

# Unearthed Arcana: Artificer

## Playtest Material

This character class is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. This class is not officially part of the game. For these reasons, it is not legal in D&D Adventurers League events.

A gnome sits hunched over a workbench, carefully using needle and thread to wave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extra-dimensional space springs to being in the bag's interior. She beams with pride at her newly crafted *bag of holding*.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clambers over the battlements, she reaches into her satchel, pulls out three vials, mixes their contents into a small leather bag, and flings it at her pursuers. The bag bursts at their feet, trapping them in a thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

## Cunning Inventors

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are

alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

## Intense Rivalries

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.

## Creating an Artificer

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught the basics of the craft? Talk to your DM about the role played by artificers in

the campaign, and what sort of organizations and NPCs you might have ties to.

## Quick Build

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the guild artisan background.

## Class Features

As an artificer, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per artificer level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per artificer level after 1st

### Proficiencies

**Armor:** Light and medium armor

**Weapons:** Simple weapons

**Tools:** Thieves' tools, two other tools of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a handaxe and a light hammer or (b) any two simple weapons
- a light crossbow and 20 bolts
- (a) scale mail or (b) studded leather armor
- thieves' tools and a dungeoneer's pack

## Artificer Specialist

At 1st level, you choose the type of Artificer Specialist you are: Alchemist or Gunsmith, both of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 9th, 14th, and 17th level.

## Magic Item Analysis

Starting at 1st level, your understanding of magic items allows you to analyze and

### The Artificer

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—				
			Spells Known	1st	2nd	3rd	4th
1st	+2	Artificer Specialist, Magic Item Analysis	—	—	—	—	—
2nd	+2	Tool Expertise, Wondrous Invention	—	—	—	—	—
3rd	+2	Artificer Specialist feature, Spellcasting	3	2	—	—	—
4th	+2	Ability Score Improvement, Infuse Magic	4	3	—	—	—
5th	+3	Superior Attunement, Wondrous Invention	4	3	—	—	—
6th	+3	Mechanical Servant	4	3	—	—	—
7th	+3	—	5	4	2	—	—
8th	+3	Ability Score Improvement	6	4	2	—	—
9th	+4	Artificer Specialist feature	6	4	2	—	—
10th	+4	Wondrous Invention	7	4	3	—	—
11th	+4	—	8	4	3	—	—
12th	+4	Ability Score Improvement	8	4	3	—	—
13th	+5	—	9	4	3	2	—
14th	+5	Artificer Specialist feature	10	4	3	2	—
15th	+5	Superior Attunement, Wondrous Invention	10	4	3	2	—
16th	+5	Ability Score Improvement	11	4	3	3	—
17th	+6	Artificer Specialist feature	11	4	3	3	—
18th	+6	Ability Score Improvement	11	4	3	3	—
19th	+6	—	12	4	3	3	1
20th	+6	Soul of Artifice, Wondrous Invention	13	4	3	3	1

understand their secrets. You know the artificer spells *detect magic* and *identify*, and you can cast them as rituals. You don't need to provide a material component when casting *identify* with this class feature.

## Tool Expertise

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Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

## Wondrous Invention

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At 2nd level, you gain the use of a magic item that you have crafted. Choose the item from the list of 2nd-level items below.

Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up.

You complete another item of your choice when you reach certain levels in this class: 5th, 10th, 15th, and 20th level. The item you choose must be on the list for your current artificer level or a lower level.

These magic items are detailed in the *Dungeon Master's Guide*.

**2nd Level:** *bag of holding, cap of water breathing, driftglobe, goggles of night, sending stones*

**5th Level:** *alchemy jug, helm of comprehending languages, lantern of revealing, ring of swimming, robe of useful items, rope of climbing, wand of magic detection, wand of secrets*

**10th Level:** *bag of beans, chime of opening, decanter of endless water, eyes of minute seeing, folding boat, Heward's handy haversack*

**15th Level:** *boots of striding and springing, bracers of archery, brooch of shielding, broom of flying, hat of disguise, slippers of spider climbing*

**20th Level:** *eyes of the eagle, gem of brightness, gloves of missile snaring, gloves of swimming and climbing, ring of jumping, ring of mind shielding, wings of flying*

## Spellcasting

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As part of your study of magic, you gain the ability to cast spells at 3rd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

### Spell Slots

The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the artificer spell list (which appears at the end of this document).

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table.

Additionally, when you gain a level in this class, you can choose one of the artificer spells you know from this feature and replace it with another spell from the artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table.

### Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

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

## Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your artificer spells. See chapter 5, “Equipment,” in the *Player’s Handbook* for various arcane focus options.

## Infuse Magic

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Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell’s effects occur. Instead, the spell transfers into that item for later use if the item doesn’t already contain a spell from this feature.

Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell’s range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

## Ability Score Improvement

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When you reach 4th, 8th, 12th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

## Superior Attunement

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At 5th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time.

At 15th level, this limit increases to five magic items.

## Mechanical Servant

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At 6th level, your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 6th level.

Select a Large beast with a challenge rating of 2 or less. The servant uses that beast’s game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can’t be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn’t have it already.
- It understands the languages you can speak when you create it, but it can’t speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

If the servant is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials.

## Soul of Artifice

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At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

# Artificer Specialists

Artificers pursue a variety of specializations. The two most common ones, alchemy and engineering, are presented here.

## Alchemist

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An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

### Alchemist's Satchel

At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials.

If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

### Alchemical Formula

At 1st level, you learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn an additional formula of your choice at 3rd, 9th, 14th, and 17th levels.

To use any of these options, your Alchemist's Satchel must be within reach.

If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

**Alchemical Fire.** As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th

level (5d6), 16th level (6d6), and 19th level (7d6).

**Alchemical Acid.** As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

**Healing Draught.** As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

**Smoke Stick.** As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

**Swift Step Draught.** As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

**Tanglefoot Bag.** As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

**Thunderstone.** As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

## Gunsmith

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A master of engineering, you forge a firearm powered by a combination of science and magic.

### Master Smith

When you choose this specialization at 1st level, you gain proficiency with smith's tools, and you learn the *mending* cantrip.

### Thunder Cannon

At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease.

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as a bonus action.

If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

### Arcane Magazine

At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning.

You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 40 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

### Thunder Monger

At 3rd level, you learn to channel thunder energy into your Thunder Cannon. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit.

This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

### Blast Wave

Starting at 9th level, you can channel force energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 2d6 force damage and is pushed 10 feet away from you.

This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

### Piercing Round

Starting at 14th level, you can shoot lightning energy through your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes

4d6 lightning damage. This damage increases to 6d6 when you reach 19th level in this class.

## Explosive Round

Starting at 17th level, you can channel fiery energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.

# Artificer Spell List

## 1st Level

*alarm*  
*cure wounds*  
*disguise self*  
*expeditious retreat*  
*false life*  
*jump*  
*longstrider*  
*sanctuary*  
*shield of faith*

## 2nd Level

*aid*  
*alter self*  
*arcane lock*  
*blur*  
*continual flame*  
*darkvision*  
*enhance ability*  
*enlarge/reduce*  
*invisibility*  
*lesser restoration*  
*levitate*  
*magic weapon*  
*protection from poison*  
*rope trick*  
*see invisibility*  
*spider climb*

## 3rd Level

*blink*  
*fly*  
*gaseous form*  
*glyph of warding*  
*haste*  
*protection from energy*  
*revivify*  
*water breathing*  
*water walk*

## 4th Level

*arcane eye*  
*death ward*  
*fabricate*  
*freedom of movement*  
*Leomund's secret chest*  
*Mordenkainen's faithful hound*  
*Mordenkainen's private sanctum*  
*Otiluke's resilient sphere*  
*stone shape*  
*stoneskin*

# Unearthed Arcana: Sorcerer

## Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. Here are new playtest options for that feature: Favored Soul, Phoenix Sorcery, Sea Sorcery, and Stone Sorcery.

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## Favored Soul

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Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a favored soul, your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

Favored souls, with their natural magnetism and strong personalities, are often seen as threats by traditional religious hierarchies. As outsiders who command the power of the gods, these sorcerers can undermine the existing order and claim a direct tie to the divine.

In some cultures, only those who can claim the power of a favored soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

### Divine Magic

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

## Supernatural Resilience

At 1st level, the blessing of the gods grants you enhanced durability. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

## Favored by the Gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

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

## Blessed Countenance

At 6th level, your divine essence causes you to undergo a minor physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): beautiful, youthful, kind, or imposing.

Whatever your choice, if your proficiency bonus applies to a Charisma check, double that bonus.

## Divine Purity

At 14th level, you become immune to disease, poison damage, and the poisoned condition.

