

UNEARTHED ARCANA 2023

PLAYER'S HANDBOOK PLAYTEST 5

This document is part of a series of *Unearthed Arcana* articles that present material designed for the next version of the *Player's Handbook*. The material here uses the rules in the 2014 *Player's Handbook*, except where noted.

After we conclude the public playtest for the *Player's Handbook*, *Unearthed Arcana* will explore material for the *Dungeon Master's Guide* and *Monster Manual*.

LEARN MORE ON YOUTUBE

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

WHAT'S NEW

Weapons. New options for weapons appear here for you to try out.

Spells. More spells are ready for playtesting.

Feats. Several Epic Boon feats and the Weapon Master feat appear here for your feedback.

Five Classes. Five classes are ready for playtesting: Barbarian, Fighter, Sorcerer, Warlock, and Wizard. Each of those classes also includes a subclass. The Monk will appear in a future UA, along with revised versions of other classes.

Rules Glossary. The rules glossary has been updated again and supersedes the glossary in all previous *Unearthed Arcana* articles. In this document, any underlined term in the body text appears in that glossary.

THIS IS PLAYTEST MATERIAL

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

How to Playtest This UA. We invite you to try out this material in play. When you do so, you're welcome to combine this article with the other articles in this series, starting with "Character Origins."

If you do combine this article with any previous one, use only the rules glossary found here. In this *Unearthed Arcana* series, the rules glossary of each

article supersedes the glossary of any previous article.

To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Keys from the Golden Vault*, *Journeys through the Radiant Citadel*, or *Candlekeep Mysteries*.

Power Level. The character options you read here might be more or less powerful than options in the 2014 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

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

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

WEAPONS

This section contains playtest versions of weapons in the *Player's Handbook*. Here you'll find weapon tables, several revised weapon properties, and a new type of property: Mastery properties.

When we revisit the Experts and Priests in future *Unearthed Arcana* articles, some of them will gain access to these special properties.

DESIGN NOTE: WEAPON UPDATES

Here are the new elements in this weapons section:

- Each weapon now has a Mastery property, a special property that requires a feature to unlock. The Mastery properties are described in this document.
- Shortsword has returned to being a Martial weapon.
- The Net, which doesn't deal damage, is now adventuring gear rather than a weapon. See "Adventuring Gear" below for the item's playtest description.

- The Trident’s damage die has changed from 1d6 to 1d8, and its Versatile die is now 1d10 rather than 1d8.
- The Lance has the Heavy and Two-Handed properties rather than the Special property (which imposed Disadvantage on some of its attack rolls), and its damage die has changed from 1d12 to 1d10.
- The War Pick now has the Versatile property.

- The Musket and Pistol, which previously appeared in the *Dungeon Master’s Guide*, now appear in the Martial Weapons: Ranged table. As always, the DM oversees what is available for purchase in shops.
- The Light property now appears in the “Weapon Properties” section rather than in the glossary.
- The Thrown property now allows you to draw a weapon as part of the ranged attack.

WEAPON TABLES

SIMPLE WEAPONS: MELEE

Weapon	Damage	Properties	Mastery	Weight	Cost
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Flex	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Flex	3 lb.	1 GP

SIMPLE WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Crossbow, Light	1d8 Piercing	Ammunition (Range 80/320), Loading, Two-Handed	Slow	5 lb.	25 GP
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Shortbow	1d6 Piercing	Ammunition (Range 80/320), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120)	Slow	—	1 SP

MARTIAL WEAPONS: MELEE

Name	Damage	Properties	Mastery	Weight	Cost
Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy, Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Flex	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
War Pick	1d8 Piercing	Versatile (1d10)	Flex	2 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Flex	2 lb.	15 GP
Whip	1d4 Slashing	Finesse, Reach	Slow	3 lb.	2 GP

MARTIAL WEAPONS: RANGED

Name	Damage	Properties	Mastery	Weight	Cost
Blowgun	1 Piercing	Ammunition (Range 25/100), Loading	Vex	1 lb.	10 GP
Crossbow, Hand	1d6 Piercing	Ammunition (Range 30/120), Light, Loading	Vex	3 lb.	75 GP
Crossbow, Heavy	1d10 Piercing	Ammunition (Range 100/400), Heavy, Loading, Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600), Heavy, Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90), Loading	Vex	3 lb.	250 GP

WEAPON PROPERTIES

Here are properties whose definitions have changed for this playtest.

LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage, unless that modifier is negative.

For example, if you take the Attack action on your turn and have a Shortsword in one hand and a Dagger in the other—each of which has the Light property—you can make one attack with each weapon, using your action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action, unless that modifier is negative.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack.

If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a Handaxe, you use your Strength, but if you throw a Dagger, you can use either your Strength or your Dexterity, since the Dagger has the Finesse property.

MASTERY PROPERTIES

Each weapon now has a Mastery property, as shown in the weapon tables above. That property is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character.

Here are descriptions of each Mastery property. The properties are provided in alphabetical order.

If a game feature lets you replace a weapon's Mastery property with another one, that weapon must meet any prerequisite specified for the new property.

CLEAVE

Prerequisite: Melee Weapon, Heavy Property

If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage, unless that modifier is negative. You can make this extra attack only once per turn.

FLEX

Prerequisite: Versatile Property

When you hit with a melee attack using this weapon, you deal its Versatile damage even if you're wielding it with one hand.

GRAZE

Prerequisite: Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type

dealt by the weapon, and the damage can't be increased in any way, other than increasing the ability modifier.

NICK

Prerequisite: Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action, instead of as a Bonus Action. You can still make this extra attack only once per turn.

PUSH

Prerequisite: Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet away from you if it is no more than one size larger than you.

SAP

Prerequisite: No Other Properties

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SLOW

Prerequisite: None

If you hit a creature with this weapon and deal damage to the creature, you can reduce its Speed by 10 feet until the start of your next turn. If you hit the creature more than once with this property, the Speed reduction doesn't exceed 10 feet.

TOPPLE

Prerequisite: Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw with a DC equal to 8 + your Proficiency Bonus + the ability modifier you used to make the attack roll. On a failed save, the creature has the Prone condition.

VEX

Prerequisite: Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

ADVENTURING GEAR

Here are descriptions of miscellaneous items whose rules have changed for this playtest.

NET

Cost: 1 GP. Weight: 3 lb.

When you take the Attack action on your turn, you can replace one of your attacks with a throw of the net at a creature within 15 feet of you. The target must succeed on a Dexterity saving throw against a DC equal to 8 + your Proficiency Bonus + your Dexterity modifier. The target succeeds automatically if it's Huge or larger.

On a failed save, the target has the Restrained condition until it escapes the net. To escape, the target must use its action to make a DC 10 Strength (Athletics) check, escaping on a success. A creature within 5 feet of the target can use its action to attempt the same thing. Destroying the net (AC 10; 5 HP; immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

PRIEST'S PACK

Cost: 33 GP. Weight: 29 lb.

A Priest's Pack contains the following items: Backpack (5 lb.), Blanket (3 lb.), Lamp (1 lb.), Holy Water (1 lb.), Rations (7 days; 14 lbs.), Robe (4 lb.), and Tinderbox (1 lb.).

SPELLS

This section presents new or revised spells for you to playtest. It also includes the Arcane spell list.

SOURCE OF A SPELL

The source of a spell is noted in parenthesis after the spell's school of magic. The main sources are Arcane, Divine, and Primal.

Some spells are instead from a class, such as Sorcerer or Wizard. You can cast such a spell only if a feature gives you access to it.

