

Kovaud



Homebrew



ANNIVERSARY EDITION

This collection contains every Goodberry based subclass I have ever made. Starting with very first thing I ever homebrewed which was the Circle of the Goodberry. The one present here is the final anniversary version of it and has seen the most iterations. This also features the Goodberry domain for those clerics that want to show their faith for the Great Goodberry and the never before seen Great Goodberry warlock patron!

Hope y'all enjoy!

DRUID:

CIRCLE OF THE GOODBERRY

The Circle of the Goodberry is taken by those who wish to dedicate themselves to the righteous path that is the Goodberry. They must praise the goodberry, and treat it as an attachment of themselves. Those who walk this path gain their power from the Goodberry. The Goodberry is a separate entity from the player, and gains its power from the prayers, praises of others, and The Great Goodberry.

BERRY PREPARATION

When choosing this circle at 2nd level, you acquire bush that is usually carried on the back in a pack full of dirt, and requires little nourishment as it shares a bond with its disciple. The bush produces a number of berries equal to your Wisdom modifier when you roll initiative.

BERRY MASTERY

Also at 2nd Level your time spent with the Goodberry has granted you a better understanding of it and you gain the ability to control what effects each individual berry on the bush has. From these three choices:

Corrosive Berry The player grabs one berry, and throws it at a target within 30 feet. Make a ranged weapon attack against the target. On a hit the target takes 1d6 acid damage.

You can expend more berries to increase the damage by 1d6 for each berry expended to a maximum of an additional 3d6 acid damage.

Suave Berry You expend 3 berries and consume it to gain advantage on all Deception, Persuasion, and Intimidation checks for 1 minute.

Heal Berry You pull from your bush one berry filled with healing light, and eat it or feed it to another creature.

The berry heals 1d6 and you can expend more berries to increase the amount by 1d6 for each berry expended.

LAND OF THE GOODBERRY

Starting at 6th level you can change a 10 foot radius of ground into the Goodberry terrain as a bonus action. The Goodberry terrain acts as magical rough terrain, and any enemies who start their turn in the terrain or move into the terrain on their turn must make a Dexterity saving throw, on a failed saving throw taking 3d6 magical bludgeoning damage from the goodberry vines and half as much on a successful save.

You can use Land of the Goodberry a number of times equal to your Wisdom modifier before needing to take a long rest to regain all your uses of it. You can only have one Land of the Goodberry active at a time, and creating a new one dissipates the current one.

THE GOODBERRY'S BLESSING

When you reach 10th level, the Goodberry extends more of its magic toward you. You are granted resistance to acid damage and your devotion to the Goodberry blinds you to the sway of other gods this grants you immunity to the charmed condition and all Charisma checks made against you have disadvantage.

BOON OF THE GOODBERRY

Upon reaching 14th level you gain one additional use of Land of the Goodberry, and whenever you gain berries as a part of *Berry Preparation* you gain a number of berries equal to double your Wisdom modifier.



CLERIC:

GOODBERRY DOMAIN

The Goodberry domain focuses on a variety of things, such as life, death, rebirth, nature, and just overall jubilation. Of course there is one thing this domain focuses on above all else. The Great Goodberry.

GOODBERRY SPELLS

Cleric Level Spells

1st	Absorb Elements, Goodberry (Improved)
3rd	Enhance Ability, Dispel Magic
5th	Mass Cure Wounds, Goodberry Fireball
7th	Control Water, Contagion
9th	Feast of The Goodberry, Raise Dead

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *Lesser Goodberry* cantrip. This cantrip does not count against the total number of cantrips you can know.

BONUS PROFICIENCIES

Also starting at 1st level, you gain proficiency with the nature skill.

CHANNEL DIVINITY: PRAISE THE GOODBERRY

Starting at 2nd level, you can use your Channel Divinity to summon the warding light of the Goodberry.

As an action, you present your holy symbol and conjure forth the divine presence of the Great Goodberry. Vines from the Great Goodberry itself burst forth from the earth, and strike at your enemies.

Each enemy within 30 feet of you must make a Dexterity saving throw. On a failed save they take 3d6 magical bludgeoning damage and are restrained until the end of their next turn and half as much and they are not restrained on a successful save.

BANNER OF THE GOODBERRY

Upon reaching 6th level, as an action you can invoke the Great Goodberry and summon a banner bearing the symbol of the Great Goodberry to a location within 5 feet of you. This symbol is a tree bearing fruit. Allies within 30 feet of this banner have resistance to acid damage and immunity to the poisoned condition. This banner lasts for 10 minutes and as a bonus action whenever you are within 5 feet of it and have a free hand, you can pull the banner out of the ground and move it somewhere else. While doing so your movement speed is reduced by 5 feet and it takes a bonus action to replant the banner.

