

UNEARTHED ARCANA 2025

ARCANE SUBCLASSES

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for upcoming products. The material here uses the rules in the 2024 *Player's Handbook*.

LEARN MORE ON YOUTUBE

To learn more about the design in this article, we invite you to view the videos about it on YouTube (www.youtube.com/DNDWizards).

WHAT'S INSIDE

This document presents nine subclasses: revised subclasses for the Cleric (Arcana Domain), Fighter (Arcane Archer), Warlock (Hexblade Patron), and Wizard (Conjurer, Enchanter, Necromancer, and Transmuter) and new subclasses for the Monk (Tattooed Warrior) and Sorcerer (Ancestral Sorcery).

THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt it as official.

How to Playtest This UA. We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Quests from the Infinite Staircase*.

Power Level. The character options you read here might be more or less powerful than options in the 2024 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the future of D&D!

SUBCLASSES

This section presents the following subclasses: Arcana Domain, Arcane Archer, Tattooed Warrior, Ancestral Sorcery, Hexblade Patron, Conjurer, Enchanter, Necromancer, and Transmuter.

ARCANA DOMAIN (CLERIC)

Blend Conviction with Arcane Power

Magic suffuses the multiverse and fuels both destruction and creation. Clerics with this domain view magical knowledge not as power to be used in pursuit of personal ends, but as a gift they have the responsibility to share.

Gods associated with the Arcana Domain know the secrets and potential of magic intimately. These gods are often connected to knowledge, as learning and arcane power tend to go hand-in-hand, or to secrecy or power.

DESIGN NOTE: ARCANA DOMAIN UPDATES

Here are the main updates in this subclass since its appearance in the *Sword Coast Adventurer's Guide*:

- **Arcane Domain Spells** have been revised.
- **Arcane Initiate** now gives you Expertise in the Arcana skill.
- **Modify Magic** is a new feature that replaces Arcane Abjuration.
- **Dispelling Recovery** (formerly named Spell Breaker) now uses *Dispel Magic* and also triggers when you remove a condition from a creature.
- **Arcane Mastery** now lets you change the Wizard spells you choose.

LEVEL 3: ARCANA DOMAIN SPELLS

Your connection to this divine domain means you always have certain spells ready. When you reach a Cleric level specified in the Arcana Domain Spells table, you thereafter always have the listed spells prepared.

ARCANA DOMAIN SPELLS

Cleric Level	Prepared Spells
3	<i>Detect Magic, Magic Missile, Magic Weapon, Nystul's Magic Aura</i>
5	<i>Counterspell, Dispel Magic</i>
7	<i>Arcane Eye, Leomund's Secret Chest</i>
9	<i>Bigby's Hand, Teleportation Circle</i>

LEVEL 3: ARCANE INITIATE

You gain the following benefits.

Arcane Knowledge. You gain proficiency in the Arcana skill if you don't have it already. You also gain Expertise in the Arcana skill.

Cantrips. You learn two Wizard cantrips of your choice. Whenever you gain a Cleric level, you can replace one of these cantrips with another Wizard cantrip.

LEVEL 3: MODIFY MAGIC

You can use your Channel Divinity to alter your spells as you cast them. When you cast a spell, you can expend one use of your Channel Divinity and change the spell in one of the following ways (no action required).

Fortifying Spell. One target of the spell gains a number of Temporary Hit Points equal to 2d8 plus your Cleric level.

Tenacious Spell. When you cast a spell that forces a creature to make a saving throw, choose one target of the spell you can see. Roll 1d6 and apply the number rolled as a penalty to the target's saving throw.

LEVEL 6: DISPELLING RECOVERY

Immediately after you cast a spell with a spell slot that restores Hit Points to a creature or ends a condition on a creature, you can cast *Dispel Magic* on the creature as a Bonus Action without expending a spell slot.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 17: ARCANE MASTERY

You learn four Wizard spells, one from each of levels 6, 7, 8, and 9. You thereafter always have those spells prepared. Whenever you gain a Cleric level, you can replace one of these spells with another Wizard spell of the same level.