ARCANE SPELL LIST

An Arcane spell draws on the ambient magic of the multiverse. Sorcerers, Warlocks, and Wizards are among those who harness this magic.

The Arcane Spells table is a partial list of Arcane spells. The table provides a spell's level, name, and School of Magic. The list also indicates whether a spell has the Ritual tag.

If a spell's School of Magic is different from what appears in the 2014 *Player's Handbook*, an asterisk (*) appears after the school.

DESIGN NOTE: UPDATES TO THE ARCANE LIST

Two Bard spells have been removed from the list: *Vicious Mockery* and *Dissonant Whispers*. In a future UA, those spells will still be available to the Bard.

ARCANE SPELLS

Lvl	Spell	School	Ritual
0	<i>Acid Splash</i>	Conjuration	No
0	<i>Blade Ward</i>	Abjuration	No
0	<i>Chill Touch</i>	Necromancy	No
0	<i>Dancing Lights</i>	Illusion*	No
0	<i>Fire Bolt</i>	Evocation	No
0	<i>Friends</i>	Enchantment	No
0	<i>Light</i>	Evocation	No
0	<i>Mage Hand</i>	Conjuration	No
0	<i>Mending</i>	Transmut.	No
0	<i>Message</i>	Transmut.	No
0	<i>Minor Illusion</i>	Illusion	No
0	<i>Poison Spray</i>	Conjuration	No
0	<i>Prestidigitation</i>	Transmut.	No
0	<i>Ray of Frost</i>	Evocation	No
0	<i>Shocking Grasp</i>	Evocation	No

Lvl	Spell	School	Ritual
0	<i>True Strike</i>	Divination	No
1	<i>Alarm</i>	Abjuration	Yes
1	<i>Armor of Agathys</i>	Abjuration	No
1	<i>Arms of Hadar</i>	Conjuration	No
1	<i>Burning Hands</i>	Evocation	No
1	<i>Charm Person</i>	Enchantment	No
1	<i>Chromatic Orb</i>	Evocation	No
1	<i>Color Spray</i>	Illusion	No
1	<i>Comprehend Languages</i>	Divination	Yes
1	<i>Detect Magic</i>	Divination	Yes
1	<i>Disguise Self</i>	Illusion	No
1	<i>Expeditious Retreat</i>	Transmut.	No
1	<i>False Life</i>	Necromancy	No
1	<i>Feather Fall</i>	Transmut.	No
1	<i>Find Familiar</i>	Conjuration	Yes
1	<i>Fog Cloud</i>	Conjuration	No
1	<i>Grease</i>	Conjuration	No
1	<i>Hellish Rebuke</i>	Evocation	No
1	<i>Hex</i>	Enchantment	No
1	<i>Identify</i>	Divination	Yes
1	<i>Illusory Script</i>	Illusion	Yes
1	<i>Jump</i>	Transmut.	No
1	<i>Longstrider</i>	Transmut.	No
1	<i>Mage Armor</i>	Abjuration	No
1	<i>Magic Missile</i>	Evocation	No
1	<i>Protection from Evil and Good</i>	Abjuration	No
1	<i>Ray of Sickness</i>	Necromancy	No
1	<i>Shield</i>	Abjuration	No
1	<i>Silent Image</i>	Illusion	No
1	<i>Sleep</i>	Enchantment	No
1	<i>Tasha's Hideous Laughter</i>	Enchantment	No
1	<i>Tensor's Floating Disk</i>	Conjuration	Yes
1	<i>Thunderwave</i>	Transmut.*	No
1	<i>Unseen Servant</i>	Conjuration	Yes
1	<i>Witch Bolt</i>	Evocation	No
2	<i>Alter Self</i>	Transmut.	No
2	<i>Arcane Lock</i>	Abjuration	No
2	<i>Blindness/Deafness</i>	Transmut.*	No
2	<i>Blur</i>	Illusion	No
2	<i>Calm Emotions</i>	Enchantment	No
2	<i>Cloud of Daggers</i>	Conjuration	No
2	<i>Continual Flame</i>	Evocation	No
2	<i>Crown of Madness</i>	Enchantment	No

Lvl	Spell	School	Ritual
2	<i>Darkness</i>	Evocation	No
2	<i>Darkvision</i>	Transmut.	No
2	<i>Detect Thoughts</i>	Divination	No
2	<i>Enlarge/Reduce</i>	Transmut.	No
2	<i>Enthrall</i>	Enchantment	No
2	<i>Flaming Sphere</i>	Evocation*	No
2	<i>Gust of Wind</i>	Evocation	No
2	<i>Hold Person</i>	Enchantment	No
2	<i>Invisibility</i>	Illusion	No
2	<i>Knock</i>	Transmut.	No
2	<i>Levitate</i>	Transmut.	No
2	<i>Locate Object</i>	Divination	No
2	<i>Magic Mouth</i>	Illusion	Yes
2	<i>Magic Weapon</i>	Transmut.	No
2	<i>Melf's Acid Arrow</i>	Evocation	No
2	<i>Mirror Image</i>	Illusion	No
2	<i>Misty Step</i>	Conjuration	No
2	<i>Nystul's Magic Aura</i>	Illusion	No
2	<i>Phantasmal Force</i>	Illusion	No
2	<i>Ray of Enfeeblement</i>	Necromancy	No
2	<i>Rope Trick</i>	Transmut.	No
2	<i>Scorching Ray</i>	Evocation	No
2	<i>See Invisibility</i>	Divination	No
2	<i>Shatter</i>	Transmut.*	No
2	<i>Spider Climb</i>	Transmut.	No
2	<i>Suggestion</i>	Enchantment	No
2	<i>Web</i>	Conjuration	No
3	<i>Animate Dead</i>	Necromancy	No
3	<i>Bestow Curse</i>	Necromancy	No
3	<i>Blink</i>	Transmut.	No
3	<i>Clairvoyance</i>	Divination	No
3	<i>Counterspell</i>	Abjuration	No
3	<i>Dispel Magic</i>	Abjuration	No
3	<i>Fear</i>	Illusion	No
3	<i>Fireball</i>	Evocation	No
3	<i>Fly</i>	Transmut.	No
3	<i>Gaseous Form</i>	Transmut.	No
3	<i>Glyph of Warding</i>	Abjuration	No
3	<i>Haste</i>	Transmut.	No
3	<i>Hunger of Hadar</i>	Conjuration	No
3	<i>Hypnotic Pattern</i>	Illusion	No
3	<i>Leomund's Tiny Hut</i>	Evocation	Yes
3	<i>Lightning Bolt</i>	Evocation	No
3	<i>Magic Circle</i>	Abjuration	No
3	<i>Major Image</i>	Illusion	No