## Unearthly Recovery

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have less than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

## Phoenix Sorcery

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Your power draws from the immortal flame that fuels the legendary phoenix. You or your ancestors perhaps rendered a phoenix a great service, or you were born in its presence. Whatever the cause, a shard of the phoenix's power dwells within you.

That power is a mixed blessing. Like the mythical creature, you can invoke fiery energy and gain the ability to cheat death itself. This power comes at a cost. The fire within you



seethes, demanding to be unleashed. You sometimes find yourself absentmindedly feeding fires. You can't bear to allow a fire to sputter out. You feel most comfortable while holding a lit torch or sitting in front of a campfire.

More importantly, this gift comes with no special protection from fire. You are as vulnerable as any other creature to fiery magic, including your own. Phoenix sorcerers can use their powers to pull themselves back from the brink of death, and all too often their own, rash nature or reliance on destructive magic is what puts them there in the first place.

Such sorcerers are wanderers by necessity. The volatile nature of their magic makes other folk nervous. If a fire breaks out in town, a phoenix sorcerer had best flee, whether guilty or not. Fire is a dangerous force, and phoenix sorcerers have a reputation (deserved or not) for reckless behavior, confident that the essence of the phoenix can save them.

### Phoenix Soul Quirks

d6	Quirk
1	You absentmindedly ignite small fires that quickly sputter out.
2	You cackle like a fiend when you unleash your fire spells.
3	You admire fire, even if it burns your friends.
4	You are covered in burns that mark the first time your power manifested.
5	You like your food charred.
6	You are brave to the point of recklessness.



### Ignite

At 1st level, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

### Mantle of Flame

Starting at 1st level, you can unleash the phoenix fire that blazes within you.

As a bonus action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature takes fire damage equal to your Charisma modifier if it hits you with a melee

attack from within 5 feet of you or if it touches you.

- Whenever you roll fire damage on your turn, the roll gains a bonus to equal to your Charisma modifier.

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

### Phoenix Spark

Starting at 6th level, the fiery energy within you grows restless and vengeful. In the face of defeat, it surges outward to preserve you in a fiery roar.

If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your sorcerer level + your Charisma modifier.

If you use this feature while under the effects of your Mantle of Flame, this feature instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your Mantle of Flame immediately ends.

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

### Nourishing Fire

Starting at 14th level, your fire spells soothe and restore you. When you expend a spell slot to cast a spell that includes a fire damage roll, you regain hit points equal to the slot's level + your Charisma modifier.

### Form of the Phoenix

At 18th level, you finally master the spark of fire that dances within you. While under the effect of your Mantle of Flame feature, you gain additional benefits:

- You have a flying speed of 40 feet and can hover.
- You have resistance to all damage.
- If you use your Phoenix Spark, that feature deals an extra 20 fire damage to each creature.

## Sea Sorcery

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It

might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power.

Your heritage ties to powerful creatures of the sea, such as nereids, the lords of the merfolk, and elemental powers. Like a river, you feel the call of the ocean. The call is ever present in your heart, and you are never completely at peace until you are near the sea.

## Soul of the Sea

At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

## Curse of the Sea

When you choose this origin at 1st level, you learn the secret of infusing your spells with a watery curse.

When you hit a creature with a cantrip's attack or when a creature fails a saving throw against your cantrip, you can curse the target until the end of your next turn or until you curse a different creature with this feature.

Once per turn when you cast a spell, you can trigger the curse if that spell deals cold or lightning damage to the cursed target or forces it to move. Doing so subjects the target to the appropriate additional effect below, and then the curse ends if the spell isn't a cantrip (you choose the effect to use if more than one effect applies):

**Cold Damage.** If the affected target takes cold damage from your spell, the target's speed is also reduced by 15 feet until the end of your next turn. If the spell already reduces the target's speed, use whichever reduction is greater.

**Lightning Damage.** If the affected target takes lightning damage from your spell, the target takes additional lightning damage equal to your Charisma modifier.

**Forced Movement.** If the target is moved by your spell, increase the distance it is moved by 15 feet.

## Watery Defense

At 6th level, you gain resistance to fire damage.

You also gain the ability to defend yourself by momentarily assuming a watery form. As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from

it, you can reduce that damage by an amount equal to your sorcerer level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special reaction, you can't use it again until you finish a short or long rest.

## Shifting Form

Starting at 14th level, you gain the ability to enter a liquid state while moving.

When you move on your turn, you take only half damage from opportunity attacks, and you can move through any enemy's space but can't willingly end your move there.

On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that can fit you, back along the path of your movement.

## Water Soul

Starting at 18th level, your being is altered by the power of the sea. You gain the following benefits:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

## Stone Sorcery

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Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to the dao lords. Whatever your past, the magic of elemental earth is yours to command.

Your link to earth magic grants you extraordinary resilience, and stone sorcerers have a natural affinity for combat. A steel blade feels like a natural extension of your body, and sorcerers with this origin have a knack for wielding both shields and weapons. In combat your place is amid the fray. You rely on your elemental nature to shield you from harm and your magic and metal weapons to overwhelm your foes.

## Bonus Proficiencies

At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

## Metal Magic

Your affinity for metal gives you the option to learn some non-sorcerer spells that focus on weapon attacks. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Spell Level	Spell
1st	<i>compelled duel</i>
1st	<i>searing smite</i>
1st	<i>thunderous smite</i>
1st	<i>wrathful smite</i>
2nd	<i>branding smite</i>
2nd	<i>magic weapon</i>
3rd	<i>blinding smite</i>
3rd	<i>elemental weapon</i>
4th	<i>staggering smite</i>

## Stone's Durability

At 1st level, your connection to stone gives you extra fortitude. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

As an action, you can gain a base AC of 13 + your Constitution modifier if you aren't wearing armor, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.

## Stone Aegis

Starting at 6th level, your command of earth magic grows stronger, allowing you to harness it for your allies' protection.

As a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis is a dim, gray aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by 2 + your sorcerer level divided by 4. This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to teleport to an unoccupied space you can see

within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

## Stone's Edge

Starting at 14th level, your mastery of earth magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.

## Earth Master's Aegis

Beginning at 18th level, when you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.

# Unearthed Arcana: Fighter

## Martial Archetypes

At 3rd level, a fighters gains the Martial Archetype feature. Here are new options for that feature: Arcane Archer, Knight, Samurai, and Sharpshooter.

### Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

## Arcane Archer

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Among elves, Arcane Archers are some of their most elite warriors. These archers stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

### Arcane Arrow

When you choose this archetype at 3rd level, you learn to channel magic into your attacks with a longbow or shortbow.

**Create Magic Arrow.** As a bonus action on your turn, you can create one magic arrow in your hand. The arrow lasts until the end of the turn or until it hits or misses a target. You can fire the arrow from a shortbow or longbow. The arrow is a magic weapon that deals an additional 2d6 force damage on a hit.

You have two uses of this feature, and you regain all expended uses of it when you finish a short or long rest.

**Arcane Shot.** When you gain this feature, you learn two Arcane Shot options of your choice (see the Arcane Shots section below). Whenever you create a magic arrow with this feature, you can apply the benefits of one of your Arcane Shot options to that arrow.

You gain an additional Arcane Shot option of your choice at 7th, 10th, 15th, and 18th level.

### Archer's Lore

At 3rd level, you learn a few skills relating to the typical duties of an Arcane Archer. You learn to understand magical theory and develop survival skills for wandering the wilds.

You gain proficiency in two of the following skills of your choice: Arcana, Athletics, Nature, Perception, Stealth, and Survival.

### Conjure Arrows

At 7th level, you learn a minor but useful magical trick. As an action, you can conjure 20 nonmagical arrows. The arrows appear in your hand or in a container, such as a quiver, on your body. The arrows remain for 10 minutes or until you use this feature again; they then vanish.

### Ever-Ready Arrow

Starting at 15th level, you can conjure forth a magic-infused arrow more often than before. One minute after expending your last remaining use of Arcane Arrow, you regain one use of it.

### Deadly Arrow

At 18th level, your Arcane Arrow's bonus damage increases to 4d6 force damage.

## Arcane Shots

The Arcane Arrow feature lets you choose Arcane Shot options at certain levels. The options are presented here in alphabetical order. These are all magical effects.

**Beguiling Arrow.** Your enchantment magic causes this arrow to temporarily beguile its target. Choose one of your allies within 30 feet of the target. If the arrow hits the target, the target can't attack the chosen ally or include that ally in a harmful area of effect until the end of your next turn. The target ignores this effect if it is immune to the charmed condition. This effect also ends if the chosen ally deals any damage to the target.

**Brute Bane Arrow.** You weave necromantic magic into your arrow. If a creature is hit by the arrow, any bludgeoning, piercing, or slashing damage dealt by the creature's attacks is halved until the end of your next turn.

**Bursting Arrow.** You imbue your arrow with a blast of force energy drawn from the school of evocation. If you hit a creature with this arrow, each creature within 10 feet of it takes 2d6 force damage.

