

ADDITIONAL ARCHETYPES



A bevy of new and exciting subclasses
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CREDITS

Designer: Kyle Consolver

Artwork: Free Classic Images

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PRIMAL PATH

At 3rd level, barbarians choose a path that shapes the nature of their rage. This choice grants features at 3rd, 6th, 10th, and 14th level.

PATH OF THE BATTLE-SCARRED

While most barbarians know how to shrug off a hit in the heat of battle, it is only those that follow the Path of the Battle-Scarred that inflict injuries upon themselves in order to gain the edge in a fight.

POWER FROM PAIN

Beginning when you select this path at 3rd level, you gain the ability to enhance your combat ability by inflicting pain upon yourself. When you enter a rage as a bonus action, you may expend one of your hit dice. You roll the expended die, then lose hit points equal to the result. Each time you use this ability, choose one of the following abilities, which lasts until your rage ends.

Bloodied Fists. Your unarmed strikes deal 1d4 bludgeoning damage on a hit, and you may make an unarmed strike as a bonus action on each of your turns.

Overwhelming Aggression. As a bonus action of each of your turns, you may move up to your speed towards a hostile creature you can see.

Unmatched Force. The first time you hit a creature with a melee weapon attack each turn, the creature must succeed on a Strength saving throw or be knocked prone. The save DC = 8 + your proficiency bonus + your Strength modifier.

UNFRIENDLY FACADE

When you reach 6th level, the scars from your wounds make a terrifying sight to behold. You gain advantage on Charisma (Intimidation) checks and gain disadvantage on Charisma (Persuasion) checks.

RAPID RECOVERY

Beginning at 10th level, your body has adapted to the wounds it receives, allowing it to heal faster than normal. While raging, you may use a bonus action to expend one of your hit dice as if you had just completed a short rest.

WAR-DRIVEN

Starting at 14th level, you relish the pain that others cringe away from. When you take bludgeoning, piercing, or slashing damage while raging, attacks on your next turn gain an additional bonus to damage equal to your Rage Damage.

BARD COLLEGE

At 3rd level, bards delve into the advanced techniques of their chosen college. This choice grants features at 3rd, 6th, and 14th level.

COLLEGE OF DANCE

Bards who enter the College of Dance express themselves through movement as much as music. Incorporating weaponry into their dances, these bards are as skilled in combat as they are in concert.

BONUS PROFICIENCY

When you choose this college at 3rd level, you gain proficiency with martial weapons.

EXOTIC DANCE

Also at 3rd level, you gain the ability to perform a dance routine that captivates your audience. As an action, expend any number of your bardic inspiration dice and choose one creature within 60 feet of you that can see you for each die spent in this way. You make Charisma (Performance) check contested by each targeted creature's Wisdom (Insight) check. Each creature that fails is charmed by you for 1 minute as long as you maintain concentration on the dance, as if concentrating on a spell. If a creature charmed in this way takes damage, it may attempt another skill contest, ending the effect on a success.

SWORD DANCING

Beginning at 6th level, you gain the ability to incorporate your martial prowess into your dance performances. While concentrating on your exotic dance, you may add your Charisma modifier as a bonus to your Armor Class, and you may make an additional attack as a bonus action on each of your turns.

IMPROVED SWORD DANCING

Starting at 14th level, you have pushed your dancing ability to new heights. While concentrating on an Exotic Dance, you now add your Charisma as a bonus to damage with your weapon attacks.

Additionally, you gain advantage on concentration checks made to maintain your Exotic Dance.

DIVINE DOMAIN

Clerics choose one domain related to their deity. The choice grants features at 1st, 2nd, 6th, 8th, and 17th level.

HUNT DOMAIN

Although it shares some roots with the Nature Domain, those who follow gods and goddesses of the hunt know that nature exists to provide for those who know how to use it. Gods such as Malar, Ehlonna, Balinor, Sekolah, Artemis, and Uller have clerics of The Hunt.

Some deities bestow powers upon skilled hunters, using them as wardens of their realms. Others convert skilled trackers and outlanders who may act as guides to those who become lost in wooded expanses.