ARCANE ARCHER (FIGHTER)

Deploy Magical Effects through Enchanted Ammunition

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. The first Arcane Archers stood watch over their communities, keeping a keen eye out for dangers and using magic-infused arrows to defeat monsters and invaders. Over the centuries, other species have learned the elves' mystical methods of blending arcane aptitude with archery and broadened their application to ranged weapons of many kinds while applying those talents to an adventuring life.

DESIGN NOTE: ARCANE ARCHER UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Arcane Archer Lore** now gives you proficiency in both the Arcana and Nature skills.
- **Arcane Shot** has been redesigned. The feature now allows you to use any weapon with the Ammunition property. You now use the Arcane Shot Die it grants for extra damage in the options you select.
- **Ever Ready Shot** is now available at a lower level.
- **Improved Shots, Powerful Shots, and Masterful Shots** are new features that improve your Arcane Shot Die. They incorporate prior damage increases to your Arcane Shot options but spread the increases across more levels of play.

LEVEL 3: ARCANE ARCHER LORE

You learn magical theory and secrets of nature, granting you the following benefits.

Cantrip. You know either the *Druidcraft* or *Prestidigitation* cantrip. Intelligence is your spellcasting ability for it.

Skills. You gain proficiency in the Arcana and Nature skills. If you already have one of these proficiencies, you instead gain proficiency in a different skill of your choice (or with two other skills if you have both).

LEVEL 3: ARCANE SHOT

You learn to unleash special magical effects with some of your shots.

Arcane Shot Options. You learn two Arcane Shot options of your choice from the "Arcane

Shot Options” section later in this subclass’s description.

You learn an additional Arcane Shot option of your choice when you reach Fighter levels 7, 10, 15, and 18. Each time you learn a new Arcane Shot option, you can also replace one option you know with a different one.

Using Arcane Shot. Once per turn when you make a ranged attack using a weapon with the Ammunition property, you can apply one of your Arcane Shot options to that attack. You decide to use the option when you hit a creature and deal damage to it unless the option doesn’t involve an attack roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

Arcane Shot Die. Arcane Shot options refer to your Arcane Shot Die. Your Arcane Shot Die is a d6.

Saving Throws. If an Arcane Shot option requires a saving throw, the DC equals 8 plus your Intelligence modifier plus your Proficiency Bonus.

LEVEL 7: CURVING SHOT

You learn how to direct an errant shot toward a new target. If you make an attack roll with a weapon with the Ammunition property and miss, as a Bonus Action immediately after the attack, you can make an extra attack with the same weapon against a different target that you can see, that is within the weapon’s long range, and that isn’t behind Total Cover. This extra attack doesn’t require ammunition.

LEVEL 7: EVER READY SHOT

When you roll Initiative and have no uses of Arcane Shot left, you regain one expended use of it.

LEVEL 10: IMPROVED SHOTS

Your Arcane Shot Die becomes a d8.

LEVEL 15: POWERFUL SHOTS

Your Arcane Shot Die becomes a d10.

LEVEL 18: MASTERFUL SHOTS

Your Arcane Shot Die becomes a d12.

ARCANE SHOT OPTIONS

The Arcane Shot options are presented here in alphabetical order.

Banishing Shot. Your magic temporarily sequesters your target in a harmless demiplane. The creature you hit takes additional Psychic damage equal to one roll of your Arcane Shot Die and must succeed on a Charisma saving throw or be banished. While banished, the creature has the Incapacitated condition and a Speed of 0. At the end of its next turn, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Beguiling Shot. Your magic causes the ammunition to temporarily beguile your target. The creature you hit takes additional Psychic damage equal to two rolls of your Arcane Shot Die and must succeed on a Wisdom saving throw or have the Charmed condition until the start of your next turn, treating either you or one of your allies within 30 feet of the target (your choice) as the charmer. The Charmed condition ends early if the charmer attacks the target, deals damage to it, or forces it to make a saving throw.

