



CREDITS

Input from the [Discord of Many Things](#).

Art is: [Treant](#)

A creature can use an action on its turn to attempt to end this grapple by making a Strength check against your DC. While you are grappling a creature in this way, you can choose to detach the arm in use (no action required). An arm detached in this way continues to maintain the grapple, can release the target as normal, and immediately withers and regrows on your body when the grapple ends.

SPRAWLING ROOTS

At 6th level, while you're raging, as a bonus action you can ram your arm into the ground and have a wave of writhing roots or vines explode forth from you. Creatures of your choice within 15 feet of you must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be pulled up to 10 feet towards you and have their speed halved until the start of your next turn. You can use this ability only once per rage.

VENERATE THE VERDURE

At 10th level, you can communicate with and give simple commands to plants with 30 feet of you as if by the *Speak with Plants* spell.

OVERGROWTH

Beginning at 14th level, when you enter a rage, you can have your form become Large, if you weren't already larger. Your size doubles in all dimensions, and your weight is multiplied by eight. While you are Large in this way, your natural weapons use a d10 for their damage, your Sprawling Roots feature can target creatures up to 30 feet away from you, and creatures restrained by your Tangled Branches feature take bludgeoning damage equal to 1d10 + your Strength modifier at the start of each of their turns.