

THE BOTANIST



THIS SUPPLEMENT IS AN ADDITIONAL SUBCLASS OPTION FOR THE ARTIFICER CLASS IN DUNGEONS AND DRAGONS 5TH EDITION, THIS CONTAINS NEW ROLE PLAYING OPTIONS, ABILITIES AND CREATURES FOR THE ARTIFICER.

THIS SUB-CLASS EXPLORES THE STUDY OF MIXING ARCANE MAGIC AND PRIMORDIAL NATURE, TRYING TO FUSE MATHEMATICAL FORMULAS WITH THE UNPREDICTABILITY OF NATURE. AS YOU UNLOCK AND MASTER SPELLS THAT CAN PULL UPON THE FORCES OF NATURE YOU LEARN THAT THE ARCANE CAN EVEN BRING NATURE TO A NEW LEVEL OF EXISTENCE.

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I saw the monstrous plant she called a friend long before I ever saw her, it was a goliath of vines, and gnarled branches. Even in battle she was slinging spells while it was on the front line withstanding almost anything that was thrown at it.

During the Last War artificers experimented with all sorts of specialization, whatever could possibly give them an edge over the other great houses. A lot of these experiments into different specializations did yield great promise but with the threat of war looming over the heads of all, most of the newly discovered specializations needed to be shelved so the already known and reliable ones could be created at a faster rate.

Now with the Last War finally over and artificers dispersed to go about their own business there has been a surge in the number of fields of study that have started to emerge, one of these new fields is the specialty of Botany, the study of plants and other such living organisms. As botanists have tinkered with such plants over the years there have been a number of startling and amazing discoveries made: Just like treants and other such beings, common house plants have been shown to be much more alive than people had realized and with the arcane knowledge of such artificers there have even been ways to make these plants even more conscious.

Although botanists focus their interest on the study of plants doesn't mean that they shy away from working with crafted wood or processed metal. They are just as comfortable tinkering with clockwork gadgets and crafting finely made wooden wands as any other artificer but some come with a more natural style or intertwined trick so people know it came from the hands of a botanist.

Whether it was found out through the study of other artificers or through mere chance it seems that the same patterns that exist in magic and the arcana itself can be found in the natural world in such things like trees and flowers allowing some to meld the magic and nature into one.

Botanists are more explorers than they are adventurers, wanting to go out and see what other types of plants inhabit this world, which kinds can be used to further their experiments and which are just a marvel for them to behold. So how did you become a botanist? Did the ways of working with metal and machines just not appeal to you or did you always have a fondness for the natural world and wanted to bring it into your specialization?

NOTE FOR PLAYERS

Although this is your sub-class if you're going to be roleplaying the creation of your plant consider roping in other party members, especially if you have a druid or nature domain cleric in your party.

BRANCHES AND BRASS

Botany like the other artificer specializations has many types of branches within them, through experimentation botanists have figured out many ways to engineer and enchant a variety of different kinds of plants that help fit their needs. There have been three tried and tested base plant enchantments that give most botanists the greatest amount of utility when exploring the world: the Razor-Wipe Plant, the Steel-Bark Plant and the Gnarled Vine Plant.

The Steel-Bark plant is a hardy defender usually created from the mixture of Abjuration magic and strong thick plant, while the Razor-Wipe plant is a swift and nimble attacker that mixes Evocation with a variety of poisonous plants, the last is the Gnarled-Vine plant the pinnacle of a botanists utility, often formed of Transmutation magic and ivy vine plants to be useful on and off the battlefield.



BOTANIST FEATURES

Level Features

3rd Sentient Nature, Botanist Spells, Spellcasting Tools

5th Genetic Enchanting

9th Growth

15th Over Growth

SPELLCASTING TOOLS

When you adopt this specialization at 3rd level, you gain proficiency with any kind druidic focus and can use it as a spellcasting focus.

If you already have proficiency with druid focuses, you gain proficiency with one type of artisan's tools of your choice.

BOTANIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Botanist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spell
3rd	Entangle, Hail of Thorns
5th	Barkskin, Locate Animals or Plants
9th	Erupting Earth, Plant Growth
13th	Control Water, Grasping Vine
17th	Commune with Nature, Tree Stride

SENTIENT NATURE

Starting at 3rd level you've been able to combine your arcane experimentations into the world of nature and primal magic, through this experimentation you have given life to a sentient plant that is friendly to you and will be your companion, obeying all your commands. You can determine each plant's appearance, some plants taking on the form of a humanoid figure made of gnarled branches and curled vines, while others look like massive vine beasts with sharp maws.