**Defending Arrow.** You use abjuration magic to weave a charm that disrupts your enemy's magic. A creature hit by this arrow suffers disadvantage on the next attack roll it makes before the end of your next turn.

**Grasping Arrow.** When this arrow strikes its target, conjuration magic creates grasping, thorny brambles that wrap around the target. The target hit by the arrow takes a -10 penalty to speed, and it takes 2d6 slashing damage if it moves 1 foot or more without teleporting. The target or any creature that can touch it can use its action to try to remove the brambles, which requires a successful DC 10 Strength check. Otherwise, the brambles last for 1 minute.

**Piercing Arrow.** You use transmutation magic to transform your arrow into an ethereal dart that passes through its targets. When you attack with this arrow, it fires forward in a line that is 1 foot wide and 30 feet long. You make a separate attack using your Arcane Arrow against each creature in that line.

**Seeking Arrow.** Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. As an action, choose one creature you have seen in the past minute, and make a ranged attack against it, using the Arcane Arrow. The arrow flies around corners if necessary, and this attack ignores three-quarters cover, half cover, and disadvantage caused by the target being out of sight or being at long range. The attack automatically misses if the target is out of the weapon's range or if there is no path large enough for the arrow to travel to the target. If the arrow hits its target, you know it, but you don't learn the target's location unless it's within your line of sight.

**Shadow Arrow.** You weave illusion magic into your arrow, causing it to occlude your foe's vision with grasping shadows. Until the end of your next turn, the target hit by the arrow can't see more than 30 feet away.

## Knight

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The Knight is a colossus on the battlefield who can shrug off attacks and protect allies from harm. Knights fight from the saddle when they

can, and in combat they are expected to seek out and lock down the mightiest of the enemy's forces. On adventures, they are the armored bulwark that strives to keep the rest of the party safe.

## Born to the Saddle

Starting at 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet.

## Implacable Mark

At 3rd level, you excel at foiling attacks and protecting your allies by menacing your foes. When you hit a creature with a melee weapon attack, the target is marked by you until the end of your next turn. A creature ignores this effect if the creature can't be frightened.

The marked target has disadvantage on any attack roll against a creature other than you or someone else who marked it.

If a target marked by you is within 5 feet of you on its turn and it moves at least 1 foot or makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. This attack roll has advantage, and if it hits, the attack's weapon deals extra damage to the target equal to your fighter level.

You can make this special attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

## Noble Cavalry

At 7th level, you gain proficiency in two of the following skills of your choice: Animal Handling, History, Insight, Persuasion, or Religion. Alternatively, you learn one language of your choice.

## Hold the Line

At 10th level, you master the ability to harass and slow your enemies. As a reaction when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's

weapon deals extra damage to the target equal to half your fighter level, and the target's speed is reduced to 0 until the end of this turn.

## Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

## Defender's Blade

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

In addition, you gain a +1 bonus to AC while wearing heavy armor.

## Samurai, Knights, and History

While both samurai and medieval knights existed in the real world, our inspiration for both fighter archetypes is taken from popular culture (movies and comic books), not history. Our intent is to capture the cinematic, heroic element of both archetypes in the game rather than an accurate historical representation of either.

## Samurai

The Samurai is a fighter who draws on an implacable fighting spirit to overcome enemies. A Samurai's willpower is nearly unbreakable, and the enemies in a Samurai's path have two choices: yield or die fighting.

## Fighting Spirit

Starting at 3rd level, the might of your willpower can shield you and help you strike true. As a bonus action on your turn, you can give yourself two benefits: advantage on all attack rolls and resistance to bludgeoning, piercing, and slashing damage. These benefits last until the end of your next turn.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

## Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations that require strict adherence to

etiquette. You can add your Wisdom modifier to any Charisma check you make to persuade or please a noble or anyone else of high social station.

You also gain proficiency in the History, Insight, or Persuasion skill (choose one). Alternatively, you learn one language of your choice.

## Unbreakable Will

At 10th level, your superior willpower allows you to shrug off mind-assaulting effects. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you gain proficiency in Intelligence or Charisma saving throws (choose one).

## Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

## Strength Before Death

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that would reduce you to 0 hit points, you can delay that damage and immediately take a bonus turn, interrupting the current turn. You don't take the damage until the bonus turn ends. It is possible to do things, such as gaining resistance, that change how much of that damage you take.

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

## Sharpshooter

The Sharpshooter is a master of ranged combat. An excellent sniper and eagle-eyed scout, this fighter is a perilous foe who can defeat an entire war band so long as they are kept at range.

## Steady Aim

Beginning when you choose this archetype at 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this turn, your ranged attacks with that weapon gain two benefits against the target:

- The attacks ignore half and three-quarters cover.
- On each hit, the weapon deals additional damage to the target equal to 2 + half your fighter level.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

## Careful Eyes

Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.

You also gain proficiency in the Perception, Investigation, or Survival skill (choose one).

## Close-Quarters Shooting

At 10th level, you learn to handle yourself in close combat. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll.

In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.

## Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

## Snap Shot

Starting at 18th level, you are ever ready to spring into action. If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.

# Unearthed Arcana: Ranger & Rogue

## Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

## Ranger Archetypes

At 3rd level, a ranger gains the Ranger Archetype feature. Here are new options for that feature: the Horizon Walker and the Primeval Guardian.

### The UA Ranger

If you're playtesting the Unearthed Arcana ranger, you can use these subclasses with it if you make one addition: give each subclass the Extra Attack feature.

**Extra Attack.** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## Horizon Walker

Rangers of the Horizon Conclave guard the world against threats that originate from other planes. They seek out planar portals and keep watch over them, venturing to the outer and inner planes as needed to defeat threats.

### Planar Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

#### Horizon Walker Spells

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>alter self</i>
9th	<i>protection from energy</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

### Planar Warrior

At 3rd level, you learn to draw on the energy of the planes to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. Until the end of this turn, your attacks against that creature ignore its damage resistances, and the next time you hit it on this turn, it takes an additional 1d6 force damage.

### Portal Lore

At 3rd level, you gain the ability to detect the presence of planar portals. As an action, you detect the distance and direction to any planar portals within 1,000 feet of you. You also sense which plane of existence each portal leads to. However, if magic obscures any details of a portal, this feature doesn't reveal them.

Once you use this feature, you can't use it again until you finish a short or long rest. Alternatively, you can use the feature again if you expend a spell slot of 2nd level or higher.

See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

### Ethereal Step

At 7th level, you learn to step through the Ethereal Plane. As a bonus action on your turn, you can cast the *etherealness* spell with this feature, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

### Distant Strike

At 11th level, you gain the ability to step between the planes in a blink of an eye. When you use the Attack action, you can teleport up to 10 feet before each attack. You must be able to see the destination of the teleportation.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

### Spectral Defense

At 15th level, your ability to move between planes becomes even more finely tuned. As a reaction when you take damage, you can halve that damage against you. For a moment, you slip into the planar boundary to lessen the harm.



## Primeval Guardian

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Rangers of the Primeval Guardian Conclave follow an ancient tradition rooted in powerful druidic magic. These rangers learn to become one with nature, allowing them to channel the aspects of various beasts and plants in order to overcome their foes.

These rangers dwell in the elder forests of the world. They venture out only rarely, as they consider it their sacred duty to protect the druidic groves and ancient trees that saw the earliest days of the world.

### Guardian Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Primeval Guardian Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

#### Primeval Guardian Spells

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>enhance ability</i>
9th	<i>conjure animals</i>
13th	<i>giant insect</i>
17th	<i>insect plague</i>

### Guardian Soul

Starting at 3rd level, you gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated.

You undergo the following changes while in your guardian form:

- Your size becomes Large, unless you were larger.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.

## Piercing Thorns

At 3rd level, your command of primal magic allows you to enhance your attacks with thorns. Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack.

### Ancient Fortitude

At 7th level, you gain the endurance of the ancient forests. Your hit point maximum and current hit points increase by 2 per ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

### Rooted Defense

At 11th level, you gain the ability to twist and turn the ground beneath you. While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

### Guardian Aura

Starting at 15th level, your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your ranger level. This aura has no effect on a creature that has half or more of its hit points, and it has no effect on undead and constructs.

## Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. Here is a new option for that feature: the Scout.

### Scout

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You are skilled in woodcraft and stealth, allowing you to range ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and fighters, as they serve as the eyes and ears of war bands across the world. Compared to other rogues, you are skilled at surviving in the wilds.

## Survivalist

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

## Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

## Superior Mobility

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

## Ambush Master

Starting at 13th level, you excel at leading ambushes. If any of your foes are surprised, you can use a bonus action on your turn in the first round of the combat to grant each ally who can see you a +5 bonus to initiative that lasts until the combat ends. If the initiative bonus would increase an ally's initiative above yours, the ally's initiative instead equals your initiative.

