

The same powers that Druids draw on have placed in you an innate use of themselves at birth.

Level 1:

Font of Nature:

When you choose your spells and Cantrips on a level up, you can choose one such spell or cantrip from the Druid spell list. The chosen spell is now considered a Sorcerer spell for you. The base number of spells you can know as a Sorcerer is now 1+sorcerer level (the number will be higher at later levels when you gain spells that don't count against the number of spells you can know). If you choose to swap a spell chosen in this way out, the new spell must be a Sorcerer spell.

Arcane Recovery:

At level 1, you gain the ability to, on a short rest, regain a spell slot no higher than 5 of up to 1/2 your Sorcerer level rounded up or spell slots (no higher than level 5) whose sum of levels is no higher than 1/2 your Sorcerer level rounded up. You cannot convert the regained spell slot into sorcery points.

Level 6:

Favored Terrain:

You gain the ability to avoid any naturally occurring hazards as well as help your party avoid such hazards and avoid the penalties due to difficult terrain in one of the following wilderness areas of your choice: Arctic, jungle, forest, mountain or swamp.

Superior Alter Self:

You know Alter Self and it does not count against the number of spells you know. You can cast Alter Self twice per short or long rest without expending a spell slot. When casting Alter Self in this way, it is revised for you to be the description on the following page.

14<sup>th</sup> level:

Protection from Nature:

When a beast or plant/plant-like creature attempts to make an attack against you, it must succeed on a wisdom saving throw or else attack someone else or waste the attack. When a monstrosity with an intelligence score of 3 or lower tries to make an attack against you, it must succeed on a wisdom saving throw or else attack someone else or waste the attack. If you have attacked the creature, it has advantage on the save.

Favored Terrain 2:

You also gain the ability to avoid any naturally occurring hazards as well as help your party avoid such hazards and avoid the penalties due to difficult terrain in one of the following wilderness areas of your choice: Arctic, jungle, forest, mountain or swamp.

18<sup>th</sup> level: Superior Wrath of Nature

You learn the Wrath of Nature and Guardian of Nature spells, casting for free once each per long rest as revised on next page.



Art: Enfield by akreon (used with permission)

Alter Self:

Casting time: 1 action

Range: self

Components: <none>

Duration: 1 hour (no concentration)

You change your physical characteristics to look like a beast or humanoid no larger than yourself (and as small as you would like). Furthermore, you can choose one of the below options. You assume a different form. When you cast the spell, choose one of the following options, the Effects of which last for the Duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

1. Aquatic Adaptation: You adapt your body to an aquatic Environment, sprouting gills, and growing webbing between your fingers. You can breathe Underwater and gain a swimming speed equal to your walking speed.
2. Change Appearance: You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your Statistics change. You still keep the same basic form of either a beast or humanoid that you first chose when casting the spell. At any time for the Duration of the spell, you can use your action to change your appearance in this way again.
3. Natural Weapons: You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the Attack and Damage Rolls you make using it.
4. Barkskin: your skin has a bark-like texture, giving you a base AC of 16.

(Note: the revision is to grant you similar benefits as the Druid's wildshape minus the new hp pool, and with the new benefit of being able to cast spells from the new form you chose.)

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Wrath of Nature:

Level: 5

Casting time: 1 Action

Range: 120 feet

Components: <none>

Duration: 1 hour (no concentration)

You call out to the spirits of nature to rouse them against your enemies. Choose a point you can see within range. The spirits cause trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends.

Grasses and Undergrowth. Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.

Trees. At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing damage from whipping branches.

Roots and Vines. At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.

Rocks. As a bonus action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.

Guardian of Nature:

Level: 4

Casting time: 1 Bonus Action

Range: Self

Components: <none>

Duration: 1 hour (no concentration)

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume:

Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength—based attack rolls with advantage.
- Your base AC is 10+dexterity modifier+Constitution modifier.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- . You gain 10 temporary hit points.
- Your base AC is 16.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Charisma-based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.
- You are immune to being knocked prone or moved by any effect other than a Gargantuan or larger object or creature physically hitting you and making a 1 action strength check versus your spell save DC (from roots prevent that from happening otherwise).
- You are considered a Siege Monster with your roots dealing double damage to objects and structures not being worn or carried as a passive 2 times (1d6+Charisma modifier) magical slashing damage to hard ground (or surfaces near/on the ground) within 15 feet of you every turn.