Bursting Shot. You imbue your ammunition with explosive force energy. Immediately after you deal damage to the creature, your target and each creature within a 10-foot Emanation originating from the target takes Force damage equal to two rolls of your Arcane Shot Die.

Enfeebling Shot. Your ammunition saps your target’s strength. The creature you hit takes additional Necrotic damage equal to two rolls of your Arcane Shot Die. The target must also succeed on a Constitution saving throw or have the Poisoned condition until the end of its next turn. Whenever a target Poisoned in this way hits with an attack roll, it subtracts an amount equal to one roll of your Arcane Shot Die from the total damage of that attack.

Grasping Shot. Your ammunition creates clutching brambles around your target. The creature you hit takes additional Slashing damage equal to one roll of your Arcane Shot Die and must succeed on a Strength saving throw or have the Restrained condition until the start of your next turn. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your Arcane Shot DC, removing the brambles and ending the Restrained condition on the target on a successful check.

Piercing Shot. You give your ammunition an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the ammunition shoots forward in a 30-foot Line that is 1 foot wide, originating from you, then vanishes. The Line ignores cover, as the ammunition phases through solid objects. Each creature in the Line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit plus additional Piercing damage equal to two rolls of your Arcane Shot Die. On a successful save, a creature takes half as much damage.

Seeking Shot. You grant your ammunition the ability to seek out a target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the last minute. The ammunition flies toward that creature, moving around corners if necessary and ignoring Half Cover and Three-Quarters Cover. If the target is within your weapon's long range, the target must make a Dexterity saving throw. Otherwise, the ammunition disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit plus additional Force damage equal to two rolls of your Arcane Shot Die, and you learn the target's current location. On a successful save, the target takes half as much damage only.

Shadow Shot. Your magic occludes your foe's vision with shadows. The creature you hit takes additional Psychic damage equal to one roll of your Arcane Shot Die, and it must succeed on a Wisdom saving throw or have the Blinded condition until the end of its next turn.

TATTOOED WARRIOR (MONK)

Enhance Martial Arts with Your Magic Tattoos

Drawing from diverse body-marking traditions from across the multiverse, Tattooed Warriors can use arcane power imbued in their magic tattoos. These Monks gain tattoos as they grow in martial prowess and insight. Tattooed Warriors can cause their tattoos to change shape to access a versatile suite of physical and magical effects to overcome foes.

LEVEL 3: MAGIC TATTOOS

You gain the magic tattoos described by other features of this subclass. The tattoos appear on your body wherever you wish. Damage or injury doesn't impair your magic tattoos' function. A magic tattoo's depiction can look like a brand, scarification, a birthmark, patterns of scale, or any other cosmetic alteration.

If a tattoo's effect requires a saving throw, the DC equals 8 plus your Wisdom modifier plus your Proficiency Bonus. Your spellcasting ability for spells granted by a tattoo is Wisdom.

Whenever you finish a Long Rest, you can reshape one of your magic tattoos, changing the option you chose from one list to another option on the same list.

LEVEL 3: BEAST TATTOOS

You gain two animal tattoos. Choose two tattoos from the following options.

Bat. You know the *Dancing Lights* cantrip. When you expend 1 Focus Point to use Patient Defense or Step of the Wind, you gain Blindsight with a range of 10 feet for 1 minute.

Butterfly. You know the *Light* cantrip. You can expend 1 Focus Point to cast *Silent Image* without Material components.

Chameleon. You know the *Minor Illusion* cantrip. You can expend 1 Focus Point to cast *Disguise Self*.

Crane. You know the *Guidance* cantrip. When you miss a creature with an attack granted by your Flurry of Blows, you have Advantage on attack rolls for any remaining Unarmed Strikes with that use of Flurry of Blows.

Horse. You know the *Message* cantrip. You can expend 1 Focus Point to cast *Longstrider* without Material components.

Spider. You know the *Mending* cantrip. When you hit a creature with an attack granted by your Flurry of Blows, the creature has Disadvantage on its next attack roll before the start of your next turn.