Each of the allies also receives a 10-foot increase to speed that lasts until the end of the ally's next turn.

## Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but only if the attack is the only one you make against the target this turn.

# Unearthed Arcana: Warlock & Wizard

This document introduces playtest options for two classes, the warlock and the wizard.

## Playtest Material

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## Otherworldly Patrons

At 1st level, a warlock gains the Otherworldly Patron feature. Here are new playtest options for that feature: the Hexblade and the Raven Queen.

## The Hexblade

You have made your pact with a powerful, sentient magic weapon carved from the stuff of the Shadowfell. The mighty sword Blackrazor is the most notable of these weapons, several of which have spread across the multiverse over the ages. These weapons grow stronger as they consume the life essence of their victims. The strongest of them can use their ties to the Shadowfell to offer power to mortals who serve them. The Raven Queen forged the first of these weapons. They, along with the hexblade warlocks, are another tool she can use to manipulate events in the Material Plane to her inscrutable ends.

## Expanded Spell List

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

### Hexblade Expanded Spells

Spell Level	Spells
1st	<i>shield, wrathful smite</i>
2nd	<i>branding smite, magic weapon</i>
3rd	<i>blink, elemental weapon</i>
4th	<i>phantasmal killer, staggering smite</i>
5th	<i>cone of cold, destructive wave</i>

## Hex Warrior

At 1st level, you gain proficiency with medium armor, shields, and martial weapons. In addition, when attacking with a melee weapon that you are proficient with and that lacks the two-handed property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

## Hexblade's Curse

Starting at 1st level, you gain the ability to place a baleful curse on an enemy. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier.

You can't use this feature again until you finish a short or long rest.

## Shadow Hound

Starting at 6th level, your shadow can split from you and transform into a hound of pure darkness. Most of the time, your shadow hound masquerades as your normal shadow. As a bonus action, you can command it to magically slip into the shadow of a creature you can see within 60 feet of you. While the shadow hound is merged in this manner, the target can't gain the benefits of half cover or three-quarters cover against your attack rolls, and you know the distance and direction to the target even if it is hidden. The hound can't be seen by anyone but you and those with truesight, and it is unaffected by light. The target has a vague feeling of dread while the hound is present.

As a bonus action, you can command your shadow hound to return to you. It also automatically returns to you if you and the target are on different planes of existence, if you're

incapacitated, or if *dispel magic*, *remove curse*, or similar magic is used on the target.

## Armor of Hexes

At 10th level, your hex grows more powerful. If the target cursed by your Hexblade's Curse hits you with an attack roll, roll a d6. On a 4 or higher, the attack instead misses you.

## Master of Hexes

Starting at 14th level, you can use your Hexblade's Curse again without resting, but when you apply it to a new target, the curse immediately ends on the previous target.

## The Raven Queen

You patron is the Raven Queen, a mysterious being who rules the Shadowfell from a palace of ice deep within that dread realm. The Raven Queen watches over the world, anticipating each creature's death and ensuring that it meets its end at the proscribed time and place. As the ruler of the Shadowfell, she dwells in a decayed, dark reflection of the world. Her ability to reach into the world is limited. Thus, she turns to mortal warlocks to serve her will. Warlocks sworn to the Raven Queen receive visions and whispers from her in their dreams, sending them on quests and warning them of impending dangers.

The Raven Queen's followers are expected to serve her will in the world. She concerns herself with ensuring that those fated to die pass from the world as expected, and bids her agents to defeat those who seek to cheat death through undeath or other imitations of immortality. She hates intelligent undead and expects her followers to strike them down, whereas mindless undead such as skeletons and zombies are little more than stumbling automatons in her eyes.

## Expanded Spell List

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

### Raven Queen Expanded Spells

Spell Level	Spells
1st	<i>false life</i> , <i>sanctuary</i>
2nd	<i>silence</i> , <i>spiritual weapon</i>
3rd	<i>feign death</i> , <i>speak with dead</i>
4th	<i>ice storm</i> , <i>locate creature</i>
5th	<i>commune</i> , <i>cone of cold</i>

## Sentinel Raven

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you.

While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

You can see through the raven's eyes and hear what it hears while it is within 100 feet of you.

In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours.

The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action.

The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

At the end of a short or long rest, you can call the raven back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

## Soul of the Raven

At 6th level, you gain the ability to merge with your raven spirit. As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

## Raven's Shield

At 10th level, the Raven Queen grants you a protective blessing. You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

## Queen's Right Hand

Starting at 14th level, you can channel the Raven Queen's power to slay a creature. You can cast *finger of death*. After you cast the spell with this feature, you can't do so again until you finish a long rest.

## Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new playtest options for that feature.

Many of these new invocations are tied to a patron, allowing you to strengthen the bond between your warlock and an otherworldly patron.

Two of the invocations are associated with the Seeker, a patron that appeared in another installment of *Unearthed Arcana*.

## Aspect of the Moon

*Prerequisite: The Archfey patron*

You have gained the Maiden of the Moon's favor. You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading and keeping watch.

## Burning Hex

*Prerequisite: The Hexblade patron*

As a bonus action, you cause a target cursed by your Hexblade's Curse to take fire damage equal to your Charisma modifier (minimum of 1).

## Caiphon's Beacon

*Prerequisite: The Great Old One patron*

The purple star Caiphon is the doom of inexperienced mariners. Those who use its deceptive light to guide their travels invariably come to ruin. You gain proficiency in the Deception and Stealth skills, and you have advantage on attack rolls against charmed creatures.

## Chilling Hex

*Prerequisite: The Hexblade patron*

As a bonus action, you cause frost to swirl around a target cursed by your Hexblade's Curse, dealing cold damage to each of your enemies within 5 feet of the target. The cold damage equals your Charisma modifier (minimum of 1).

## Chronicle of the Raven Queen

*Prerequisite: Raven Queen patron, Pact of the Tome feature*

You can place a corpse's hand or similar appendage on your Book of Shadows and ask one question aloud. After 1 minute, the answer appears written in blood in your book. The answer is provided by the dead creature's spirit to the best of its knowledge and is translated into a language of your choice. You must use this ability within 1 minute of a creature's death, and a given creature can only be asked one question in this manner.

## Claw of Acamar

*Prerequisite: The Great Old One patron, Pact of the Blade feature*

You can create a black, lead flail using your Pact of the Blade feature. The flail's head is sculpted to resemble a pair of grasping tentacles. The weapon has the reach property. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 necrotic damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

## Cloak of Baalzebul

*Prerequisite: The Fiend patron*

As a bonus action, you can conjure a swarm of buzzing flies around you. The swarm grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. In addition, a creature that starts its turn within 5 feet of you takes poison damage equal to your Charisma modifier. You can dismiss the swarm with another bonus action.

## Curse Bringer

*Prerequisite: The Hexblade patron, Pact of the Blade feature*

You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to 0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration.

When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

## Kiss of Mephistopheles

*Prerequisite: 5th level, the Fiend patron, eldritch blast cantrip*

You can channel the fires of Mephistopheles through your *eldritch blast*. When you hit a creature with that cantrip, you can cast *fireball* as a bonus action using a warlock spell slot. However, the spell must be centered on a creature you hit with *eldritch blast*.

## Frost Lance

*Prerequisite: The Archfey patron, eldritch blast cantrip*

You draw on the gifts of the Prince of Frost to trap your enemies in ice. When you hit a creature with your *eldritch blast* cantrip one or more times on your turn, you can reduce that creature's speed by 10 feet until the end of your next turn.

## Gaze of Khirad

*Prerequisite: 7th level, the Great Old One patron*

You gain the piercing gaze of the blue star Khirad. As an action, you can see through solid objects to a range of 30 feet until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

## Grasp of Hadar

*Prerequisite: The Great Old One patron, eldritch blast cantrip*

Once during your turn when you hit a creature with your *eldritch blast* cantrip, you can move

that creature in a straight line 10 feet closer to yourself.

## Green Lord's Gift

*Prerequisite: The Archfey patron*

The Green Lord oversees a verdant realm of everlasting summer. Your soul is linked to his power. Whenever you regain hit points, you treat any dice rolled to determine the hit points you regain as having rolled their maximum value.

## Improved Pact Weapon

*Prerequisite: 5th level, Pact of the Blade feature*

Any weapon you create using your Pact of the Blade feature is a *+1 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

## Mace of Dispater

*Prerequisite: The Fiend patron, Pact of the Blade feature*

When you create your pact weapon as a mace, it manifests as an iron mace forged in Dis, the second of the Nine Hells. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 force damage to the target per spell level, and you can knock the target prone if it is Huge or smaller.