HUNT DOMAIN SPELLS

Cleric Level Spells

1st	<i>find familiar, hunter's mark</i>
3rd	<i>beast sense, cordon of arrows</i>
5th	<i>conjure animals, lightning arrow</i>
7th	<i>locate creature, freedom of movement</i>
9th	<i>conjure volley, swift quiver</i>

BLESSED HUNTER

When you choose this domain at 1st level, you gain proficiency with hand crossbows, heavy crossbows, and longbows. You also gain proficiency in one of the following skills: Animal Handling, Nature, or Survival.

Your proficiency bonus is doubled for any ability checks that use the chosen skill.

CHANNEL DIVINITY: HOLY GUIDANCE

Starting at 2nd level, you can use your Channel Divinity to gain unparalleled precision. As a bonus action, you can use your Channel Divinity to gain a bonus to your ranged weapon attacks equal to half your Wisdom modifier, rounded down (minimum of 1). This bonus lasts for 1 minute.

CHANNEL DIVINITY: TRACK QUARRY

Beginning at 6th level, you can use your Channel Divinity to magically trace the movement of a creature you have seen before. If the creature is within 1 mile of you, you know the approximate direction and distance of the creature from your current location, and whether it is moving. If you use this ability and the creature is on a different plane of existence, the ability fails.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. 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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increase to 2d8.

IMPROVED GUIDANCE

At 17th level, the bonus you gain is equal to your Wisdom modifier, instead of half, when you use Holy Guidance.

DRUID CIRCLE

Druids choose to identify with a circle of other druids. The choice grants features at 2nd, 6th, 10th, and 14th level.

CIRCLE OF THE CRESCENT

Druids of the Circle of the Crescent attempt to be more subtle and creative with the ways they shape-shift. They pride themselves on making changes to their physical form that bridge the gap between humanoid and bestial, melding the best features of both.

A druid of this circle might adapt the claws of a mighty bear to tear into its foes, while maintaining its ability to communicate with its comrades. It may sprout the wings of a giant eagle but maintain its ability to grapple a foe in its arms. Creativity and ingenuity flourish among this circle.

ADAPTIVE WILD SHAPE

Starting at 2nd level, you can use your Wild Shape to gain certain adaptations. These adaptations are partial transformations that give you new statistics or abilities but still allow you to speak and cast spells. You can stay in your Adaptive Wild Shape form for a number of hours equal to your druid level (twice the usual duration). You choose whether any equipment you were wearing is absorbed or borne by your new form.

You gain the Animal Strength and Natural Weapons adaptations automatically, and then choose two more. You gain one additional adaptation at 6th, 10th, and 14th levels. Additionally, whenever you gain a level in this class, you may replace one adaptation you have with another one that you could learn at that level.

Animal Strength. Your Strength increases to 15 if it not higher already. It increases instead to 17, 19, and 21 at 6th, 10th, and 14th level respectively.

Natural Weapons. You manifest claws, which deal 1d4 slashing damage on hit. The weapons use your Strength for hit and damage modifiers. The damage die increases as you gain levels in this class, to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

ADAPTATIONS

If an adaptation has a prerequisite, you must meet it to learn it. You can learn the adaptation at the same time as you meet the its prerequisites. A level prerequisite or improvement refers to your level in this class. You benefit from your chosen adaptations only when you are in your Adaptive Wild Shape form. Any saving throws have save DC = 8 + your proficiency bonus + your Strength modifier.

Animalistic Fury. (Prerequisite: 6th level). You can attack twice, instead of once, when you take the Attack action on your turn and attack with your claws.

Aquatic. (Prerequisite: 6th level). You grow gills and webbed appendages. You can breathe air and water, and you gain a swimming speed equal to your walking speed.

Bestial Health. When you use your Adaptive Wild Shape feature, you gain temporary hit points equal to five times your druid level.

Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Change Size. You can change your size by one size category in either direction. If you choose to become larger, your natural weapon damage increases by one damage die. At 10th level, you can change your size by an additional size in either direction. You add an additional damage die if you increase your size by two categories.

Charge. When you move at least half of your speed in a straight line towards an enemy and then hit it with your claws in the same turn, the attack deals an extra die of damage to the target.