Tortoise. You know the *Spare the Dying* cantrip. You can expend 1 Focus Point to cast *False Life* without Material components.

LEVEL 6: CELESTIAL TATTOO

You gain an additional magic tattoo depicting a celestial phenomenon. Choose a tattoo from the following options.

Comet. You can expend 2 Focus Points to cast *Find Traps*.

Crescent Moon. You can expend 2 Focus Points to cast *Misty Step*.

Eclipse. You can expend 2 Focus Points to cast *Invisibility* without Material components.

Sunburst. You can expend 2 Focus Points to cast *Lesser Restoration*.

LEVEL 11: NATURE TATTOO

You gain an additional magic tattoo depicting a natural feature. Choose a tattoo from the following options.

Mountain. As a Magic action, you can expend 3 Focus Points to gain Resistance to Acid damage and Advantage on Constitution saving throws for 1 minute.

Storm. As a Magic action, you can expend 3 Focus Points to gain Resistance to Lightning damage and Advantage on Dexterity saving throws for 1 minute.

Volcano. As a Magic action, you can expend 3 Focus Points to gain Resistance to Fire damage and Advantage on Strength saving throws for 1 minute.

Wave. As a Magic action, you can expend 3 Focus Points to gain Resistance to Cold damage and Advantage on Wisdom saving throws for 1 minute.

LEVEL 17: MONSTER TATTOO

You gain a magic tattoo depicting a supernatural creature. Choose a tattoo from the following options.

Beholder. You have a Fly Speed of 10 feet and can hover. Additionally, you can expend 3 Focus Points to cast *Counterspell*.

Blink Dog. When you expend a Focus Point to use Patient Defense, you can expend 3 Focus Points to cast *Blink* immediately after that Bonus Action.

Displacer Beast. When you expend a Focus Point to use Flurry of Blows or Step of the Wind, you can expend 2 Focus Points to cast *Mirror Image* immediately after that Bonus Action.

Guardian Naga. When you would be reduced to 0 Hit Points but not killed outright, your Hit Points instead change to a number equal to twice your Monk level. Once you use this benefit, you can't use it again until you finish a Long Rest.

ANCESTRAL SORCERY (SORCERER)

Bear the Power of a Spellcasting Lineage

Your innate magic comes from a specific ancestor who wielded such awesome magical power that a fragment of their personality guides you. This ancestor grants you guidance and direction as you explore your innate magical abilities. You might be the ancestor's sole surviving descendant, a reincarnation who bears an eerie resemblance to your ancestor, or a victim of a curse gained from handling your ancestor's personal effects.

LEVEL 3: ANCESTOR'S LORE

You use your force of personality to channel your ancestor's knowledge. When you make an Intelligence check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

You also gain proficiency in one of these skills of your choice: Arcana, History, Investigation, Nature, or Religion.

LEVEL 3: ANCESTRAL SPELLS

When you reach the Sorcerer level specified in the Ancestral Spells table, you thereafter always have the listed spells prepared.

LINEAGE SPELLS

Sorcerer Level	Spells
3	<i>Command, Guidance, Locate Object, Protection from Evil and Good, Resistance, Spiritual Weapon</i>
5	<i>Magic Circle, Spirit Guardians</i>
7	<i>Divination, Locate Creature</i>
9	<i>Legend Lore, Yolande's Regal Presence</i>

LEVEL 3: VISAGE OF THE ANCESTOR

Choose the form your ancestor takes, which might resemble the ancestor in life or a symbolic creature. While your Innate Sorcery feature is active, this form appears in a spectral haze around you, and you have Advantage on any ability check you make as part of the Influence action.

LEVEL 6: SUPERIOR SPELL DISRUPTION

Your ancestor's spellcasting mastery aids you in breaking spells. You always have *Counterspell* and *Dispel Magic* prepared.