## Moon Bow

*Prerequisite: The Archfey patron, Pact of the Blade feature*

You can create a longbow using your Pact of the Blade feature. When you draw back its string and fire, it creates an arrow of white wood, which vanishes after 1 minute. You have advantage on attack rolls against lycanthropes with the bow. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level.

## Path of the Seeker

*Prerequisite: The Seeker patron*

The Seeker bids you to travel in search of knowledge, and little can prevent you from waling this path. You ignore difficult terrain, have advantage on all checks to escape a grapple, manacles, or rope bindings, and advantage on saving throws against being paralyzed.

## Raven Queen's Blessing

*Prerequisite: Raven Queen patron, eldritch blast cantrip*

When you score a critical hit with your *eldritch blast* cantrip, pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die to regain hit points equal to the roll + the creature's Constitution modifier (minimum of 1 hit point).

## Relentless Hex

*Prerequisite: 5th level, the Hexblade patron*

Your Hexblade's Curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport to a space you can see within 5 feet of the target cursed by your Hexblade's Curse. To do so, you must be able to see the target and must be within 30 feet of it.

## Sea Twins' Gift

*Prerequisite: The Archfey patron*

The Sea Twins rule seas in the Feywild. Their gift allows you to travel through water with ease. You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast *water breathing* using a warlock spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

## Seeker's Speech

*Prerequisite: The Seeker patron*

Your quest for knowledge allows you to master any spoken language. When you complete a long rest, you can pick two languages. You gain the ability to speak, read, and write the chosen languages until you finish your next long rest.

## Shroud of Ulban

*Prerequisite: 18th level, the Great Old One patron*

The blue-white star Ulban maintains a fickle presence among the stars, fluttering into view only to herald a dire omen. As an action, you can turn invisible for 1 minute. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of the current turn.

## Superior Pact Weapon

*Prerequisite: 9th level, Pact of the Blade feature*

Any weapon you create using your Pact of the Blade feature is a *+2 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

## Tomb of Levistus

*Prerequisite: The Fiend patron*

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. You also gain vulnerability to fire damage, your speed drops to 0, and you are incapacitated. All of these effects end when the ice melts.

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

## Ultimate Pact Weapon

*Prerequisite: 15th level, Pact of the Blade feature*

Any weapon you create using your Pact of the Blade feature is a *+3 weapon*. This invocation doesn't affect a magic weapon you transformed into your pact weapon.

## Arcane Tradition

At 2nd level, a wizard gains the Arcane Tradition feature. Here is a new playtest option for that feature: Lore Mastery.

## Lore Mastery

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Lore Mastery is an arcane tradition fixated on understanding the underlying mechanics of magic. It is the most academic of all arcane traditions. The promise of uncovering new knowledge or proving (or discrediting) a theory of magic is usually required to rouse its practitioners from their laboratories, academies, and archives to pursue a life of adventure.

Known as savants, followers of this tradition are a bookish lot who see beauty and mystery in the application of magic. The results of a spell are less interesting to them than the process that creates it. Some savants take a haughty attitude toward those who follow a tradition focused on a single school of magic, seeing them as provincial and lacking the sophistication needed to master true magic. Other savants are generous teachers,

countering ignorance and deception with deep knowledge and good humor.

## Lore Master

Starting at 2nd level, you become a compendium of knowledge on a vast array of topics. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill.

In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice).

## Spell Secrets

At 2nd level, you master the first in a series of arcane secrets uncovered by your extensive studies.

When you cast a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell). You replace one energy type for another by altering the spell's formula as you cast it.

When you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

## Altering Spells

While the Spell Secrets feature offers increased versatility, at the table its effects can be difficult to spot by the other players. If you're playing a savant, take a moment to describe how you alter your spells. Think of a signature change your character is particularly proud of. Be inventive, and make the game more fun for everyone by playing up the sudden, unexpected tricks your character can employ. For example, a *fireball* transformed to require a Strength save might become a sphere of burning rock that shatters and slams into its target. A *charm person* that requires a Constitution save might take the form of a vaporous narcotic that alters the target's mood.

## Alchemical Casting

At 6th level, you learn to augment spells in a variety of ways. When you cast a spell with a

spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend.

An additional **1st-level spell slot** can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against every target by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell.

An additional **2nd-level spell slot** can increase the spell's range. If the spell's range is at least 30 feet, it becomes 1 mile.

An additional **3rd-level spell slot** can increase the spell's potency. Increase the spell's save DC by 2.

## Prodigious Memory

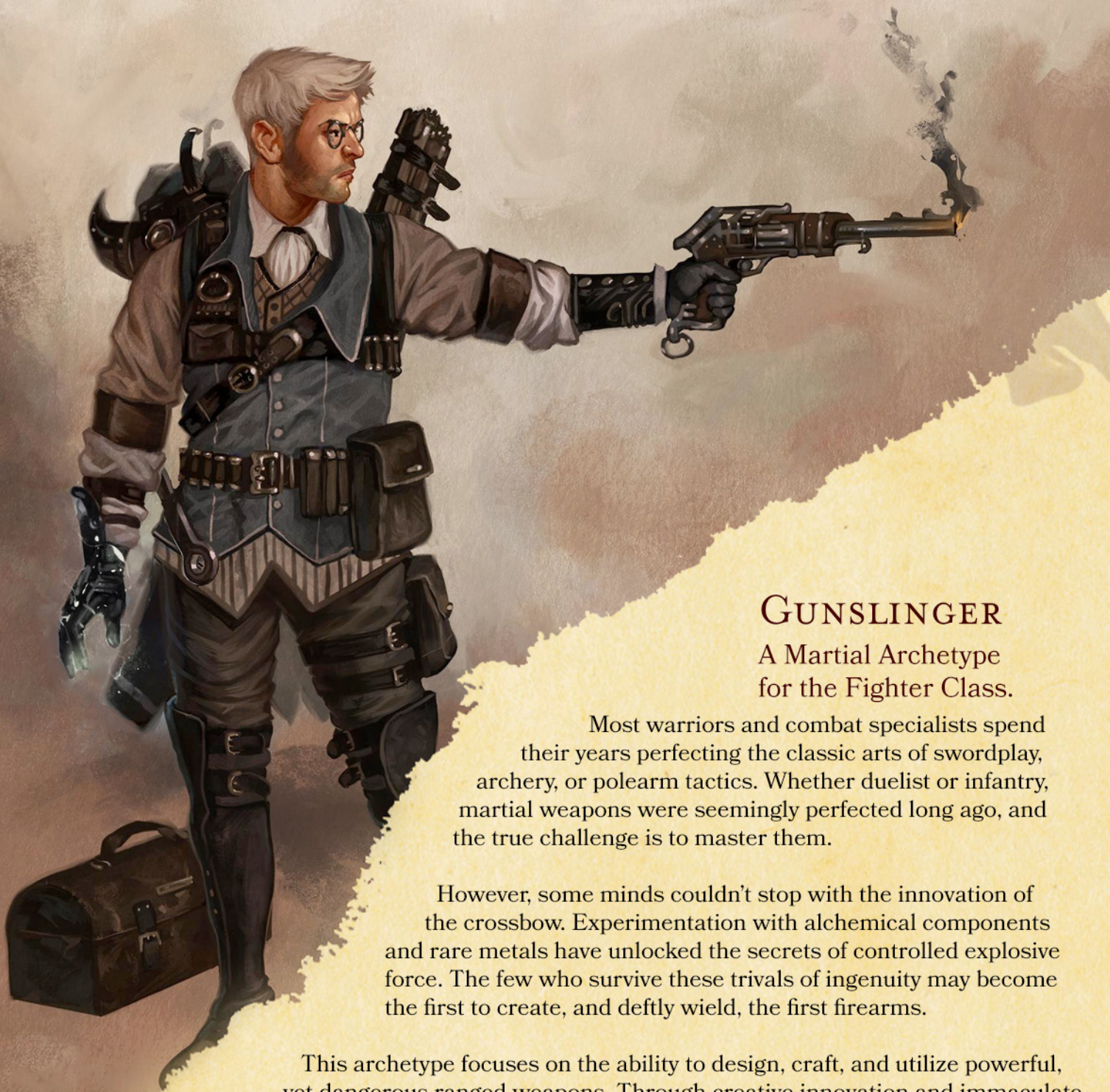
At 10th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this feature again until you finish a short or long rest.

## Master of Magic

At 14th level, your knowledge of magic allows you to duplicate almost any spell. As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. The spell must be of a level for which you have spell slots, you mustn't have it prepared, and you follow the normal rules for casting it, including expending a spell slot. If the spell isn't a wizard spell, it counts as a wizard spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the current turn ends.

You can't use this feature again until you finish a long rest.





## GUNSLINGER

A Martial Archetype  
for the Fighter Class.

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or polearm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them.