Echolocation. You gain blindsight with a radius of 30 feet. You can't use this blindsight while you are deafened.

Flyby. (Prerequisite: *flying speed*). You don't provoke opportunity attacks when you fly out of a creature's reach.

Flying Speed. (Prerequisite: *10th level*). You grow wings and gain a flying speed equal to your walking speed.

Forceful Swipe. When you hit a creature with your claws, if the creature is the same size as you or smaller, it must succeed on a Strength saving throw or be knocked prone.

Illumination. As a bonus action, you cause yourself to shed bright light in a 10 foot radius and dim light for an additional 10 feet. You may end this illumination as a bonus action.

Increased Speed. Your walking speed increases by 10 feet. It increases by an additional 5 feet at 6th, 10th, and 14th level.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

Mimicry. You can mimic simple sounds you have heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check.

Natural Armor. When you are not wearing armor, your AC is 13 + your Dexterity modifier. The base armor class increases to 14, 15, and 16 at 6th, 10th, and 14th level respectively.

Pack Tactics. (Prerequisite: *6th level*). You gain advantage on melee weapon attacks made against creatures when an ally is within 5 feet of that creature and is not incapacitated.

Poison Fangs. You grow fangs, which deal 1d4 piercing damage on a hit. You may use your Strength or Dexterity to determine the modifiers for your fangs. Additionally, a creature hit by your fangs must succeed on a Constitution saving throw or be poisoned for 1 minute. The creature may attempt a new saving throw at the end of each of its turns, ending the effect early on a success.

Rampage. When you reduce a hostile creature to 0 hit points, you can move up to half your speed and make an attack with your claws as a bonus action.

Relentless. (Prerequisite: *10th level*). If an attack would reduce you to 0 hit points but not kill you outright, you may instead fall to 1 hit point. Once you use this ability, you must complete a short or long rest before you can use it again.

Spider Climb. You gain a climbing speed equal to your walking speed. Additionally, you can climb on walls and ceilings without making any checks.

Standing Leap. You can make a long jump up to your walking speed and a high jump up to half your speed without a running start. The jump cannot cause you to exceed your total movement for the turn.

Sure-Footed. You gain advantage on Strength and Dexterity saving throws against effects that would knock you prone.

MARTIAL ARCHETYPE

At 3rd level, fighters choose an archetype to emulate in their combat styles and techniques. This choice grants features at 3rd, 7th, 10th, 15th, and 18th level.

ARCANE ARCHER

An arcane archer utilizes both his prowess with ranged weaponry and an innate ability to harness arcane forces. Unlike Eldritch Knights, their magic comes not from study, but from some mystical origin, much like that of a sorcerer.

SPELL POINTS

When you reach 3rd level, you augment your combat abilities with magical enhancements. You have a number of spell points equal to your fighter level. The maximum number of spell points you can spend on a single enchantment is equal to your proficiency bonus. You regain all spell points when you finish a long rest.

ENHANCE ARROWS

Also at 3rd level, you can enhance a piece of ammunition with magical energy as a bonus action. You must maintain concentration on the enhancement as if concentrating on a spell until the ammunition is fired. You choose whether the enhancement is targeted or explosive. An enhanced attack deals the normal weapon damage plus the damage from the chosen effect on a hit. On a miss, the spell points are still expended, but have no effect.

Targeted Enhancement. When you hit a creature with a piece of ammunition imbued with a targeted enhancement, the creature takes 1d10 damage for each spell point spent on the enhancement. The damage type can be your choice of acid, cold, fire, lightning, or thunder.

Explosive Enhancement. When you hit a creature with a piece of ammunition imbued with an explosive enhancement, the ammunition explodes in a 15 foot radius sphere centered on the target. Each creature in the sphere must make a Dexterity saving throw or take 1d6 damage for each spell point spent on the enhancement (save DC = 8 + your proficiency bonus + your Charisma modifier). The damage type can be your choice of acid, cold, fire, lightning, or thunder. The enhancement has no effect on a miss.

ARCANE UNDERSTANDING

At 7th level you gain the ability to cast *detect magic* at will. You can also cast *identify* by expending 2 spell points.