Lvl	Spell	School	Ritual
3	<i>Nondetection</i>	Abjuration	No
3	<i>Phantom Steed</i>	Illusion	Yes
3	<i>Protection from Energy</i>	Abjuration	No
3	<i>Remove Curse</i>	Abjuration	No
3	<i>Sending</i>	Divination*	No
3	<i>Sleet Storm</i>	Conjuration	No
3	<i>Slow</i>	Transmut.	No
3	<i>Stinking Cloud</i>	Conjuration	No
3	<i>Tongues</i>	Divination	No
3	<i>Vampiric Touch</i>	Necromancy	No
3	<i>Water Breathing</i>	Transmut.	Yes
4	<i>Arcane Eye</i>	Divination	No
4	<i>Banishment</i>	Abjuration	No
4	<i>Blight</i>	Necromancy	No
4	<i>Compulsion</i>	Enchantment	No
4	<i>Confusion</i>	Enchantment	No
4	<i>Conjure Minor Elementals</i>	Conjuration	No
4	<i>Control Water</i>	Transmut.	No
4	<i>Dimension Door</i>	Conjuration	No
4	<i>Evard's Black Tentacles</i>	Conjuration	No
4	<i>Fabricate</i>	Transmut.	No
4	<i>Fire Shield</i>	Evocation	No
4	<i>Greater Invisibility</i>	Illusion	No
4	<i>Hallucinatory Terrain</i>	Illusion	No
4	<i>Ice Storm</i>	Evocation	No
4	<i>Leomund's Secret Chest</i>	Conjuration	No
4	<i>Locate Creature</i>	Divination	No
4	<i>Mordenkainen's Faithful Hound</i>	Conjuration	No
4	<i>Mordenkainen's Private Sanctum</i>	Abjuration	No
4	<i>Otiluke's Resilient Sphere</i>	Evocation	No
4	<i>Phantasmal Killer</i>	Illusion	No
4	<i>Polymorph</i>	Transmut.	No
4	<i>Stone Shape</i>	Transmut.	No
4	<i>Stoneskin</i>	Transmut.*	No
4	<i>Wall of Fire</i>	Evocation	No
5	<i>Animate Objects</i>	Transmut.	No
5	<i>Bigby's Hand</i>	Evocation	No
5	<i>Cloudkill</i>	Conjuration	No
5	<i>Cone of Cold</i>	Evocation	No
5	<i>Conjure Elemental</i>	Conjuration	No

Lvl	Spell	School	Ritual
5	<i>Contact Other Plane</i>	Divination	Yes
5	<i>Creation</i>	Illusion	No
5	<i>Dominate Person</i>	Enchantment	No
5	<i>Dream</i>	Illusion	No
5	<i>Geas</i>	Enchantment	No
5	<i>Hold Monster</i>	Enchantment	No
5	<i>Legend Lore</i>	Divination	No
5	<i>Mislead</i>	Illusion	No
5	<i>Modify Memory</i>	Enchantment	No
5	<i>Passwall</i>	Transmut.	No
5	<i>Planar Binding</i>	Abjuration	No
5	<i>Rary's Telepathic Bond</i>	Divination	Yes
5	<i>Scrying</i>	Divination	No
5	<i>Seeming</i>	Illusion	No
5	<i>Telekinesis</i>	Transmut.	No
5	<i>Teleportation Circle</i>	Conjuration	No
5	<i>Wall of Force</i>	Evocation	No
5	<i>Wall of Stone</i>	Evocation	No
6	<i>Arcane Gate</i>	Conjuration	No
6	<i>Chain Lightning</i>	Evocation	No
6	<i>Circle of Death</i>	Necromancy	No
6	<i>Contingency</i>	Abjuration*	No
6	<i>Create Undead</i>	Necromancy	No
6	<i>Disintegrate</i>	Transmut.	No
6	<i>Eyebite</i>	Necromancy	No
6	<i>Flesh to Stone</i>	Transmut.	No
6	<i>Globe of Invulnerability</i>	Abjuration	No
6	<i>Guards and Wards</i>	Abjuration	No
6	<i>Instant Summons</i>	Conjuration	Yes
6	<i>Magic Jar</i>	Necromancy	No
6	<i>Mass Suggestion</i>	Enchantment	No
6	<i>Move Earth</i>	Transmut.	No
6	<i>Otiluke's Freezing Sphere</i>	Evocation	No
6	<i>Otto's Irresistible Dance</i>	Enchantment	No
6	<i>Programmed Illusion</i>	Illusion	No
6	<i>Sunbeam</i>	Evocation	No
6	<i>True Seeing</i>	Divination	No
6	<i>Wall of Ice</i>	Evocation	No
7	<i>Delayed Blast Fireball</i>	Evocation	No
7	<i>Etherealness</i>	Transmut.	No
7	<i>Finger of Death</i>	Necromancy	No
7	<i>Forcecage</i>	Evocation	No

Lvl	Spell	School	Ritual
7	<i>Mirage Arcane</i>	Illusion	No
7	<i>Mordenkainen's Magnificent Mansion</i>	Conjuration	No
7	<i>Mordenkainen's Sword</i>	Evocation	No
7	<i>Plane Shift</i>	Conjuration	No
7	<i>Prismatic Spray</i>	Evocation	No
7	<i>Project Image</i>	Illusion	No
7	<i>Reverse Gravity</i>	Transmut.	No
7	<i>Sequester</i>	Transmut.	No
7	<i>Simulacrum</i>	Illusion	No
7	<i>Symbol</i>	Abjuration	No
7	<i>Teleport</i>	Conjuration	No
8	<i>Antimagic Field</i>	Abjuration	No
8	<i>Antipathy/Sympathy</i>	Enchantment	No
8	<i>Clone</i>	Necromancy	No
8	<i>Control Weather</i>	Transmut.	No
8	<i>Demiplane</i>	Conjuration	No
8	<i>Dominate Monster</i>	Enchantment	No
8	<i>Feeblemind</i>	Enchantment	No
8	<i>Glibness</i>	Enchantment*	No
8	<i>Incendiary Cloud</i>	Conjuration	No
8	<i>Maze</i>	Conjuration	No
8	<i>Mind Blank</i>	Abjuration	No
8	<i>Power Word Stun</i>	Enchantment	No
8	<i>Sunburst</i>	Evocation	No
8	<i>Telepathy</i>	Divination*	No
9	<i>Astral Projection</i>	Necromancy	No
9	<i>Foresight</i>	Divination	No
9	<i>Gate</i>	Conjuration	No
9	<i>Imprisonment</i>	Abjuration	No
9	<i>Meteor Swarm</i>	Evocation	No
9	<i>Power Word Kill</i>	Enchantment	No
9	<i>Prismatic Wall</i>	Abjuration	No
9	<i>Shapechange</i>	Transmut.	No
9	<i>Time Stop</i>	Transmut.	No
9	<i>True Polymorph</i>	Transmut.	No
9	<i>Weird</i>	Illusion	No
9	<i>Wish</i>	Conjuration	No

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

DESIGN NOTE: SPELL UPDATES

Here are the main updates in this section:

- **New Spells.** Eleven new spells appear here, each one connected to a Sorcerer, Warlock, or Wizard feature.
- **Chaos Bolt.** This spell has moved over from *Xanathar's Guide to Everything*, and all Sorcerers get it as a bonus spell.
- **Eldritch Blast.** This cantrip now scales only with your Warlock level, and all Warlocks get it as a bonus spell.
- **Hex.** This spell can deal its extra damage only once per turn, and all Warlocks get it as a bonus spell.

ARCANE ERUPTION

4th-Level Evocation Spell (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

Churning magical energy explodes in a 20-foot-radius sphere centered on a point you choose within range. When you cast the spell, you select the type of damage dealt by the explosion: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder. Each creature in the sphere must make a Constitution saving throw. On a failed save, a creature takes 6d6 damage of the chosen type. On a successful save, a creature takes half as much damage.

Choose one of those d6s. The number rolled on that die determines a condition that's applied to each creature that failed the save, as shown below. A creature has the condition until the end of your next turn.

d6	Additional Effect
1	Incapacitated
2	Blinded
3	Frightened
4	Poisoned
5	Charmed
6	Deafened

At Higher Levels. When you cast this spell using a Spell Slot of 5th level or higher, the

damage increases by 1d6 for each slot level above 4th.