There are multiple types of plants that you can create but you may only have one plant granted by this ability at a time. When you create this plant you can pick one of the plant stat-blocks from below and that will be your plant companion. If your plant dies or if you wish to choose another plant from the options below you must spend 8 hours with a druidic focus creating your new plant, and if you still have a plant companion with you when you create a new one the previous plant turns into an unenchanted small plant.

In combat, your plant shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

Regardless of the plant you have they all have the common ability to fit and move through smaller spaces as if the space was difficult terrain. Regardless of your plant's size it can move through small cracks and tight spaces as if they were difficult terrain, they can also end their movements in such spaces without taking damage or being pushed out to another space.



GENETIC ENCHANTING

Starting at 5th level your plants gains resistance to one of the following damage types of your choosing: acid, cold, force, lightning, necrotic, psychic, radiant, or thunder.

In addition while you are adjacent to your plant you gain the resistance your plant has from this ability.

GROWTH

Starting at 9th level your knowledge of the arcane and the natural world has increased exponentially letting you morph your plant closer to its perfect form of the bridge between nature and arcana. Your plant gains the following abilities and traits:

- Your plant's size increases to Medium.
- The damage die of your plant's attack increases by 1 die type. (d4 > d6 > d8 > d10 > d12)
- Your plant is immune to poison damage.
- Your plant's reach increases by 5 feet.

OVER GROWTH

Starting at 15th level your plant has become the perfect merging of arcane magic and primal nature. Your Plant gains the following abilities and traits:

- Your plant's size increases to Large.
- The damage die of your plant's attack increases by 1 die type. (d4 > d6 > d8 > d10 > d12)
- Your plant gains a +2 bonus to AC.
- Your plant's reach increases by 5 feet.



RAZOR-WHIP PLANT

Small Plant, Neutral

Armor Class: 14

Hit Points equal the plants Constitution modifier + your Intelligence modifier + four times your artificer level

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

Saving Throws: Dex +4, Wis +4

Skills: Perception +4, Stealth +5

Senses: Tremor Sense 10 feet, passive Perception 20 feet

Languages: understands the languages you speak

Damage Resistances: Piercing

Damage Vulnerabilities: Fire

Poison Strike. Whenever you hit a creature with an attack that creature takes on-going damage equal to your proficiency bonus at the start of its turn, they also make a Constitution save against your spell save DC at the end of each of its turns to end this damage. Once you use this ability you can't use it again until you complete a short or long rest.

Arcane Rejuvenation: If your plant has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. Your plant returns to life after 1 minute with all its hit points restored.

Actions

Attack Action: Melee weapon attack: +4 to hit, reach 5 ft, one target. Hit: 2d4 + 4 piercing damage.

STEEL-BARK PLANT

Small Plant, Neutral

Armor Class 16

Hit Points equal the plants Constitution modifier + your Intelligence modifier + six times your artificer level

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	8 (-1)

Saving Throws: Con +4, Wis +4

Skills: Perception +4, athletics +5

Senses: Tremor Sense 20 feet, passive Perception 20 feet

Languages: understands the languages you speak

Damage Resistances: Bludgeoning

Damage Vulnerabilities: Fire

Bark Roots: Whenever your plant is attacked you can spend your reaction to command your plant to form its bark roots. Until the end of your next turn, your plant has a +3 bonus to AC, including against the triggering attack. Once you use this ability you can't use it again until you complete a short or long rest.

Arcane Rejuvenation: If your plant has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. Your plant returns to life after 1 minute with all its hit points restored.

Actions

Attack Action: Melee weapon attack: +4 to hit, reach 5 ft, one target. Hit: 1d6 + 2 bludgeoning damage.

GNARLED-VINE PLANT

Small Plant, Neutral

Armor Class 15

Hit Points equal the plants Constitution modifier + your Intelligence modifier + five times your artificer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	9 (-1)	14 (+2)	9 (-1)

Saving Throws: Con +4, Wis +4

Skills: Perception +4, Survival +5

Senses: Tremor Sense 30 feet, passive Perception 20 feet

Languages: understands the languages you speak

Damage Resistances: Slashing

Damage Vulnerabilities: Fire

Entanglement: As a movement option your plant can move its speed through creatures for the duration of this movement, any creature your plant moves through has its speed reduced to 0 ft until the end of its next turn and this movement does not provoke attacks of opportunity. Once you use this ability you can't use it again until you complete a short or long rest.

Arcane Rejuvenation: If your plant has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. Your plant returns to life after 1 minute with all its hit points restored.

Actions

Attack Action: Melee weapon attack: +4 to hit, reach 5 ft, one target. Hit: 1d8 + 3 slashing damage.