SEEKING ARROWS

Beginning at 10th level, you add your Charisma modifier as a bonus to hit with your enhanced arrows.

GREATER ENHANCED ARROWS

Starting at 15th level, you can enhance two pieces of ammunition, instead of one, as a bonus action. You can maintain concentration on both pieces of ammunition as well.

SPELL POINT SPECIALIST

Beginning at 18th level, When you roll initiative and have no spell points remaining, you regain a number of spell points equal to your Charisma modifier.

MONASTIC TRADITION

When a monk reaches 3rd level, he or she commits to a monastic tradition. This choice grants features at 3rd, 6th, 11th, and 17th level.

Way of the Swift Step

Monks who study the Way of the Swift Step are even more agile than other monks. Not only does their martial training grant them lightness of foot, but they also harness the magic of ki to push their speed to new limits.

Speed Spells

As you gain levels in this class, you gain access to certain spells. The table shows the levels at which you learn these spells. You may cast a given spell by expending a number of ki points equal to 1 + the spell's level. Spells cast using this feature require no material components.

Monk Level	Spells
3rd	<i>expeditious retreat, jump, longstrider</i>
7th	<i>blur, mirror image, misty step</i>
13th	<i>blink, fly, haste</i>
19th	<i>dimension door, freedom of movement, passwall</i>

Charging Strike

You can transfer the energy of your movement and channel it into devastating attacks against your foes. Beginning at 6th level, when you move at least 20 feet in a straight line towards a creature and then hit it with an unarmed strike in the same turn, that attack deals an extra die of damage to the target.

Unseen Speed

You can move faster than the naked eye can register. Starting at 11th level, when you use the Dash action on your turn (including as a bonus action), you become invisible until you have expended all your movement or your turn ends, whichever comes first.

Faster Than Time

Your speed now defies even the laws of the universe. Beginning at 17th level, you can expend 13 ki points to cast *time stop*. Once you use this ability, you can't use it again until you complete a long rest.

SACRED OATH

When paladins reach 3rd level, they swear an oath that binds them as a paladin forever. This choice grants features at 3rd, 7th, 15th, and 20th level.

Oath of Equilibrium

The Oath of Equilibrium acts as a promise to uphold the balance of magic across the planes. When a necromancer begins to amass legions of undead, when a druid corrupts the forces of nature to her whim, or when a warlock beguiles the minds of the innocent, a paladin who swears an Oath of Equilibrium will set forth to restore the balance.

Tenets of Equilibrium

The tenets of the Oath of Equilibrium center around maintaining harmony and equality among the spellcasting forces of the realm. Paladins who follow these tenets are not innately biased towards the arcane, but they will not hesitate to quell the efforts of particularly potent magic users.

- Keep the Balance.** Magic is a gift among mortals, and I must prevent any one individual from abusing its power.
- Teach Responsibility.** The use of magic can be a wonderful tool in our world. I must help others learn to harness it safely.
- Avoid Extremes.** While overuse of magic can lead to disaster, I must also prevent the destruction of magic.
- Harness Your Own Magic.** It is only through a firm understand of my own arcane abilities that I can fully express to other the benefits and dangers it presents to our world.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Equilibrium Spells

Paladin Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>hold person, silence</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>dimension door, locate creature</i>
17th	<i>dominate person, wall of force</i>

Channel Divinity

- When you take this oath at 3rd level, you gain the following two Channel Divinity options.
- Extract Arcana.** When you hit a creature with a weapon attack, you can expend your Channel Divinity as a bonus action to drain some of that creature's arcane energy. Roll a d6, then that creature loses a spell slot equal to the level rolled, or the next highest remaining spell slot if no slot of that level is available.
 - Supernatural Distraction.** As a bonus action, you can distract a creature concentrating on a spell using your Channel Divinity. The targeted creature makes a Constitution saving throw to maintain concentration against your spell save DC. On a failed save, the spell ends and the creature can't cast spells until after its next turn.

CURSEBREAKER'S AURA

Beginning at 7th level, you have learned to protect yourself and others from hexes often used by spellcasters. You and friendly creatures within 10 feet of you have advantage on saving throws against curses from spells and other magical abilities.

