

## ALPHA ANIMIST

The animist taps into the magical realm to aid in leading the pack, wielding magic to aid in preserving the pack and accomplishing its goals. The core class is a martial class, and that does not change with an animist. But with the added utility and damage options from range that come with magic, the animist grows and expands the helpfulness of a class that already meets several needs of an adventuring party.

The animist is not as strong a spellcaster as other classes, capping out at 5th level spells and having generally less spells and spell slots than other spellcasters. But with your pack leadership and taming abilities to augment your casting ability, the animist alpha arguably boasts more options and versatility than a full spellcaster.

### NATURE'S NURSE

Starting at 3rd level, you gain 3 1st level spell slots and 2 2nd level spells slots. You also gain access to spells in the Animist Alpha spell list below. You also gain 3 cantrips from the alpha spell list. You prepare the list of spells that are available for you to cast at the end of every long rest. You may choose a number of spells equal to your Wisdom modifier + your alpha level (minimum of one spell). The spells must be of a level for which you have spell slots.

Wisdom is your spellcasting ability for your alpha spells. You use your Wisdom whenever an alpha spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an alpha spell you cast and when making an attack roll with an alpha spell.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

You can cast an alpha spell as a ritual if that spell has the ritual tag and you have the spell prepared, and you may use a druidic focus as an alpha focus (spell focus) for your alpha spells.

You also may cast *Animal Friendship* and *Create or Destroy Water* as a ritual spell, and your *Resistance* cantrip grants a d6 instead of a d4.

### CANTRIPS (0 LEVEL)

Acrid Odor  
Blade Ward  
Dancing Lights  
Guidance  
Light  
Poison Spray  
Resistance  
Vampiric Fangs and Claws

### 1ST LEVEL

Alarm  
Animal Friendship  
Bad Apple  
Burst of Bile  
Create or Destroy Water  
Cure Wounds

Detect Poison and Disease  
Entangle  
Faerie Fire  
Fire Whip  
Fog Cloud  
Longstrider  
Purify Food and Drink  
Water Whip

### 2ND LEVEL

Animal Messenger  
Barkskin  
Beast Sense  
Darkvision  
Flaming Sphere  
Lesser Restoration  
Locate Animals or Plants

Some of the spells in the list below are homebrewed spells from us at Zurn Central. You can find the text of these spells on the D&D Edits page at [www.zurncentral.com](http://www.zurncentral.com).

### GROWING GRASP OF MAGIC

Starting at 6th level, your spell slots expand to 4 cantrips, 4 1st level spell slots, 3 2nd level spell slots, and 2 3rd level spell slots.

Your *Blade Ward* cantrip gains a range of 30ft, and you may cast *Beast Sense* and *Darkvision* without expending a spell slot.

### FLOURISHING FONT OF MAGIC

Starting at 11th level, your spell slots expand to 5 cantrips, 4 1st level spell slots, 3 2nd level spell slots, 3 3rd level spells slots, and 2 4th level spell slots.

You also gain the ability to cast *Sending* and *Speak with Plants* without expending a spell slot, and your Vampiric Fangs and Claws cantrip deals d10s for damage instead of d8s.

### MIGHT OF THE MAGUS

Starting at 14th level, your spell slots expand to 6 cantrips, 4 1st level spell slots, 3 2nd level spell slots, 3 3rd level spells slots, 3 4th level spell slots, and 2 5th level spell slots.

In addition, you have advantage on your Wisdom (Animal Handling) roll for your *Tame Creature* ability, and you may cast *Grasping Vine* and *Locate Creature* without expending a spell slot.

Pass without Trace  
Protection from Poison  
Replenish  
Warding Bond

### 3RD LEVEL

Fly  
Meld into Stone  
Sending  
Sleet Storm  
Speak with Plants  
Water Breathing  
Water Walk  
Wind Wall

### 4TH LEVEL

Control Water  
Grasping Vine

Ice Storm  
Locate Creature  
Sap Magic  
Stone Shape  
Wall of Fire

### 5TH LEVEL

Awaken  
Commune with Nature  
Cone of Cold  
Fragrant Aroma  
Greater Restoration  
Hold Monster  
Mass Cure Wounds  
Reincarnate  
Tree Stride  
Wither