While your Innate Sorcery feature is active, you can cast each spell without expending a spell slot. If you cast *Counterspell* in this way, the target has Disadvantage on its Constitution saving throw. If you cast *Dispel Magic* in this way, you have Advantage on your ability checks to end ongoing spells. Once you cast either spell without a spell slot, you must finish a Long Rest before you can cast the spell in this way again.

LEVEL 14: ANCESTRAL MAJESTY

Your ancestor's visage evokes awe or dread. While your Innate Sorcery feature is active, you are surrounded by a magical aura in a 5-foot Emanation. Whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Charisma saving throw. On a failed save, the target has the Prone condition or has the Frightened condition until the end of your next turn (your choice). A creature makes this save only once per turn.

LEVEL 14: STEADY SPELLCASTER

Your deep connection with your ancestor steadies you. Taking damage can't break your Concentration on Sorcerer spells.

LEVEL 18: ANCESTOR'S WARD

Your ancestor's protection redirects harmful magic away from you. While your Innate Sorcery feature is active, you gain Advantage on saving throws against spells. Once during your use of Innate Sorcery, when you fail a saving throw against a spell, you can choose to succeed instead.

HEXBLADE PATRON (WARLOCK)

Forge a Pact with a Cursed Blade

You've made a pact with a sentient magic weapon and the cursed forces contained within its blade. Such a weapon could be the sword sheathed at your side, or it could be a manifestation of an infamous magic weapon like *Blackrazor* or the *Sword of Kas* projecting its power to further its legend. To those willing to follow this weapon's whims, these inscrutable patrons offer the power to bestow malignant curses, deliver punishing blows, and bolster the wielder.

DESIGN NOTE: HEXBLADE PATRON UPDATES

Here are the main updates in this subclass since its latest appearance in *Unearthed Arcana*:

- **Hexblade Spells** have been revised.
- **Hexblade's Curse** has returned as a feature in its own right but can also loop through spells that place a curse on a creature, such as *Bestow Curse* and *Hex*. *Hungering Hex* has been moved to this level, and *Accursed Shield* is a new feature.
- **Unyielding Will** is a new feature that grants you benefits when maintaining Concentration on spells.
- **Malign Brutality** is a new feature that gives you additional benefits. *Hindering Curse* (formerly the *Stymieing Mark* maneuver) has been moved here.
- **Armor of Hexes** no longer has limited uses and scales with your Warlock level.
- **Masterful Hex** now increases the power and usability of the updated *Hexblade's Curse* feature.

LEVEL 3: HEXBLADE SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the *Hexblade Spells* table, you thereafter always have the listed spells prepared.

HEXBLADE SPELLS

Warlock Level	Spells
3	<i>Arcane Vigor, Hex, Shield, Wrathful Smite</i>
5	<i>Bestow Curse, Conjure Barrage</i>
7	<i>Freedom of Movement, Staggering Smite</i>
9	<i>Animate Objects, Steel Wind Strike</i>

LEVEL 3: HEXBLADE'S CURSE

Your patron grants you the power to curse and hinder your foes. As a Bonus Action, choose one creature you can see within 30 feet of yourself. The target is cursed for 1 minute, during which you gain the benefits below. The curse ends early if you use this feature again, if you dismiss it (no action required), or die.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. When you cast a spell using a spell slot that curses a target, you can use

your Hexblade's Curse as a part of casting that spell instead of taking a Bonus Action. When you do so, the target of the spell is the target of your Hexblade's Curse, and your Hexblade's Curse's duration is either 1 minute or the spell's duration, whichever is longer.

Hungering Hex. When the target cursed by your Hexblade's Curse drops to 0 Hit Points, you regain Hit Points equal to 1d8 plus your Charisma modifier.

Accursed Shield. While you aren't wearing armor or wielding a Shield, you gain a +2 bonus to AC while you are within 10 feet of the target cursed by your Hexblade's Curse.

LEVEL 3: UNYIELDING WILL

When you succeed on a saving throw to maintain Concentration, each creature of your choice in a 10-foot Emanation originating from you takes 2d6 Necrotic damage. Once you use this benefit, you can't do so again until the start of your next turn.