At 18th level, the range of this aura increases to 30 feet.

SPELL RESISTANCE

Starting at 15th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

ARCANE ENFORCER

At 20th level, you can assume the form of an archon of equilibrium. Using your action, you undergo a transformation. For 1 hour, you are considered to be under the effects of the *antimagic field* spell, with the following changes:

- The spell requires no concentration, but instead lasts for its full duration.
- The spell does not suppress the abilities or effects of any magic items to which you are attuned.
- The spell does not negate the effect of spell slots spent using your Divine Smite ability.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER ARCHETYPE

At 3rd level, rangers choose an archetype that they strive to emulate. This choice grants features at 3rd, 7th, 11th, and 15th level.

SKIRMISHER

The Skirmisher uses their cunning and agility to manipulate the flow of battle. They can move seamlessly among opponents in melee, striking a foe when its defenses are lowered. A ranger who emulates the Skirmisher archetype may use his or her skill set to quickly assist a comrade in need, or sow disorder in an enemy's defensive formation.

SNEAK ATTACK

Beginning when you select this archetype at 3rd level, you learn to strike make precise attacks against a distracted enemy. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, to 2d6, 3d6, and 4d6 at 7th, 11th, and 15th level respectively.

NIMBLE ACTION

Starting at 7th level, you can move with great agility around the field of battle. You can use the Dash or Disengage action as a bonus action on each of your turns.

IMPROVED SNEAK ATTACK

Beginning at 11th level, you can deal Sneak Attack damage to two different creatures, as long as both creatures meet the criteria for Sneak Attack.

RETALIATION

Starting at 15th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

ROGUSH ARCHETYPE

At 3rd level, rogues choose an archetype that they emulate in the exercise of their roguish abilities. This choice grants features at 3rd, 9th, 13th, and 17th level.

ALCHEMIST

Roguish alchemists are masters of craft with regard to potions and poisons. This gives them incredible versatility, whether they are attempting an assassination, heist, or dungeon exploration.

Highly skilled alchemists can become highly coveted by nobles and even royalty for their ability to both empower or attack the human body with their brews. Few want to be on the bad side of an alchemist, lest their glass of wine turn out to be something more sinister.

SKILLED CRAFTER

When you choose this archetype at 3rd level, you gain proficiency with alchemist's supplies, the herbalism kit, and the poisoner's kit. Additionally, when you spend downtime crafting, you may craft items with a total market value equal to 5 gp × your rogue level. See page 187 of the Player's Handbook for normal rules related to crafting during downtime.

VERSATILE CRAFT

Also at 3rd level, you expand your knowledge of craftable items. You may craft any poison with a value less than or equal to 50 gp × your rogue level. You may also craft potions of common rarity.

Please consult the DMG or your DM for a list of craftable items. At your DM's purview, you may also design and craft your own potions and poisons.

SHREWD MERCHANT

Beginning at 9th level, you always have a hand on the pulse of the market for the goods you produce. When you craft items, you need only spend one-fifth of the item's market price in gp, instead of half. Additionally, you can always find a buyer for your goods who will pay a fair price, assuming you are in a populated area. You can also craft uncommon potions.

COMBAT ALCHEMIST

At 13th level, you gain the ability to administer potions or utilize poisons in the heat of battle. As a bonus action, you can take the Use an Object action, allowing you to take a potion or give one to another creature. You can also apply poison to a weapon using this bonus action.

MASTER CRAFTSMAN

Starting at 17th level, you have reached the pinnacle of your trade. You may craft any poison, and you have advantage on skill checks made to harvest poison from a creature. You can also craft rare and very rare potions.

SORCEROUS ORIGIN

A sorcerer's origin describes the source of his or her innate magical power. This choice grants features at 1st, 6th, 14th, and 18th level.

EARTHSHAPED

Sorcerers with an Earthshaped origin are well grounded and have a strong connection to earth and stone. The awakening of their powers may have resulted from birth during an earthquake, surviving a rockslide, or being raised underground or in a cave. These casters can use their abilities to protect themselves or attack their foes with the might of shifting plates and crushing rocks.