BOOK OF SHADOWS

Conjuration Cantrip (Warlock)

Casting Time: 1 hour

Range: Self

Component: V, S

Duration: Instantaneous

Stitching together strands of shadow, you conjure forth a book in your hand. The book contains eldritch magic that only you can access, granting you the following benefits:

Cantrips and Rituals. When the book appears, choose two cantrips, and choose two 1st-level spells that have the Ritual tag. The spells can be from the Arcane, Divine, and Primal spell lists, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

The book disappears if you cast this spell again or die.

Cantrip Upgrade. When you reach 5th level as a Warlock, this spell also enhances other cantrips while the book is on your person; you can add your Warlock spellcasting ability modifier to the damage rolls of any cantrip you cast that doesn't already have that modifier added to its damage roll.

CHAOS BOLT

1st-Level Evocation Spell (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

You hurl an undulating mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force

5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a Spell Slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

CREATE SPELL

5th-Level Transmutation Spell (Wizard)

Casting Time: Reaction, in response to yourself casting *Modify Spell*

Range: Self

Component: V, S, M (an Arcane Focus, which the spell consumes, worth at least 1,000 GP per level of the spell altered by *Modify Spell*)

Duration: Concentration, up to 1 hour

Synthesizing your arcane knowledge and power, you strive to create a new spell. To succeed, you must concentrate for 1 hour and meditate on the spell you just altered with *Modify Spell*, otherwise this spell fails. If you succeed, you must start casting *Scribe Spell* within the next 10 minutes and add the altered spell to your spellbook. Once the spell is in your spellbook, it becomes one of your known spells, it gains the Wizard source tag rather than the Arcane tag, and it gains a name of your choice.

ELDRITCH BLAST

Evocation Cantrip (Warlock)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

Cantrip Upgrade. The spell creates more than one beam when you reach higher Warlock levels: two beams at 5th level, three beams at 11th

level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

HEX

1st-Level Enchantment Spell (Warlock)

Casting Time: Bonus Action

Range: 90 feet

Component: V, S

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you can deal an extra 1d6 Necrotic damage to the target when you hit it with an attack roll. You can deal this extra damage only once per turn. Also, choose one of the six abilities whenever you cast the spell. The target has Disadvantage on ability checks made with the chosen ability.

If the target drops to 0 Hit Points before this spell ends, you can use a Bonus Action on a subsequent turn of yours to curse a new creature.

A *Remove Curse* spell cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a Spell Slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours, and the extra damage increases to 2d6. When you use a Spell Slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours, and the extra damage increases to 3d6.

MEMORIZE SPELL

3rd-Level Divination Spell (Ritual; Wizard)

Casting Time: 1 minute

Range: Self

Component: V, S, M (your spellbook)

Duration: Instantaneous

You choose one spell from your spellbook that you don't have prepared, and you choose another spell you do have prepared. The unprepared spell replaces the prepared spell on your list of prepared spells.

This replacement lasts until you cast *Memorize Spell* again or finish a [Long Rest](#).

At Higher Levels. When you cast this spell using a Spell Slot of 4th level or higher, you can replace an additional prepared spell with an unprepared spell for each slot level above 3rd.

MODIFY SPELL

4th-Level Transmutation Spell (Ritual; Wizard)

Casting Time: 1 minute

Range: Self

Component: V, S, M (your spellbook)

Duration: Instantaneous

Using arcane formulas in your Spellbook, you magically alter one Arcane spell you have prepared. You can change the spell's color, sound, and smell, and you make one of the following modifications to the spell:

Components. Remove one of the spell's components: Verbal, Somatic, or Material. You can't remove the Material component of a spell that consumes that component.

Concentration. If the spell requires Concentration, damage can't break your Concentration on the spell.

Damage Type. If the spell has a damage type, replace it with one of the following types: Acid, Cold, Fire, Lightning, Necrotic, Poison, or Thunder. If the spell has multiple damage types, you can change only one of them.

Range. If the spell has a range of at least 5 feet and doesn't have a range of Self, increase its range by a number of feet equal to 30 times your Wizard level.

Ritual. If the spell lacks the Ritual tag and has a casting time of at least 10 minutes, give it the Ritual tag.

Targets. If the spell affects one or more creatures and doesn't have a range of Self, it now affects only your allies or enemies (choose which when you cast *Modify Spell*).

The chosen alteration lasts until you cast *Modify Spell* again or you finish a Long Rest. This altered version of the spell can't be added to a spellbook or *Spell Scroll* without first casting *Create Spell*.

At Higher Levels. When you cast this spell using a Spell Slot of 5th level or higher, you can choose an additional spell modification for each slot level above 4th.

PACT FAMILIAR

Conjuration Cantrip (Warlock)

Casting Time: 1 hour

Range: 10 feet

Component: V, S

Duration: Instantaneous

You summon an unearthly entity to serve you. It manifests in an unoccupied space of your choice within range. This creature uses the Pact Familiar stat block. If you already have a familiar from this spell, that familiar transforms into the new one but retains its memories; you don't get a second Pact Familiar.

Whenever you cast the spell, choose the familiar's creature type: Aberration (flumph or knot of tentacles), Celestial (owl, raven, or other bird), Dragon (pseudodragon or similar dragonet), Fey (pixie or sprite), Fiend (imp or quasit), or Undead (shadow or skull). This choice affects the familiar's default appearance, as noted in the parentheses, and it determines certain traits in its stat block. You can alter details of the creature's appearance each time you summon it.

Combat. The familiar is an ally to you and your companions, and it obeys you. In combat, it shares your Initiative count, but it takes its turn immediately after yours. On its turn, the familiar takes the Dodge action and uses its Move to avoid danger, unless you use your Reaction to command it to attack instead.

Disappearance of the Familiar. The familiar disappears if it drops to 0 Hit Points, if you dismiss it as a Bonus Action, or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the familiar that disappeared or a different one.

Remote Viewing. As a Magic action, you can see what your familiar sees and hear what it hears until the end of your next turn.

Cantrip Upgrade. Starting when you reach 5th level as a Warlock, you can communicate telepathically with your familiar as long as you two are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice.

PACT FAMILIAR

Tiny Aberration, Celestial, Dragon, Fey, Fiend, or Undead (Choose When Casting the Spell), Any Alignment

Armor Class 10 + your spellcasting ability modifier (natural armor)

Hit Points 5 + your Warlock level (the familiar has a number of Hit Dice [d4s] equal to your Warlock level)

Speed 40 ft., Fly 40 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Condition Immunities Charmed, Exhaustion

Senses Darkvision 120 ft., passive Perception 12

Languages Telepathy 120 ft. (only between you and the familiar)

Challenge — **Proficiency Bonus** equals your bonus

Eldritch Bond. You can add your Proficiency Bonus to any ability check or saving throw that the familiar makes.

ACTIONS

Eldritch Strike. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 2 + half your Warlock level (round up) damage of a type determined by the familiar's creature type: Aberration (Acid), Celestial (Radiant), Dragon (Fire), Fey (Psychic), Fiend (Poison), or Undead (Necrotic).

Invisibility. The familiar has the Invisible condition until the end of its next turn.

PACT WEAPON

Conjuration Cantrip (Warlock)

Casting Time: Action

Range: Self

Component: S

Duration: 24 hours

Tracing arcane sigils in the air, you conjure a Simple or Martial melee weapon of your choice in your outstretched hand, or you create a bond with a magic weapon you touch. The weapon you conjure or touch must lack the Heavy property, and the spell fails if you touch a magic item that is attuned to someone else.

For the duration, the weapon grants you the following benefits:

Eldritch Warrior. When you attack with the weapon, you can use your spellcasting ability modifier for the attack and damage rolls, instead of using Strength or Dexterity.

