

Greenleaf college

The Greenleaf College was founded by elfmarked who sought to record their varied heritage. Drawing from elven lore and power, Greenleaf bards strengthen their connection to nature. Through their magic and their tales, they convey the rejuvenating strength of the forests and rivers to their allies.

EXPANDED SPELL LIST

When you join the Greenleaf College at 3rd level, you gain access to an expanded list of bard spells. The following spells are added to the bard spell list for you.

Level Spells

1st entangle, goodberry

2nd pass without trace, spike growth

3rd conjure animals, daylight

4th conjure woodland beings, dominate beast

5th commune with nature, tree stride

REJUVENATING INSPIRATION

Also at 3rd level, you learn to infuse your Bardic Inspiration with a magical seed of healing energy. When a creature uses a Bardic Inspiration die from you to increase one ability check, attack roll, or saving throw, it also gains temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier.

LAND'S STRIDE

At 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on

saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

VITAL SURGE

Starting at 14th level, as an action you can expend one use of Bardic Inspiration to magically remove one disease or detrimental condition affecting a creature you can see within 60 feet. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

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