In addition, when you fail a saving throw to maintain Concentration, you can choose to succeed instead, and you gain a number of Temporary Hit Points equal to 1d10 plus your Warlock level. Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 6: MALIGN BRUTALITY

Your patron's might furthers your bloodthirst, granting you the following benefits.

Harrowing Hex. After you cast a level 1+ spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.

Hindering Curse. When you hit the target cursed by your Hexblade's Curse with an attack roll, the target has Disadvantage on the next saving throw it makes before the start of your next turn.

Inescapable Hex. When the target of your Hexblade's Curse ends its turn 30 feet or further from you, you can move up to your Speed straight toward the target.

LEVEL 10: ARMOR OF HEXES

When you take damage from the target cursed by your Hexblade's Curse, you can take a Reaction to reduce the damage taken by an amount equal to your Warlock level.

LEVEL 14: MASTERFUL HEX

The power of your Hexblade's Curse increases, granting the following benefits.

Accursed Critical. Any attack roll you make against the target cursed by your Hexblade's Curse scores a Critical Hit on a roll of a 19 or 20 on the d20.

Explosive Hex. When you deal damage to the target cursed by your Hexblade's Curse, you can cause your curse to explode with sinister energy. The target and each creature of your choice in a 30-foot Emanation originating from the target take 3d6 Necrotic, Psychic, or Radiant damage (your choice), and their Speed is reduced by 10 feet until the start of your next turn. Once you use this benefit, you can't use it again until you finish a Long Rest unless you expend a Pact Magic slot (no action required) to restore your use of it.

Hex Restoration. You regain one expended use of Hexblade's Curse when you finish a Short Rest or use your Magical Cunning feature.

CONJURER (WIZARD)

Step Across Space and Call Creatures from Thin Air

You consider distance and matter to be flexible guidelines rather than physical laws. Conjurers harness the power of magic that moves creatures instantly through space and summons creatures to fight on their behalf.

DESIGN NOTE: CONJURER UPDATES

Here are the main updates in this subclass since its appearance in the 2014 *Player's Handbook*:

- **Benign Transposition** is now available at a lower level, and the new **Distant Transposition** and **Quick Teleportation** features improve it.
- **Conjuration Savant** now gives you free Conjuration spells to add to your spellbook.
- **Durable Summons** is now available at a lower level, and the Temporary Hit Points it grants are based on your Wizard level.

LEVEL 3: BENIGN TRANSPOSITION

As a Magic action, you teleport up to 30 feet to an unoccupied space that you can see.

Alternatively, you can choose a space within range that is occupied by a Medium or smaller creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 3: CONJURATION SAVANT

Choose two Wizard spells from the Conjunction school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Conjunction school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 6: DISTANT TRANSPOSITION

The range of your Benign Transposition feature increases to 60 feet. Additionally, you regain your expended use of it when you finish a Short or Long Rest.

LEVEL 6: DURABLE SUMMONS

When you cast a Conjunction spell to summon or create another creature using a spell slot, that creature gains Temporary Hit Points equal to twice your Wizard level when it first appears.

LEVEL 10: FOCUSED CONJURATION

Taking damage can't break your Concentration on Conjunction spells.

LEVEL 14: QUICK TRANSPOSITION

You can use Benign Transposition as a Bonus Action.

You can also use Benign Transposition as a Reaction when a creature you can see makes an attack roll against you, but only to swap places with a willing creature. The creature that swaps places with you becomes the target of that attack instead.

ENCHANTER (WIZARD)

Entrance and Beguile Others

Your magic clouds or captivates minds. Some Enchanters use their abilities to encourage peace and soften cruelty, while others use their mind-altering magic for selfish ends. Many Enchanters fall somewhere in between.

DESIGN NOTE: ENCHANTER UPDATES

Here are the main updates in this subclass since its appearance in the 2014 *Player's Handbook*:

- **Enchantment Savant** now gives you free Enchantment spells to add to your spellbook.
- **Enchanting Talker** and **Vexing Movement** are new features that replace Hypnotic Gaze, giving the Wizard new options to use in and out of combat.
- **Reflecting Charm** replaces the former Instinctive Charm feature; instead of compelling an attacker to choose a new target, the feature now reliably reduces the damage you take and might harm the attacker.
- **Bolstering Belief** is a new feature to aid yourself and allies in many situations.