Proficiency. You have proficiency with the weapon.

Returning Weapon. If the weapon has the Thrown property, the weapon returns to your hand immediately after hitting or missing a target.

The spell ends early if you cast the spell again or die. When it ends, a conjured weapon disappears, or your bond with a magic weapon stops.

Cantrip Upgrade. When you reach 5th level as a Warlock, you gain the Extra Attack feature for the conjured or magic weapon only. With that feature, you can attack twice with the weapon, instead of once, when you take the Attack action on your turn.

SCRIBE SPELL

1st-Level Transmutation Spell (Ritual; Wizard)

Casting Time: 2 hours per level of the scribed spell

Range: Self

Component: V, S, M (a quill, a book, and 50 GP of fine inks per level of the scribed spell; this spell consumes the inks)

Duration: Instantaneous

Channeling magic through quill and ink, you scribe an Arcane spell in your spellbook or a blank book worth at least 50 GP. The scribed spell must be of a level for which you have Spell Slots, and the book must lack the spell.

As you magically scribe the spell, you must copy it from another spellbook or a *Spell Scroll*, or you must have it prepared. If you copy it from a *Spell Scroll*, the scroll is destroyed. If you have the spell prepared, the casting time and component costs are halved.

When the scribing is complete, the spell becomes one of your known spells in the book, appearing on its own page if the book was out of pages. The spell appears in a cipher that is understandable only to you or someone casting *Identify* or *Scribe Spell*, and if the book was blank before the scribing, that book is now your spellbook.

SORCEROUS BURST

Evocation Cantrip (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d6 damage. If you roll a 6 on a d6 for this spell, you can roll another d6, and add it to the damage. Whenever you cast this spell, the maximum number of these d6s you can add to the spell's damage equals your spellcasting ability modifier.

You choose the damage type each time you cast this spell: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

Cantrip Upgrade. This spell's damage increases by 1d6 when you reach certain Sorcerer levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SORCEROUS VITALITY

3rd-Level Abjuration Spell (Sorcerer)

Casting Time: Action

Range: Self

Component: V, S

Duration: Instantaneous

You draw on your innate magic to fill yourself with vitality. You regain a number of Hit Points equal to 2d6 + your spellcasting ability modifier, and if you have any of the following conditions, they end on you: Blinded, Deafened, and Poisoned.

At Higher Levels. When you cast this spell using a Spell Slot of 4th level or higher, the healing increases by 1d6 for each slot level above 3rd.

SORCERY INCARNATE

5th-Level Transmutation Spell (Sorcerer)

Casting Time: Bonus Action

Range: Self

Component: V, S

Duration: Concentration, up to 1 minute

The magic within you blooms, transforming you into a glimmering being of magical energy for the duration. You regain 1d4 Sorcery Points. Until the spell ends, you also gain the following benefits:

- You can use up to two of your Metamagic options on each spell you cast, provided you pay the Sorcery Point costs.
- You have Advantage on the attack rolls of every spell you cast.

FEATS

This section offers a collection of character feats, which are special features not tied to a single character class.

PARTS OF A FEAT

The description of a feat contains the following parts, which are presented after the feat's name:

Prerequisite. You must meet any prerequisite specified in a feat to take that feat unless a special feature allows you to take the feat without the prerequisite. If a prerequisite is a level, your character level must meet or exceed that level. If a prerequisite is a class or a class group, you must have at least one level in an eligible class to qualify for the feat.

Benefit. The benefit of the feat is then detailed. If you have a feat, you gain its benefit.

Repeatable. A feat can be taken only once unless it contains a section allowing it to be taken more than once.

BONUS FEATS AT 20TH LEVEL

A DM can use bonus feats as a form of advancement after characters reach 20th level to provide greater power to characters who have no more levels to gain. With this approach, each character gains one feat of their choice for every 30,000 XP the character earns above 355,000 XP. Epic Boon feats are especially appropriate for these bonus feats, but a player can choose any feat for which their 20th-level character qualifies.

FEAT DESCRIPTIONS

Here are descriptions of some feats that are available to characters using this playtest article. Playtest characters can also select feats from previous installments of the 2022 *Unearthed Arcana* series.

If a feat appears in this article and also in one of those earlier articles, please use the version of the feat in this article.

The following feats are presented in alphabetical order.

DESIGN NOTE: EPIC BOON FEATS

We've received requests for Epic Boon feats to be more epic. We agree that they could use more pizzazz. With that in mind, we offer revised ones here, and we'll offer more in the future.

EPIC BOON OF DIMENSIONAL TRAVEL

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity, Intelligence, Wisdom, or Charisma by 1, to a maximum of 30.

Blink Steps. Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

EPIC BOON OF ENERGY RESISTANCE

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Constitution, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Energy Resistances. You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can meditate and change those choices.

Energy Redirection. When you take damage of a type to which you have Resistance, you can use your Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC equals 8 + your Proficiency Bonus + the ability modifier of the score increased by this feat) or take damage equal to 2d12 + your Constitution modifier.

EPIC BOON OF IRRESISTIBLE OFFENSE

Prerequisite: 20th Level, Expert or Warrior Group

You gain the following benefits:

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 30.

Overcome Defenses. The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

Overwhelming Strike. When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type. You can use this benefit only once per turn.

EPIC BOON OF RECOVERY

Prerequisite: 20th Level

You gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 30.

Last Stand. When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point Maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.

Death Defiant. When you take damage while you have 0 Hit Points, you can make a death saving throw instead of suffering a death saving throw failure.

EPIC BOON OF SPEED

Prerequisite: 20th Level, Expert or Warrior Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 30.

Escape Artist. As a Bonus Action, you can take the Disengage Action, which also ends the Grappled and Restrained conditions on you.

Quickness. Your Speed increases by 30 feet.

EPIC BOON OF THE NIGHT SPIRIT

Prerequisite: 20th Level, Expert or Mage Group

You gain the following benefits:

Ability Score Increase. Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Merge with Shadows. While entirely within Dim Light or Darkness, you can give yourself the Invisible condition as a Magic action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

Shadowy Form. While entirely within Dim Light or Darkness, you have Resistance to all damage except Force, Psychic, and Radiant.

WEAPON MASTER

Prerequisite: 4th+ Level

You gain the following benefits:

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

Mastery Property. Your training with weapons allows you to use the Mastery property of one kind of Simple or Martial weapon of your choice, provided you are proficient with it. Whenever you finish a Long Rest, you can change the kind of weapon you chose to another eligible kind.

BARBARIAN

Class Group: Warrior

Primary Ability: Strength

Barbarians are Warriors defined by their connection to the primal forces of the multiverse, which manifests as a Rage. Far more than a mere emotion, and not limited to anger or fury, a Barbarian's Rage is an incarnation of a predator's ferocity, a storm's unrelenting assault, and the churning turmoil of the sea.

Some Barbarians personify their Rage as a fierce spirit or revered forebear. Others see it as a connection to the pain and anguish of the world, as an impersonal tangle of wild magic, or as an expression of their own deepest self. For every Barbarian, their Rage is a power that fuels not just battle prowess but also uncanny reflexes and heightened senses.

Some Barbarians are uncomfortable when hedged in by walls and crowds, preferring to live in regions of unspoiled natural vitality. Others cherish the primal forces at work in farmlands

and recognize the vitality of cities. Barbarians of all sorts embrace their own place in the multiverse, valuing keen instincts and raw physicality.