However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trivials of ingenuity may become the first to create, and deftly wield, the first firearms.

This archetype focuses on the ability to design, craft, and utilize powerful, yet dangerous ranged weapons. Through creative innovation and immaculate aim, you become a distant force of death on the battlefield. However, not being a perfect science, firearms carry an inherent instability that can occasionally leave you without a functional means of attack. This is the danger of new, untested technologies in a world where the arcane energies that rule the elements are ever present.

Should this path of powder, fire, and metal call to you, keep your wits about you, hold on to your convictions as a fighter, and let skill meet luck to guide your bullets to strike true.



## FIREARM PROFICIENCY

Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing them to add their proficiency bonus to attacks made with firearms.

## GUNSMITH

Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM's discretion).

## GRIT

Also starting at 3rd level, you gain a number of grit points equal to your Wisdom modifier (minimum of 1). You can spend grit points to perform various "shot" attacks with your firearms. An attack can only be affected by a single shot feature. You can regain spent Grit points in the following ways:

**Critical hit with a firearm.** Each time you score a critical hit with a firearm attack while in the heat of combat, you regain 1 spent grit point.

**Killing blow with a firearm.** Each time you reduce a dangerous creature to 0 hit points with a firearm attack, and kill them, you regain 1 spent grit point.

You also regain all spent grit points after finishing a short or long rest.

## DEADEYE SHOT

Beginning at 3rd level, you can spend 1 grit point to gain advantage on the next attack roll you make with a firearm this round.

## QUICKDRAW

When you reach 7th level, you gain a +2 bonus to initiative. You can also draw and stow firearms as a free flourish.

## VIOLENT SHOT

Starting at 7th level, you've discovered ways to push your firearms past their intended potential at the peril of damaging them. You can spend 1 or more grit points before making an attack roll with a firearm. For each grit point spent, that attack gains +2 to the firearm's misfire score.

If the attack hits, you can roll one additional weapon damage die per grit point spent when determining damage of the attack.

## TRICK SHOT

By 10th level, you've honed your aim to fire off targeted shots to disable an opponent. You can spend 1 grit point before making an attack roll to target a specific location on the target's body. If the specified body part cannot be seen, or the target lacks the part in question, only normal damage is suffered with no additional effect.

**Trick Shot DC** = 8 + your proficiency bonus + your Dexterity modifier

**Head.** On a hit, the target takes normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

**Arms.** On a hit, the target takes normal damage and must make a Strength saving throw or drop 1 held item of your choice.

**Torso.** On a hit, the target takes normal damage and is pushed up to 10 feet directly away from you.

**Legs.** On a hit, the target takes normal damage and must make a Strength saving throw or get knocked prone.

**Wings.** On a hit, the target takes normal damage and must make a Constitution saving throw or plummet 20 feet.

## LIGHTING RELOAD

Starting at 15th level, you can reload any firearm as a bonus action.

## PIERCING SHOT

By 15th level, you've refined your deadly gunplay to allow certain shots to pierce through foes and continue on to damage others. You can spend 1 grit point before making an attack roll. If the attack hits, you make an attack roll with disadvantage against every creature directly behind the target within your first range increment.

## VICIOUS INTENT

At 18th level, your firearm attacks score a critical hit on a roll of 19-20.

## HEMORAGGING CRITICAL

Upon reaching 18th level, your whenever you score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.



## AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools. Each firearm uses its own unique ammunition.

## FIREARM PROPERTIES

Firearms are a new and volatile technology, and as such have their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below).

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be repaired out of combat at half the cost of the firearm.

**Scatter.** An attack is made against each creature within a 30 ft cone. If an affected creature is adjacent to you, they suffer double damage on a hit.

**Explosive** Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw or suffer half damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

### Firearms

Name	Cost	Damage	Weight	Range	Properties
Pistol	250g	1d10 piercing	3 lbs	(100/400)	Reload 4, misfire 1
Musket	500g	1d12 piercing	10 lbs	(200/800)	Two-handed, reload 1, misfire 2
Pepperbox	450g	1d10 piercing	5 lbs	(150/600)	Reload 6, misfire 2
Scattergun	500g	1d8 piercing	10 lbs	(15/30)	Reload 2, misfire 3, scatter
Bad News	Crafted	2d12 piercing	25 lbs	(300/1200)	Two-handed, reload 1, misfire 3
Hand Mortar	Crafted	2d8 fire	10 lbs	(30/60)	Reload 1, misfire 3, explosive



## Critical Role:

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# Unearthed Arcana:

## Revised Class Options

This document provides revised versions of class material that appeared in previous installments of Unearthed Arcana: four subclasses for various classes, along with Eldritch Invocations for the warlock. This material was all popular, and the revisions to it were driven by feedback that thousands of you provided in surveys.

The subclasses are the druid's Circle of the Shepherd, the fighter's Cavalier, the paladin's Oath of Conquest, and the warlock's Celestial (formerly known as the Undying Light).

One of the main pieces of feedback we got about the Eldritch Invocations is that you didn't want them exclusive to particular Otherworldly Patron options, so we've opened them up to more warlocks, tweaked them, and cut the least popular ones.

### This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

## Druid: Circle of the Shepherd

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to

seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

### Circle of the Shepherd Features

Druid Level	Feature
2nd	Spirit Totem, Speech of the Woods
6th	Mighty Summoner
10th	Guardian Spirit
14th	Faithful Summons

### Speech of the Woods

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

### Spirit Totem

Starting at 2nd level, you gain the ability to call forth nature spirits and use them to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

**Bear Spirit.** The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the

spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

**Hawk Spirit.** The hawk spirit is a consummate hunter, marking your enemies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll.

**Unicorn Spirit.** The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell with a spell slot that restores hit points to anyone inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

## Mighty Summoner

At 6th level, you gain the ability to conjure forth powerful beasts and fey. Any beast or fey summoned or created by your spells gains two benefits:

- The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
- The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

## Guardian Spirit

Beginning at 10th level, your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

## Faithful Summons

Starting at 14th level, the nature spirits you commune with protect you when you are the most defenseless. If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts

for 1 hour, requiring no concentration, or until you dismiss it (no action required).

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

## Fighter: Cavalier

The archetypal Cavalier excels at mounted combat. Usually born among the nobility and raised at court, a Cavalier is equally at home leading a cavalry charge or exchanging repartee at a state dinner. Cavaliers also learn how to guard those in their charge from harm, often serving as the protectors of their superiors and of the weak. Drawn to right wrongs or earn prestige, many of these fighters leave their lives of comfort to embark on glorious adventure.

### Cavalier Features

Fighter	
Level	Feature
3rd	Bonus Proficiency, Born to the Saddle, Combat Superiority (d8s, 4 dice)
7th	Ferocious Charger, Combat Superiority (5 dice)
10th	Improved Combat Superiority (d10s)
15th	Relentless, Combat Superiority (6 dice)
18th	Improved Combat Superiority (d12s)

## Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

## Born to the Saddle

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

## Combat Superiority

At 3rd level, you gain a set of combat abilities, referred to as maneuvers, which are fueled by special dice called superiority dice.

**Superiority Dice.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your

expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

**Maneuvers.** You spend your superiority dice on your maneuvers. You can use more than one maneuver per turn, but no more than one maneuver per attack.

You know the following maneuvers:

**Control Mount.** When you make a Wisdom (Animal Handling) check to influence a creature that you or an ally is riding, you can expend one superiority die, roll it, and add the number rolled to the check. You can do this before or after rolling the d20, but before applying the results of the check.

**Precision Attack.** When you make a weapon attack against a creature, you can expend one superiority die, roll it, and add it to the attack roll. You can use this ability before or after rolling the d20, but before any of the effects of the attack are applied.

**Trip Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. Roll the die, and add it to the attack's damage roll. If the target is Large or smaller, it must also succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

**Warding Maneuver.** If you or a creature within 5 feet of you is hit by an attack, you can expend one superiority die as a reaction if you're wielding a weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

## Ferocious Charger

At 7th level, you gain additional benefits when you use your Trip Attack maneuver. You can expend up to two superiority dice on it, adding both dice to the damage roll. When you spend two dice in this way, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

## Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

## Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

## Paladin: Oath of Conquest

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The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins—called hell knights—as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

## Tenets of Conquest

A paladin who takes this oath has the tenets of conquest seared on the upper arm. A hell knight's oath appears in Infernal runes, a brutal reminder of vows to the Lords of Hell.

***Douse the Flame of Hope.*** It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.

***Rule with an Iron Fist.*** Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.

***Strength Above All.*** You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

## Oath of Conquest Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Conquest (10 ft.)
15th	Scornful Rebuke
18th	Aura of Conquest (30 ft.)
20th	Invincible Conqueror

## Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Conquest Spells table. See the Sacred Oath class feature for how oath spells work.