LEVEL 3: ENCHANTING TALKER

Whenever you make a Charisma check, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

You also gain proficiency in one of these skills of your choice: Deception, Intimidation, or Persuasion.

LEVEL 3: ENCHANTMENT SAVANT

Choose two Wizard spells from the Enchantment school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Enchantment school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: VEXING MOVEMENT

Immediately after you cast an Enchantment spell using an action and a spell slot, you can take both the Disengage and Dash actions as a Bonus Action.

You can use this Bonus Action a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 6: REFLECTING CHARM

When a creature within 30 feet of you that you can see hits you with an attack roll, you can take a Reaction to reduce the damage you take by half (round down), and you can force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attacker takes Psychic damage equal to half your Wizard level plus your Intelligence modifier. Once you use this Reaction, you can't do so again until you finish a Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 10: SPLIT ENCHANTMENT

When you cast an Enchantment spell, such as *Charm Person*, that can be cast with a higher-level spell slot to target an additional creature, increase the spell's effective level by 1.

LEVEL 14: BOLSTERING BELIEF

Your enchantments fortify your allies' bodies and minds. You always have *Power Word Fortify* prepared. With this feature, you can cast the spell without expending a spell slot, and each target of the spell has Advantage on saving throws to avoid or end the Charmed and Frightened conditions while it has Temporary Hit Points granted by this spell.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

NECROMANCER (WIZARD)

Command the Powers of Death and Undeath

You explore the cosmic forces of life, death, and undeath. As a Necromancer, you learn to manipulate the energy that animates all creatures. As you progress, you learn to use magic to drain the life force from a creature, transforming its vital energy into magical power. Many see Necromancers as menacing or

villainous, though not all Necromancers are evil. Nevertheless, the manipulation of life and death is considered taboo in many societies.

DESIGN NOTE: NECROMANCER UPDATES

Here are the main updates in this subclass since its appearance in the 2014 *Player's Handbook*:

- **Necromancy Savant** now gives you free Necromancy spells to add to your spellbook.
- **Necromancy Spellbook** is a new feature that incorporates a redesigned version of the prior Grim Harvest feature.
- **Grave Power**, **Undead Secrets**, and **Death's Master** are new features.
- **Undead Thralls** has been redesigned to utilize the *Summon Undead* spell.

LEVEL 3: NECROMANCY SAVANT

Choose two Wizard spells from the Necromancy school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Necromancy school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: NECROMANCY SPELLBOOK

Secrets of necromancy magic in your spellbook grant you additional powers. You gain the following benefits.

Necrotic Resistance. You have Resistance to Necrotic damage.

Grim Harvest. When you cast a Necromancy spell using a spell slot, choose yourself or a creature you can see within 30 feet of yourself to gain a number of Temporary Hit Points equal to the level of the spell slot plus your Intelligence modifier (minimum 1 Temporary Hit Point).

LEVEL 6: GRAVE POWER

You have discovered more necromantic insights and inscribed them into your spellbook. While holding your spellbook, you gain the following benefits.

Grave Resilience. When you use Arcane Recovery, your Exhaustion level, if any, decreases by 1.

Overwhelming Necrosis. Damage from your Wizard spells and Wizard features ignores Resistance to Necrotic damage.

LEVEL 6: UNDEAD THRALLS

You always have *Summon Undead* prepared and can cast it once without expending a spell slot.

When you cast *Summon Undead* without a spell slot, you can regain Hit Points equal to half the summoned creature's total Hit Points, but doing so halves the creature's Hit Points. Once you cast the spell without a spell slot, you must finish a Long Rest before you can cast the spell in this way again.