Even without the power of their Rage, Barbarians are skilled in combat and the use of weapons. When they do call on their Rage, it gives them superhuman strength and resilience. It also heightens their senses, making the Rage useful beyond combat.

Barbarians often serve as protectors and leaders in their communities. They charge headlong into danger so those who are under their protection don't have to. Their courage in the face of danger makes Barbarians perfectly suited for adventuring.

DESIGN NOTE: BARBARIAN UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Rage** can now be extended with a Bonus Action each round. Taking damage doesn't extend it,

BARBARIAN

Level	Prof. Bonus	Class Features	Rages	Rage Damage	Weapon Mastery
1st	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2	2
2nd	+2	Primal Knowledge, Reckless Attack	2	+2	2
3rd	+2	Barbarian Subclass	3	+2	2
4th	+2	Feat	3	+2	3
5th	+3	Extra Attack, Fast Movement	3	+2	3
6th	+3	Subclass Feature	4	+2	3
7th	+3	Feral Instinct	4	+2	3
8th	+3	Feat	4	+2	3
9th	+4	Indomitable Might	4	+3	3
10th	+4	Subclass Feature	4	+3	4
11th	+4	Brutal Critical	4	+3	4
12th	+4	Feat	5	+3	4
13th	+5	Persistent Rage	5	+3	4
14th	+5	Subclass Feature	5	+3	4
15th	+5	Relentless Rage	5	+3	4
16th	+5	Feat	5	+4	4
17th	+6	Rage Resurgence	6	+4	4
18th	+6	Primal Champion	6	+4	4
19th	+6	Feat	6	+4	4
20th	+6	Epic Boon	6	+4	4

but forcing someone to make a saving throw does. The focus is now on what you do, not on what's done to you. Also, the playtest Rage can last for 10 minutes rather than 1 minute. Finally, Rage is now stopped by the Incapacitated condition.

- **Weapon Mastery** is a new 1st-level feature, giving you new ways to use weapons.
- **Primal Knowledge** is a new 2nd-level feature, which unlocks noncombat functionality for Rage.
- **Danger Sense** has been merged with Feral Instinct, and the limitations on its use have been removed.
- **Indomitable Might** has moved from 18th level to 9th level.
- **Brutal Critical** has moved from 9th level to 11th level, and its extra damage has been increased and now scales with your level.
- **Persistent Rage** has moved from 15th level to 13th level.
- **Relentless Rage** has moved from 11th level to 15th level, and rather than restoring you to 1 Hit Point, it restores a number of Hit Points equal to twice your Barbarian level. This change will help prevent the Barbarian from immediately dropping back to 0 Hit Points.
- **Rage Resurgence** is a new 17th-level feature that restores a use of Rage whenever you roll Initiative. Because of this feature, the Barbarian doesn't gain unlimited uses of Rage at 20th level.
- **Primal Champion** has moved from 20th level to 18th level, and its increase was changed from 4 to 2.
- **Epic Boon** is a new 20th-level feature that increases an ability score, raises that score's maximum to 30, and gives an Epic Boon feat.

CREATING A BARBARIAN

To create a Barbarian, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Barbarian" sidebar.

Then look at the Barbarian table to see the class features you get at each level in this class. The descriptions of those features appear in the "Barbarian Class Features" section.

HIT POINTS

Hit Dice: 1d12 per Barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points per Level after 1st: 1d12 (or 7) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 75 GP on equipment of your choice.

Explorer's Pack	Handaxe (4)
(a) Greataxe or (b) Battleaxe, Shield, and 10 GP	15 GP

MULTICLASSING AND THE BARBARIAN

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Barbarian as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Barbarian's primary ability, Strength, to take a level in this class or to take a level in another class if you are already a Barbarian.

Proficiencies Gained. If Barbarian isn't your initial class, you gain proficiency with Martial Weapons when you take your first Barbarian level.

Armor Training. When you gain your first Barbarian level, you gain armor training with Shields.

BARBARIAN CLASS FEATURES

As a Barbarian, you gain the following class features when you reach the specified levels in this class. These features are listed on the Barbarian table.

1ST LEVEL: RAGE

You can imbue yourself with a primal power that is called your Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action, provided you aren't wearing Heavy Armor.

While active, your Rage has the following effects:

Damage Resistance. You have resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack with a weapon or an Unarmed Strike using Strength and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian table.

Strength Advantage. You have advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

The Rage lasts until the end of your next turn, and it ends early if you don't wear Heavy Armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one or more of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian table, and you regain all expended uses when you finish a Long Rest.

1ST LEVEL: UNARMED DEFENSE

While you aren't wearing any armor, your base Armor Class equals 10 + your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

1ST LEVEL: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of two kinds of Simple or Martial melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change the kinds of melee weapons you chose.

When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian table.

2ND LEVEL: PRIMAL KNOWLEDGE

You gain proficiency in another skill of your choice from the list of skills available to Barbarians at 1st level.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through and around you.

2ND LEVEL: RECKLESS ATTACK

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength during this turn, but attack rolls against you have Advantage until the start of your next turn.

3RD LEVEL: BARBARIAN SUBCLASS

You gain the Berserker subclass or another Barbarian subclass of your choice. The Berserker is detailed after the class's description, and other subclasses will appear in future *Unearthed Arcana* articles.

A subclass is a specialization that grants you special abilities at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level and lower. This class's description tells you the levels when your subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5TH LEVEL: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

5TH LEVEL: FAST MOVEMENT

Your speed increases by 10 feet while you aren't wearing Heavy Armor.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Barbarian subclass.

7TH LEVEL: FERAL INSTINCT

Your instincts are so honed that you have Advantage on Initiative rolls and Dexterity saving throws.

8TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9TH LEVEL: INDOMITABLE MIGHT

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Barbarian subclass.

11TH LEVEL: BRUTAL CRITICAL

When you score a critical hit with a weapon or an Unarmed Strike using Strength, the target takes extra damage equal to your Barbarian level. That damage is the same type dealt by the weapon or Unarmed Strike.

12TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

13TH LEVEL: PERSISTENT RAGE

Your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. The Rage still ends if you have the Incapacitated condition or don't wear Heavy Armor.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Barbarian subclass.

15TH LEVEL: RELENTLESS RAGE

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short Rest or Long Rest, the DC resets to 10.

16TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

17TH LEVEL: RAGE RESURGENCE

Whenever you roll Initiative, you regain one expended use of your Rage.

18TH LEVEL: PRIMAL CHAMPION

You embody primal power. Your Strength and Constitution scores increase by 2, and their maximum is now 22.

19TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20TH LEVEL: EPIC BOON

You gain the following benefits:

Ability Score Increase. Choose your Strength or Constitution score. That score increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of Irresistible Offense or another Epic Boon feat of your choice.

DESIGN NOTE: ABILITY SCORE INCREASE IN EPIC BOONS

In the previous *Unearthed Arcana* article, the Epic Boon features let you choose any one ability score to increase. In this playtest, each Epic Boon feature instead increases a score associated with that feature's class. We're examining which approach works better and will then apply one of the approaches to all classes.

BARBARIAN SUBCLASSES

A Barbarian subclass is a specialization that grants you special abilities at certain levels, as specified in the subclass. This section presents one subclass: the Path of the Berserker.

PATH OF THE BERSERKER

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury. As you enter the berserker's rage, you thrill in the chaos of battle.