DESTABILIZED FOOTING

When you select this sorcerous origin at 1st level, creatures have disadvantage on Strength and Dexterity saving throws against your spells that would knock them prone or restrain them.

STONE SHIELD

Also at 1st level, you gain the ability to protect yourself using the earth around you. As a reaction to being targeted by a ranged attack or spell that requires a Dexterity saving throw, you cause a pillar of boulders to rise up in front of you, granting you three-quarters cover against the attack or spell. The pillar remains until the start of your next turn. You may use this ability a number of times equal to your Charisma modifier. After that, you must complete a long rest before you can use it again.

SHARED SHIELD

Beginning at 6th level, you can use your Stone Shield to assist others. You can grant a creature you can see within 30 feet of you the benefits of your Stone Shield. The triggering events for the reaction are the same.

STONY EXTERIOR

At 14th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

EARTH INCARNATE

Starting at 18th level, you gain the ability to assume an elemental form. As an action, you can expend 6 sorcery points and magically polymorph into an earth elemental. The transformation follows the same rules as a druid's Wild Shape feature.

OTHERWORLDLY PATRON

A warlock has struck a bargain with an otherworldly being. This choice grants features at 1st, 6th, 10th, and 14th level.

THE SHADOW

You have made a pact with a being who dwells in the darkness. Such creatures aim to spread despair and snuff out the light of the world. Your pact may be with a ruler of Shadowfell or a powerful creature that dwells in the Underdark. While you may not have the same goals as your patrons, the gifts they bestow upon you as a result of your pact thrive in the darkest caverns or under the cover of night.

EXPANDED SPELL LIST

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

SHADOW EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, ray of sickness</i>
2nd	<i>blindness/deafness, pass without trace</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>antilife shell, contagion</i>

BONUS CANTRIP

At 1st level, you learn the *mage hand* cantrip and can choose to turn the hand invisible as a bonus action.

SHADOW SENSES

Also at 1st level, you gain darkvision out to a range of 60 feet. If you already have darkvision, your darkvision instead increases by 60 feet. Additionally, dim light does not impose disadvantage on your Wisdom (Perception) checks.

UNHOLY RESISTANCE

At 6th level, you gain advantage on saving throws against spells or abilities that would cause you to become poisoned, cursed, or diseased.

CLOAK OF SHADOWS

By 10th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

BANISH TO THE DARKNESS

Beginning at 14th level, you gain the ability to engulf your enemy in shadows. As an action, choose a creature you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is blinded until a *remove curse* spell is cast on it or you use this feature again.

ARCANE TRADITION

When a wizard reaches 2nd level, he or she chooses an arcane tradition which shapes their practice of magic. This choice grants features at 2nd, 6th, 10th, and 14th level.

SCHOOL OF BOTANY

The School of Botany focuses on the growth and development of nature. Some say this causes wizards to become more akin to druids, but those in the know realize that wizards still draw their power from research and understanding, rather than directly from nature.

Referred to as arcane botanists, the members of this school are sought by those that find druids flighty or too attached to the land. Wizards in this school may be knowledgeable about the power of nature, but they are not sworn protectors of it, and as such they understand that nature can be used as well as appreciated.

EXPANDED SPELL LIST

At 2nd level, you learn the *druidcraft* and *thorn whip* cantrips. Additionally, you gain additional spells that you can choose to learn as you gain levels in this class. The following spells are added to the wizard list for you.

EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>create or destroy water, entangle</i>
2nd	<i>locate animals or plants, spike growth</i>
3rd	<i>plant growth, speak with plants</i>
4th	<i>freedom of movement, grasping vine</i>
5th	<i>commune with nature, tree stride</i>

ENVIRONMENTAL CAMOUFLAGE

Beginning at 6th level, you may take the Hide action as a bonus action whenever you cast a spell from your expanded spell list.

LAND'S STRIDE

Starting at 10th 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 those created by the *entangle* spell.

NATURAL ALLY

At 14th level you add the *awaken* spell to your spellbook if it is not there already. When you cast it, you may only target plants, rather than both plants and animals.