LEVEL 10: UNDEAD SECRETS

You have learned more secrets about the nuances of life and death. When you finish a Long Rest, you can expend a level 4+ spell slot to protect yourself from death. Until you finish a Long Rest, the next time you would drop to 0 Hit Points, your Hit Points instead change to a number equal to ten times the spell slot expended.

In addition, immediately after you take damage and are Bloodied after taking that damage but not killed outright, you can take a Reaction and teleport to an unoccupied space up to 60 feet from yourself, and each creature within 10 feet of the space you left takes 2d10 Necrotic damage.

LEVEL 14: DEATH'S MASTER

Abstruse rituals within your spellbook allow you mastery over forces of death. While holding your spellbook, you gain the following benefits.

Bolster Undead. As a Bonus Action, choose any number of Undead you have created or summoned with a Necromancy spell that are within 60 feet of yourself. Those Undead each gain Temporary Hit Points equal to your Wizard level. Once an Undead gains Temporary Hit Points from this feature, it can't gain them in this way again for the next 24 hours.

Harvest Power. When you use Grim Harvest, the creature that gains Temporary Hit Points gains one of the following benefits of your choice, which lasts until the end of the target's next turn:

- The target has Advantage on attack rolls.
- The target has Advantage on the next saving throw it makes.

TRANSMUTER (WIZARD)

Transform Energy and Matter

You study spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable. Your magic gives you the tools to become a smith on reality's forge.

Some Transmuters are tinkerers and pranksters. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.

DESIGN NOTE: TRANSMUTER UPDATES

Here are the main updates in this subclass since its appearance in the 2014 *Player's Handbook*:

- **Transmutation Savant** now gives you free Transmutation spells to add to your spellbook.
- **Transmuter's Stone** is now available at a lower level. You create the stone when you finish a Long Rest.
- **Wondrous Enhancement** and **Split Transmutation** are new features.
- **Potent Stone** is a new feature that gives you more options with your transmuter's stone.
- **Master Transmuter** is revised; its Panacea choice now restores Hit Points and can remove a curse.

LEVEL 3: TRANSMUTATION SAVANT

Choose two Wizard spells from the Transmutation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Transmutation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: TRANSMUTER'S STONE

When you finish a Long Rest, you can create a magic pebble called a transmuter's stone that lasts until you use this feature again. A creature with the stone in its possession gains a benefit from one of the following options, which you choose when you create the stone. You can change the stone's benefit when you cast a Transmutation spell using a spell slot.

Darkvision. The bearer gains Darkvision with a range of 60 feet or increases the range of its Darkvision by 60 feet.

Speed. The bearer's Speed increases by 10 feet.

Durability. The bearer gains proficiency in Constitution saving throws.

Resistance. The bearer gains Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage (your choice each time you choose this benefit).

LEVEL 3: WONDROUS ENHANCEMENT

You always have *Enhance Ability* prepared and can cast it once without a spell slot. You regain the ability to cast it in this way when you finish a Long Rest.

Targets of your *Enhance Ability* also have Advantage on saving throws using the chosen ability.

LEVEL 6: SPLIT TRANSMUTATION

When you cast a Transmutation spell, such as *Fly*, that can be cast with a higher-level spell slot to target an additional creature, increase the spell's effective level by 1.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: POTENT STONE

Your transmuter's stone is more versatile. You choose up to two options when you create your transmuter's stone. You can choose each option other than Resistance only once. If you choose Resistance twice, you must choose different damage types. You can change either or both benefits when you cast a Transmutation spell using a spell slot.

LEVEL 14: MASTER TRANSMUTER

As a Magic action, you can consume the reserve of transmutation magic stored in your transmuter's stone to choose one of the following benefits. After using your transmuter's stone in this way, it crumbles to dust.

Panacea. The bearer regains a number of Hit Points equal to twice your Wizard level and ends a curse, including the target's Attunement to a cursed item.

Restore Life. You cast *Raise Dead* without a spell slot, using the stone in place of the normally required Material components.

Restore Youth. The bearer permanently appears 3d10 years younger, to a minimum of young adulthood.