You must finish a long rest, before summoning the banner again.

GOODBERRY STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine radiance of the Goodberry—a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

PROTECTOR OF THE GOODBERRY

Finally upon reaching 17th level, you embody the ultimate guardian of nature, as an action you can cast the *Shapechange* spell once per long rest without expending a spell slot or its materials components.



WARLOCK:

THE GREAT GOODBERRY

The Great Goodberry is a benevolent entity that seeks to spread its influence throughout the multiverse. It's reasons for doing so are unknown. The Great Goodberry fosters kindness within its disciples and is open to guiding those who embrace nature and all its creatures.

EXPANDED SPELL LIST

The Blackthorn Grove lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

THE GREAT GOODBERRY EXPANDED SPELL LIST

Cleric Level Spells

1st	Absorb Elements, Goodberry (Improved)
2nd	Acid Arrow, Barkskin
3rd	Mass Cure Wounds, Goodberry Fireball
4th	Control Water, Contagion
5th	Feast of The Goodberry, Tree Stride

DISCIPLE OF THE GOODBERRY

When you choose this patron at 1st level, your pact with the Great Goodberry has afforded you access to a great wealth of knowledge. You have advantage on all History checks. Additionally, whenever you cast a spell vines erupt from the ground beneath your feet dealing magical bludgeoning damage equal to the level of the spell cast to all enemy creatures within 5 feet.

JUBILANT SPROUT

At 6th level, the universal joy of the Great Goodberry burns bright within you, shielding you. Whenever you take damage, you can as a reaction gain temporary hit points equal to your level.

INTERWEAVING ROOTS

At 10th level, the Great Goodberry embraces you within its grasp as one of its own. Your type changes to Plant, and you can cast *Speak with Plants* once per short or long rest without expending a spell slot.

Additionally, for every 10 years that passes you only age 1 year and cannot be aged magically.

GOODBERRY LORD

Finally when you reach 14th level, you assume the title of Goodberry Lord and can channel more of its immense power. As an action on your turn, you can cause a mass of writhing vines to form within a 30 foot radius centered on you for 1 minute. All creatures who enter this radius or start within this radius must make a Dexterity saving throw taking 8d6 magical bludgeoning damage on a failed save and half as much on a successful save. For the duration, your speed is reduced to 0 and all attacks made against you have disadvantage. Once you use this feature you cannot do so again until you take a long rest.

ELDRITCH INVOCATIONS

GRASPING THORNS

Prerequisite: Great Goodberry patron, Pact of the Blade feature

Using your Pact of the Blade feature, you can create a weapon formed from hardened and thorny vines. Whenever you grapple a creature, they take 1d8 magical piercing damage for each turn they are grappled.

GOODBERRY INK

Prerequisite: Great Goodberry patron, Pact of the Tome feature

A sweet and joyous scent seeps out from the pages of your tome. While your tome is in hand you have advantage on all Perception checks based on smell.

GUARDIAN SEEDLING

Prerequisite: Great Goodberry patron, Pact of the Chain Feature

While you have a goodberry shrub as your familiar, it gains additional maximum hit points equal to your warlock level.



SPELL LIST

GOODBERRY FIREBALL

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (one goodberry)

Duration: Instantaneous

Classes: Druid, Cleric

A glowing goodberry is conjured into your hand and can be thrown to a point you choose within range and then blossoms with a low roar into an explosion of solar energy. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 radiant damage on a failed save, or half as much damage on a successful one. The light spreads around corners.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FEAST OF THE GOODBERRY

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (one goodberry)

Duration: Instantaneous

Classes: Druid, Cleric

You conjure 6 goodberries into your hand. These goodberries have unique properties for 24 hours. When consumed it grants the creature that consumed it 4d8 temporary hit points. A creature can only receive this benefit once per instance of this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the temporary hit points received increases by 1d8 for each slot level above the 5th.

GOODBERRY (IMPROVED)

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, V, M (a sprig of mistletoe)

Duration: Instantaneous

Classes: Druid, Cleric, Bard

Up to eight berries appear on a bush you conjure forth within range and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1d4 hit points, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

At Higher Levels. When casting this spell using a spell slot of 2nd or higher, the amount of hit points this spell heals increases by 1d4 for each slot above 1st.

LESSER GOODBERRY

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, V, M (a sprig of mistletoe)

Duration: Instantaneous

Classes: Druid, Cleric, Bard

Up to 4 berries appear in your hand and are infused with magic for the Duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for 12 hours.

The berries lose their potency if they have not been consumed within 1 hour of the casting of this spell.

MORDENKAINEN'S FAITHFUL GOODBERRY

8th-level transmutation

Casting Time:

Range: Self

Components: V, S, M (one goodberry)

Duration: Concentration, up to 24 hours

Classes: Druid, Cleric, Bard

You conjure forth a golden berry that orbits about a foot around your head. If you are reduced to 0 hit points at any point during the duration of this spell, you are instantly brought to half of your maximum hit points and the spell ends.