### Oath of Conquest Spells

Paladin Level	Spells
3rd	<i>armor of Agathys, command</i>
5th	<i>hold person, spiritual weapon</i>
9th	<i>bestow curse, fear</i>
13th	<i>dominate beast, stoneskin</i>
17th	<i>cloudkill, dominate person</i>

## Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Conquering Presence.** You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

**Guided Strike.** You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

## Aura of Conquest

Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, and is blocked by total cover.

If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

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

## Scornful Rebuke

Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 0) if you're not incapacitated.

## Invincible Conqueror

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

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

## Warlock: The Celestial

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, or unicorn or to another entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.

Being connected to such power can cause changes in your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.

### Celestial Features

Warlock Level	Feature
1st	Expanded Spell List, Bonus Cantrips, Healing Light
6th	Radiant Soul
10th	Celestial Resilience
14th	Searing Vengeance

## Expanded Spell List

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

### Celestial Expanded Spells

Spell Level	Spells
1st	<i>burning hands, cure wounds</i>
2nd	<i>flaming sphere, lesser restoration</i>
3rd	<i>daylight, revivify</i>
4th	<i>guardian of faith, wall of fire</i>
5th	<i>flame strike, greater restoration</i>

## Bonus Cantrips

At 1st level, you learn the *sacred flame* and *light* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

## Healing Light

At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can touch a creature and heal it, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

## Radiant Soul

Starting at 6th level, your link to the Celestial allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you add your Charisma modifier to that damage against one target of your choice.

## Celestial Resilience

Starting at 10th level, you gain temporary hit points whenever you finish a short or long rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your warlock level + your Charisma modifier.

## Searing Vengeance

Starting at 14th level, the radiant energy you channel allows you to overcome grievous injuries. When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up, if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn.

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

## Warlock: Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

### Aspect of the Moon

*Prerequisite: Pact of the Tome feature*

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.

### Cloak of Flies

*Prerequisite: 5th level*

As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura includes your space, extends 5 feet from you in every direction, and is blocked by total cover. It lasts until you're incapacitated or you dismiss it with a bonus action.

The aura grants you advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks. Any other creature that starts its turn in the aura takes poison damage equal to your Charisma modifier (minimum of 0 damage).

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



## Eldritch Smite

*Prerequisite: 5th level, Pact of the Blade feature*

Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot. If the target takes any of this damage, you can knock the target prone if it is Huge or smaller.

## Frost Lance

*Prerequisite: eldritch blast cantrip*

Once on each of your turns when you hit a creature with your *eldritch blast*, you can reduce that creature's speed by 10 feet until the end of your next turn.

## Ghostly Gaze

*Prerequisite: 7th level*

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts until the end of the current turn. During that time, you perceive objects as ghostly, transparent images.

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

## Gift of the Depths

*Prerequisite: 5th level*

You can breathe underwater, and you gain a swimming speed equal to your walking speed.

You can also cast *water breathing* without expending a spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.

## Gift of the Ever-Living Ones

*Prerequisite: Pact of the Chain feature*

Whenever you regain hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

## Grasp of Hadar

*Prerequisite: eldritch blast cantrip*

Once on each of your turns when you hit a creature with your *eldritch blast* cantrip, you can move that creature in a straight line 10 feet closer to yourself.

## Improved Pact Weapon

*Prerequisite: Pact of the Blade feature*

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, the weapon counts as a magic weapon with a +1 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon.

## Kiss of Mephistopheles

*Prerequisite: 5th level, eldritch blast cantrip*

When you hit a creature with your *eldritch blast*, you can cast *fireball* as a bonus action using a warlock spell slot. The spell must be centered on the creature you hit with *eldritch blast*.

## Maddening Hex

*Prerequisite: 5th level*

As a bonus action, you cause a psychic disturbance around the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. When you do so, you deal psychic damage to the target and each creature of your choice within 5 feet of it. The psychic damage equals your Charisma modifier (minimum of 0 damage).

## Relentless Hex

*Prerequisite: 7th level*

Your curse creates a temporary bond between you and your target. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the target cursed by your *hex* spell or by a warlock feature of yours, such as Hexblade's Curse and Sign of Ill Omen. To teleport in this way, you must be able to see the cursed target.

## Shroud of Shadow

*Prerequisite: 15th level*

You can cast *invisibility* at will, without expending a spell slot.

## Tomb of Levistus

*Prerequisite: 5th level*

As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. You also gain

vulnerability to fire damage, your speed is reduced to 0, and you are incapacitated. These effects all end when the ice melts.

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

## Trickster's Escape

*Prerequisite: 7th level*

You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

# Unearthed Arcana: Monk

## Monastic Traditions

At 3rd level, a monk gains the Monastic Tradition feature. Here are new options for that feature: the Way of the Kensei and the Way of Tranquility.

### Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. For these reasons, material in this column is not legal in D&D Adventurers League events.

## Way of the Kensei

Monks of the Way of Kensei train relentlessly with their weapons, to the point that the weapon becomes like an extension of the body. A kensei sees a weapon in much the same way a painter regards a brush or a writer sees parchment, ink, and quill. A sword or bow is a tool used to express the beauty and elegance of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

### Path of the Kensei

When you choose this tradition at 3rd level, you learn to extend your knowledge of the martial arts beyond the standard array of monk weapons.

You gain the following benefits:

- You gain proficiency with three martial weapons of your choice. A martial weapon is considered a kensei weapon for you if you're proficient with it.
- Whenever you wield a kensei weapon, you choose whether to use Dexterity or Strength for the attack and damage rolls of the weapon, and you choose whether to use your Martial Arts damage die in place of the weapon's damage die.
- When you take the Attack action on your turn and hit a target with a kensei weapon, you can use a bonus action to pummel the target, dealing an additional 1d4 bludgeoning damage

to that target and to any other target you hit with the weapon as part of the Attack.

- If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use that weapon to defend yourself. You gain a +2 bonus to AC until the start of your next turn while you are not incapacitated and the weapon is in your hand.

### One with the Blade

At 6th level, you extend your ki into the weapons you hold, granting you the following benefits.

**Magic Weapons.** Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Precise Strike.** You can focus your attention on a single target in battle to understand and overcome its defenses. As a bonus action, pick one creature you can see within 30 feet of you. The next weapon attack you make against that creature during the current turn adds double your proficiency bonus to the attack roll, rather than your normal proficiency bonus. Once you use this ability, you can't use it again until you finish a short or long rest.

### Sharpen the Blade

At 11th level, you gain the ability to augment your weapons with the strength of your ki. As a bonus action, you can expend up to 3 ki points to grant a weapon you touch a bonus to attack and damage rolls while you wield it. The bonus equals the number of ki points you spent. This bonus lasts for 1 minute.

### Unerring Accuracy

At 17th level, your mastery of weapons grants you extraordinary accuracy. On each of your turns, you can reroll one weapon attack roll you make that misses.

## Way of Tranquility

Monks of the Way of Tranquility see violence as a last resort. They use diplomacy, mercy, and understanding to resolve conflicts. If pushed, though, they are capable warriors who can bring an end to the unjust or cruel folk who refuse to

listen to reason. When adventuring, these monks make excellent diplomats. They are also skilled in the healing arts, and can preserve their allies in the face of daunting foes.

## Path of Tranquility

When you choose this tradition at 3rd level, you can become an island of calm in even the most chaotic of situations. With this feature, you can cast the *sanctuary* spell on yourself, no material component required, and it lasts up to 8 hours. Its saving throw DC equals 8 + your proficiency bonus + your Wisdom modifier. A creature that succeeds on the save is immune to this effect for 1 hour.

Once you cast the spell in this way, you can't do so again for 1 minute.

## Healing Hands

Your mystical touch can heal wounds. Starting at 3rd level, you have a pool of magical healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your monk level × 10.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in the pool.

Instead of healing the creature, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healing Hands, expending hit points separately for each one.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature.

This feature has no effect on undead and constructs.

## Emissary of Peace

At 6th level, you gain the ability to diffuse violent situations. Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if proficiency in the Deception or Intimidation skill applies to your check.

You also gain proficiency in the Performance or Persuasion skill (choose one).

## Douse the Flames of War

At 11th level, you gain the ability to temporarily extinguish a creature's violent impulses. As an action, you can touch a creature, and it must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The target automatically succeeds if it's missing any of its hit points. If the target fails the save, it can't attack for 1 minute. During that time, it also can't cast spells that deal damage or that force someone to make a saving throw.

This effect ends if the target is attacked, takes damage, or is forced to make a saving throw or if the target witnesses any of those things happening to its allies.

## Anger of a Gentle Soul

At 17th level, you gain the ability to visit vengeance on someone who fells others. If you see a creature reduce another creature to 0 hit points, you can use your reaction to grant yourself a bonus to all damage rolls against the aggressor until the end of your next turn. The bonus equals your monk level.