IMAGE CREDITS

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Fine Art America

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STATS

GOODBERRY SHRUB

The goodberry shrub is a small, animate bush that sprouts goodberries from itself. The origin of the shrub can be traced back to the very first disciple of the Great Goodberry.

Goodberry Shrub

Small plant, neutral

Armor Class 15 (natural armor)

Hit Points 22 (5d6+5)

Speed 25ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	9 (-1)	16 (+3)	11 (0)

Saving Throws Wis +5

Skills Perception +5,

Damage Resistances Acid, Poison

Condition Immunities blinded, deafened, exhaustion, poisoned, restrained

Senses blindsight 10 ft., passive Perception 18

Languages Understands those known by its master but can't speak

Challenge 1 (200 XP)

Magic Resistance. The goodberry shrub has advantage on saving throws against spells and other magical effects.

Natural Appearance. When the goodberry shrub is still, it is indistinguishable from an ordinary plant. The shrub is unimpeded by difficult terrain caused by plants, and can take the Hide action as a bonus action. It can hide while only lightly obscured.

Actions

Thorn Lash. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 9 (3d4+2) slashing damage.

KEVIN GOODBERRY

The first disciple of the Goodberry to ever walk the realms. Thanks to his deep connection to the Great Goodberry he has the ability to traverse the spaces between realms and has visited countless worlds spreading the influence of the Great Goodberry. Kevin is a lizardfolk druid that is famed for his invention of the tractor and he runs a business called Goodberry Farms.

FIRST DISCIPLE

Kevin was the first disciple and will be the last. Before the Great Goodberry became so great, Kevin carried its sapling with him and nurtured it. From his love for it, it grew and grew and somehow attained godhood.



Kevin Goodberry

Medium humanoid (lizardfolk), chaotic good

Armor Class 15 (natural armor)

Hit Points 85 (10d8+40)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	18 (+4)	12 (+1)	19 (+4)	13 (+1)

Saving Throws Int +5, Wis +8

Skills Athletics +4, Perception +8

Damage Resistances Acid

Condition Immunities Charmed

Senses passive Perception 23

Languages Common, Draconic, Druidic, Elven, Dwarven

Challenge 8 (3,900 XP)

Hold Breath. Kevin can hold his breath for up to 15 minutes at a time.

Hungry Jaws (1/per day). In battle, Kevin can throw himself into a vicious feeding frenzy. As a bonus action, he can make a special attack with his bite attack. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to his Constitution modifier.

Goodberry Adept. At the start of Kevins turn the bush on his back produces 1d4+4 berries.

Spellcasting. Kevin is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, lesser goodberry, poison spray, produce flame

1st level (4 slots): goodberry (improved), entangle, faerie fire, speak with plants

2nd level (3 slots): moonbeam, enhance ability

3rd level (3 slots): conjure animals, Goodberry Fireball

4th level (3 slots): dominate beast, locate creature, wall of fire

5th level (2 slots): commune with nature, tree stride

Actions

Multiattack. Kevin Goodberry can make 2 attacks: one bite attack and one attack with his quarterstaff or his *Javelin of Darkness*.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d6) piercing damage.

Change Shape (2/Day). Kevin magically polymorphs into a beast or elemental with a challenge rating of 5 or less, and can remain in this form for up to 9 hours. Kevin can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Kevin reverts to his true form if he dies or falls unconscious. Kevin can revert to his true form using a bonus action on his turn.

While in a new form, Kevin retains his game statistics and ability to speak, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks. He can cast his spells with verbal or somatic components in his new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Corrosive Berry. Kevin grabs one berry, and throws it at a target within 30 feet of him. Make a ranged weapon attack against the target. On a hit the target takes 1d6 acid damage.

Kevin can expend more berries to increase the damage by 1d6 for each berry expended to a maximum of an additional 3d6 acid damage.

Javelin of Darkness. *Ranged Weapon Attack:* +7 to hit, range 30/60, one target. *Hit:* 6 (1d6+3) piercing damage. Wherever the javelin lands, a radius of darkness out to 30 feet radiates from this point for 1 minute. The darkness dissipated whenever the javelin is removed.

Land of the Goodberry (4/per day). Kevin changes a 10 foot radius of ground within 60 feet of him that he can see into the Goodberry terrain as a bonus action.

The Goodberry terrain acts as magical rough terrain, and any enemies who start their turn in the terrain or move into the terrain on their turn must make a Dexterity saving throw, on a failed saving throw taking 3d6 magical bludgeoning damage from the goodberry vines and half as much on a successful save.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d6) bludgeoning damage.