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

# Unearthed Arcana: Wizard Revisited

## This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

As is typical in Unearthed Arcana, the options here haven't been tuned for multiclassing.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

## Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradition feature. Here are two playtest options for that feature: Theurgy and War Magic.

### Theurgy

A number of deities claim arcane magic as their domain, for magic is as much a part of the fabric of the cosmos as wind, fire, lightning, and all other primal forces. Just as there are deities of the sea and gods of warfare, the arcane arts feature their own divine patrons.

Such deities often have clerics, but many gods of magic bid their followers to take up the study of wizardry. These religious magic-users follow the arcane tradition of Theurgy, and are commonly known as theurgists. Such spellcasters are as dedicated and scholarly as any other wizard, but they blend their arcane study with religious devotion.

### Divine Inspiration

When you choose this tradition at 2nd level, choose a domain from your chosen deity's list of eligible domains (see appendix B, "Gods of the Multiverse," in the *Player's Handbook* for examples). The Knowledge and Light domains are especially appropriate choices for a theurgist.

### Arcane Initiate

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a cleric domain spell for your

chosen domain. The spell must be of a level for which you have spell slots.

If you add all of your domain spells to your spellbook, you can subsequently add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots.

Any cleric spell you gain from this feature is considered a wizard spell for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

## Channel Arcana

At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC.

Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

If you gain additional Channel Divinity options from your domain, you can employ them by using your Channel Arcana feature.

### Channel Arcana: Divine Arcana

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

### Arcane Acolyte

At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armor proficiencies from the domain.

## Arcane Priest

At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

## Arcane High Priest

At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.

## War Magic

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A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration. It teaches techniques that empower a caster's spells, while also providing methods for a wizard to bolster their own defenses.

Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any flimsy piece of steel. War mages strike fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack.

## Arcane Deflection

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or fail a Constitution saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

## Tactical Wit

Starting at 2nd level, your ability to quickly assess tactical situations allows you to act quickly in battle. You gain a bonus to your initiative rolls equal to your Intelligence modifier.

## Power Surge

Starting at 6th level, you can empower your spells that unleash harm on groups of foes. When you force multiple creatures to make saving throws against the damage of one of your spells,

you can increase the spell's damage by rolling two more of its damage dice. This increase occurs only on the turn you cast the spell.

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

## Durable Magic

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

## Deflecting Shroud

At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, magical energy arcs from you; each creature of your choice within 10 feet of you takes force damage equal to half your wizard level.

# Unearthed Arcana: Feats for Races

## This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

This document introduces new feats to playtest. As explained in chapter 6 of the *Player's Handbook*, feats, like multiclassing, are an optional part of the game, usable only if your DM permits them. These feats don't assume that multiclassing is used in a campaign, and they don't assume the existence of the skill feats that were released in a previous installment of Unearthed Arcana.

Each of these feats is associated with a race from the *Player's Handbook*, as summarized below.

Race	Feat
Dragonborn	Dragon Fear
Dragonborn	Dragon Hide
Dragonborn	Dragon Wings
Dwarf	Dwarf Resilience
Dwarf	Grudge-Bearer
Dwarf	Squat Nimbleness
Elf	Elven Accuracy
Elf (drow)	Drow High Magic
Elf (high)	Fey Teleportation
Elf (wood)	Wood Elf Magic
Gnome	Fade Away
Gnome	Squat Nimbleness
Gnome (forest)	Critter Friend
Gnome (rock)	Wonder Maker
Half-elf	Elven Accuracy
Half-elf	Everybody's Friend
Half-elf	Prodigy
Half-orc	Orcish Aggression
Half-orc	Orcish Fury
Halfling	Bountiful Luck
Halfling	Second Chance
Halfling	Squat Nimbleness
Human	Human Determination
Human	Prodigy
Tiefling	Barbed Hide
Tiefling	Flames of Phlegethos
Tiefling	Infernal Constitution

## Barbed Hide

*Prerequisite: Tiefling*

One of your ancestors was a barbed devil or other spiky fiend. Barbs protrude from your head. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to a maximum of 20.
- As a bonus action, you can cause small barbs to protrude all over your body or cause them to retract. At the start of each of your turns while the barbs are out, you deal 1d6 piercing damage to any creature grappling you or any creature grappled by you.
- You gain proficiency in the Intimidation skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

## Bountiful Luck

*Prerequisite: Halfling*

Whenever an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll.

## Critter Friend

*Prerequisite: Gnome (forest)*

Your friendship with animals mystically deepens. You gain the following benefits:

- You gain proficiency in the Animal Handling skill. If you're already proficient in it, your proficiency bonus is doubled for any check you make with it.
- You learn the *speak with animals* spell and can cast it at will, without expending a spell slot. You also learn the *animal friendship* spell, and you can cast it once with this feat, without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

## Dragon Fear

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*Prerequisite: Dragonborn*

When angered, you radiate menace. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.
- Instead of exhaling destructive energy, you can roar and expend a use of your breath weapon to force each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds if it can't hear or see you. On a failed save, a target becomes frightened for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

## Dragon Hide

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*Prerequisite: Dragonborn*

You inherited the might and majesty of your dragon ancestors. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to a maximum of 20.
- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- Your scales harden; you gain a +1 bonus to AC while you aren't wearing armor.

## Dragon Wings

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*Prerequisite: Dragonborn*

You sprout draconic wings. With your wings, you have a flying speed of 20 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity.

## Drow High Magic

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*Prerequisite: Elf (drow)*

You learn more of the spells typical for your people. You learn *detect magic* and can cast it at

will, without expending a spell slot. You also learn *levitate* and *dispel magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

## Dwarf Resilience

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*Prerequisite: Dwarf*

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

## Elven Accuracy

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*Prerequisite: Elf or half-elf*

You have uncanny aim. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll, you can reroll one of the dice once.

## Everybody's Friend

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*Prerequisite: Half-elf*

You develop your magnetic personality to ease your way through the world. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

## Fade Away

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*Prerequisite: Gnome*

You can draw on your magical heritage to escape danger. You gain the following benefits:



- Increase your Intelligence score by 1, up to a maximum of 20.
- When you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

## Fey Teleportation

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*Prerequisite: Elf (high)*

Drawing on your fey ancestry, you have learned how to teleport. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *misty step* spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

## Flames of Phlegethos

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*Prerequisite: Tiefling*

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

## Grudge-Bearer

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*Prerequisite: Dwarf*

You have a deep hatred for a particular kind of creature. Choose your foes, a type of creature to bear the burden of your wrath: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities,

oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs). You gain the following benefits:

- Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.
- During the first round of any combat against your chosen foes, your attack rolls against any of them have advantage.
- When any of your chosen foes makes an opportunity attack against you, it makes the attack roll with disadvantage.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about your chosen foes, you add double your proficiency bonus to the check, even if you're not normally proficient.

## Human Determination

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*Prerequisite: Human*

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

## Infernal Constitution

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*Prerequisite: Tiefling*

Fiendish blood runs strong in you. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to cold and poison damage.
- You have advantage on saving throws against being poisoned.

## Orcish Aggression

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*Prerequisite: Half-orc*

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

## Orcish Fury

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*Prerequisite: Half-orc*

Your fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- When you hit with an attack made with a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

## Prodigy

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*Prerequisite: Half-elf or human*

You have a knack for learning new things. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.

## Second Chance

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*Prerequisite: Halfling*

Fortune favors you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't do so again until you finish a short or long rest.

## Squat Nimbleness

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*Prerequisite: Dwarf, gnome, or halfling*

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.

- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill. If you're already proficient in the skill, your proficiency bonus is doubled for any check you make with it.

## Wonder Maker

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*Prerequisite: Gnome (rock)*

You master the tinker techniques of your people. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a check using your proficiency with tinker's tools, you add double your proficiency bonus to the check.
- When you make a device with your Tinker trait, you have the following additional options for what you make:

*Alarm.* This device senses when a creature moves to within 15 feet of it without speaking aloud a password chosen when you create it. One round after a creature moves into range, the alarm makes a shrill ringing that lasts for 1 minute and can be heard from up to 300 feet away.

*Calculator.* This device makes doing sums easy.

*Lifter.* This device can be used as a block and tackle, allowing its user to hoist five times the weight the user can normally lift.

*Timekeeper.* This pocket watch keeps accurate time.

*Weather Sensor.* When used as an action, this device predicts weather conditions in a 1-mile radius over the next 4 hours, showing one symbol (clouds, sun/moon, rain, or snow) for each hour.

## Wood Elf Magic

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*Prerequisite: Elf (wood)*

You learn the magic of the primeval woods. You learn one druid cantrip of your choice. You also learn *longstrider* and *pass without trace*, each of which you can cast once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.