DESIGN NOTE: PATH OF THE BERSERKER UPDATES

Here are the main updates in this subclass:

- **Frenzy** no longer causes you to gain a level of Exhaustion. In addition, it causes you to deal extra damage each round that you use Reckless Attack, instead of giving you a Bonus Action attack, which conflicts with Rage's use of a Bonus Action.
- **Mindless Rage** ends the Charmed and Frightened conditions on you rather than merely suspending them.
- **Retaliation** has moved from 14th level to 10th level.
- **Intimidating Presence** has moved from 10th level to 14th level, and it has been improved. It can affect a group of creatures rather than only one, your Rage extends its range, and you don't have to spend your action to extend its duration.

throw, ending the effect on itself on a successful save.

Once you use this feature, you can't use it again until you finish a Long Rest. If you've run out of uses of this feature, you can expend a use of your Rage, choosing not to activate the Rage and activating Intimidating Presence instead.

3RD LEVEL: FRENZY

You can go into a frenzy in battle. If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

6TH LEVEL: MINDLESS RAGE

You have immunity to the Charmed and Frightened conditions while your Rage is active. If you are Charmed or Frightened when you enter your Rage, that condition ends on you.

10TH LEVEL: RETALIATION

When you take damage from a creature that is within 5 feet of you, you can use your Reaction to make one melee attack against that creature, using a weapon or an Unarmed Strike.

14TH LEVEL: INTIMIDATING PRESENCE

As an action, you can strike terror into others with your menacing presence, as you swell with primal power. When you do so, each creature of your choice within 30 feet of you—or 60 feet of you if your Rage is active—must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier), provided the creature isn't behind Total Cover. On a failed save, a creature has the Frightened condition for 1 minute. At the end of each of the Frightened creature's turns, the creature repeats the saving

FIGHTER

Class Group: Warrior

Primary Ability: Strength or Dexterity

Fighters rule many battlefields. Questing knights, royal champions, elite soldiers, and hardened mercenaries—as Fighters, they all share an unparalleled prowess with weapons and armor. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Fighters learn the basics of all combat styles. Every Fighter can swing an axe, fence with a rapier, wield a longsword or a greatsword, and use a bow. Fighters master various weapon techniques, allowing them to get the best use from a wide variety of weapons, and a well-equipped Fighter always has the right tool at hand for any combat situation. Likewise, a Fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each Fighter specializes in certain styles of combat. Some concentrate on archery, some on fighting with two weapons at once, and some on

augmenting their martial skills with magic. This combination of broad general ability and extensive specialization makes Fighters superior combatants everywhere.

The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a Fighter. There are great risks but also great rewards: gold, magic weaponry, and glory.

DESIGN NOTE: FIGHTER UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Persuasion** has been added to the class's list of skills, with an eye on the fantasy archetype of the persuasive warrior who leads others.
- **Second Wind** can now be used more than once between Long Rests, without requiring a Short Rest.
- **Weapon Mastery** is a new 1st-level feature, giving you new ways to use weapons.

FIGHTER

Level	Prof. Bonus	Class Features	Second Wind	Weapon Mastery
1st	+2	Fighting Style, Second Wind, Weapon Mastery	2	3
2nd	+2	Action Surge	2	3
3rd	+2	Fighter Subclass	2	3
4th	+2	Feat	3	4
5th	+3	Extra Attack, Feat	3	4
6th	+3	Subclass Feature	3	4
7th	+3	Weapon Expert	3	4
8th	+3	Feat	3	4
9th	+4	Indomitable	3	4
10th	+4	Subclass Feature	4	5
11th	+4	Two Extra Attacks	4	5
12th	+4	Feat	4	5
13th	+5	Weapon Adept	4	5
14th	+5	Subclass Feature	4	5
15th	+5	Feat, Improved Action Surge	4	5
16th	+5	Feat	4	5
17th	+6	Unconquerable	4	5
18th	+6	Three Extra Attacks	4	5
19th	+6	Feat	4	5
20th	+6	Epic Boon	4	5

- **Action Surge** is now limited to certain Fighter-themed actions.
- **Weapon Expert** is a new 7th-level feature.
- **Indomitable** now gives you a bonus to the reroll equal to your Fighter level.
- **Weapon Adept** is a new 13th-level feature.
- **Improved Action Surge** has moved from 17th level to 15th level.
- **Unconquerable** is a new 17th-level feature, which incorporates extra-use functionality formerly part of Indomitable.
- **Three Extra Attacks** has moved from 20th level to 18th level.
- **Epic Boon** is a new 20th-level feature that increases an ability score, raises that score's maximum to 30, and gives an Epic Boon feat.

CREATING A FIGHTER

To create a Fighter, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Fighter" sidebar.

Then look at the Fighter table to see the class features you get at each level in this class. The descriptions of those features appear in the "Fighter Class Features" section.

HIT POINTS

Hit Dice: 1d10 per Fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Strength, Constitution

Skills (Choose 2): Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, Survival

Weapons: Simple Weapons, Martial Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor, Heavy Armor, Shields

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 175 GP on equipment of your choice.

Chain Mail	Light Crossbow
Crossbow Bolts (20)	Quiver
Dungeoneer's Pack	11 GP
(a) Greatsword or (b) Longsword, Shield, and 25 GP	

MULTICLASSING AND THE FIGHTER

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Fighter as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Fighter's primary abilities, Strength or Dexterity, to take a level in this class or to take a level in another class if you are already a Fighter.

Proficiencies Gained. If Fighter isn't your initial class, you gain proficiency with Martial Weapons when you take your first Fighter level.

Armor Training. When you gain your first Fighter level, you gain [armor training](#) with the following: Light Armor, Medium Armor, and Shields.

FIGHTER CLASS FEATURES

As a Fighter, you gain the following class features when you reach the specified levels in this class. These features are listed on the Fighter table.

1ST LEVEL: FIGHTING STYLE

You have honed your martial prowess and gain the Fighting Style: Defense feat, or you gain another Fighting Style feat of your choice.

1ST LEVEL: SECOND WIND

You have a limited well of stamina that you can draw on to recover from harm. As a Bonus Action, you can regain Hit Points equal to 1d10 + your Fighter level.

You can use this feature twice, and you regain all expended uses when you finish a [Long Rest](#).

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter table.

1ST LEVEL: WEAPON MASTERY

Your training with weapons allows you to use the Mastery property of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change the kinds of weapons you chose.

When you reach certain Fighter levels, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter table.

2ND LEVEL: ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, chosen from the following action options: Attack, Dash, Disengage, or Dodge.

Once you use this feature, you must finish a Short Rest or Long Rest before you can use it again.

3RD LEVEL: FIGHTER SUBCLASS

You gain the Champion subclass or another Fighter subclass of your choice. The Champion is detailed after the class's description, and other subclasses will appear in future *Unearthed Arcana* articles.

A subclass is a specialization that grants you special abilities at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level and lower. This class's description tells you the levels when your subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5TH LEVEL: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

5TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Fighter subclass.

7TH LEVEL: WEAPON EXPERT

You have honed your use of weapons to an art. Whenever you finish a Long Rest, you can choose one of the kinds of Mastery weapons you're using and replace its Mastery property with another Mastery property. The chosen kind of weapon must qualify for the new property. For example, you could replace the Longsword's Flex property with the Push property.

This property change applies only for you, not for others, and the change ends for you when you finish your next Long Rest.

8TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9TH LEVEL: INDOMITABLE

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. If you do so, you must use the new roll, and you can't use this feature again until you finish a Long Rest.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Fighter subclass.

11TH LEVEL: TWO EXTRA ATTACKS

Your Extra Attack feature now confers two extra attacks rather than one.

12TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

13TH LEVEL: WEAPON ADEPT

You are a master of weapons. When you use your Weapon Expert feature on a kind of weapon, you can give that kind of weapon two properties rather than one, but you then use only one property at a time; whenever you make an attack roll against a target with that kind of weapon, you decide which of the two properties applies to that attack. You make this decision before the attack hits or misses.

For example, you could apply the Push and Tumble properties to Longswords, and whenever you hit a target with a Longsword, you decide which of those properties to use against the target.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Fighter subclass.

15TH LEVEL: IMPROVED ACTION SURGE

You can use Action Surge twice before a rest but no more than once on your turn.

16TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

17TH LEVEL: UNCONQUERABLE

When you're in great peril, you can tap into a deep well of resilience within yourself. If you fail a saving throw and your Indomitable feature is expended, you can use it again by expending a use of your Second Wind, which also heals you.

18TH LEVEL: THREE EXTRA ATTACKS

Your Extra Attack feature now confers three extra attacks rather than two.

19TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20TH LEVEL: EPIC BOON

You gain the following benefits:

Ability Score Increase. Choose your Strength or Dexterity score. That score increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of Recovery or another Epic Boon feat of your choice.

FIGHTER SUBCLASSES

A Fighter subclass is a specialization that grants you special abilities at certain levels, as specified in the subclass. This section presents one subclass: Champion.

CHAMPION

A Champion focuses on the development of martial prowess honed to deadly perfection. Champions combine rigorous training with physical excellence to deal devastating blows, withstand peril, and garner glory.

DESIGN NOTE: CHAMPION UPDATES

Here are the main updates in this subclass:

- **Adaptable Victor** is a new 3rd-level feature, giving the Champion noncombat utility.

- **Remarkable Athlete**, one of the lower-rated Fighter features, has been replaced by Adaptable Victor and Heroic Warrior.
- **Additional Fighting Style** has moved from 10th level to 6th level.
- **Heroic Warrior** is a new 6th-level feature.
- **Survivor** has been enhanced: it now also benefits your death saving throws.

3RD LEVEL: ADAPTABLE VICTOR

You've studied your friends and foes alike and learned that victory relies on adaptability. Whenever you finish a Long Rest, you can gain proficiency in one skill from those available to this class at 1st level, as you remind yourself of past lessons. This proficiency lasts until the end of your next Long Rest.

3RD LEVEL: IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a critical hit on a roll of 19 or 20.

6TH LEVEL: ADDITIONAL FIGHTING STYLE

You gain another Fighting Style feat of your choice.

6TH LEVEL: HEROIC WARRIOR

The thrill of battle drives you toward victory. Once per combat, you can give yourself Heroic Advantage if you start your turn without it.

10TH LEVEL: SUPERIOR CRITICAL

Your attack rolls with weapons and Unarmed Strikes can now score a critical hit on a roll of 18–20.

14TH LEVEL: SURVIVOR

You attain the pinnacle of resilience in battle, giving you these benefits:

Defy Death. You have Advantage on death saving throws. Moreover, when you roll an 18–20 on a death save, you gain the benefit of rolling a 20.

Heroic Rally. At the start of each of your turns, you regain Hit Points equal to 5 + your Constitution modifier if you have no more than half your Hit Points left. You don't gain this benefit if you have 0 Hit Points.

SORCERER

Class Group: Mage

Primary Ability: Charisma

Sorcerers wield innate magic that is stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The touch of a dragon, the blessing of a dryad at a baby's birth, or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the mortal Sorcerer, a churning magic that can even be passed down through generations.

Sorcerers don't learn magic; the raw, roiling chaos of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to

discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect the source of that magic.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that the power doesn't like to stay quiet. A Sorcerer's magic wants to be wielded, and it tends to spill out in unpredictable ways if it isn't.

DESIGN NOTE: SORCERER UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Innate Sorcery** is a new 1st-level feature, giving two Sorcerer-only spells that represent the roiling magic within. The other new Sorcerer features in this playtest emphasize the Sorcerer's

SORCERER

Level	Prof.		Sorcery		Prepared Spells	—Spell Slots per Spell Level—								
	Bonus	Class Features	Points	Cantrips		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Innate Sorcery, Spellcasting	—	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Font of Magic, Metamagic	2	4	4	3	—	—	—	—	—	—	—	—
3rd	+2	Sorcerer Subclass	3	4	6	4	2	—	—	—	—	—	—	—
4th	+2	Feat	4	5	7	4	3	—	—	—	—	—	—	—
5th	+3	Sorcerous Vitality	5	5	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	6	5	10	4	3	3	—	—	—	—	—	—
7th	+3	Arcane Eruption	7	5	11	4	3	3	1	—	—	—	—	—
8th	+3	Feat	8	5	12	4	3	3	2	—	—	—	—	—
9th	+4	Sorcery Incarnate	9	5	14	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	10	6	15	4	3	3	3	2	—	—	—	—
11th	+4	—	11	6	16	4	3	3	3	2	1	—	—	—
12th	+4	Feat	12	6	16	4	3	3	3	2	1	—	—	—
13th	+5	Additional Metamagic	13	6	17	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	14	6	17	4	3	3	3	2	1	1	—	—
15th	+5	Sorcerous Restoration	15	6	18	4	3	3	3	2	1	1	1	—
16th	+5	Feat	16	6	18	4	3	3	3	2	1	1	1	—
17th	+6	—	17	6	19	4	3	3	3	2	1	1	1	1
18th	+6	Arcane Apotheosis	18	6	20	4	3	3	3	3	1	1	1	1
19th	+6	Feat	19	6	21	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	20	6	22	4	3	3	3	3	2	2	1	1

ability to tap into their innate magic to create extraordinary effects.

- **Spellcasting** gives more spells to the Sorcerer over the life of the character, now capping at 22 rather than 15. This is one of the most-requested changes to the class.
- **Font of Magic** now has a Sorcerer level prerequisite for creating each Spell Slot.
- **Metamagic** has moved from 3rd level to 2nd level. The feature also now gives you three Metamagic options instead of two, and you get three more at 13th level. It also lets you change one of your Metamagic options after each [Long Rest](#).
- **Sorcerous Vitality** is a new 5th-level feature.
- **Arcane Eruption** is a new 7th-level feature.
- **Sorcery Incarnate** is a new 9th-level feature.
- **Sorcerous Restoration** has moved from 20th level to 15th level, and it now also restores some Sorcery Points when you roll Initiative.
- **Arcane Apotheosis** is a new 18th-level feature.
- **Epic Boon** is a new 20th-level feature that increases an ability score, raises that score's maximum to 30, and gives an Epic Boon feat.

CREATING A SORCERER

To create a Sorcerer, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Sorcerer" sidebar.

Then look at the Sorcerer table to see the class features you get at each level in this class. The descriptions of those features appear in the "Sorcerer Class Features" section.

HIT POINTS

Hit Dice: 1d6 per Sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points per Level after 1st: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Constitution, Charisma

Skills (Choose 2): Arcana, Deception, Insight, Intimidation, Persuasion, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 50 GP on equipment of your choice.

Arcane Focus (Crystal) Spear
Dagger (2) 28 GP
Dungeoneer's Pack

MULTICLASSING AND THE SORCERER

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Sorcerer as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Sorcerer's primary ability, Charisma, to take a level in this class or to take a level in another class if you are already a Sorcerer.

Spell Slots. Add all your Sorcerer levels to the appropriate levels from other classes to determine your available Spell Slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the Spell Slots of an individual class to determine the number and levels of the spells you prepare for it.

SORCERER CLASS FEATURES

As a Sorcerer, you gain the following class features when you reach the specified levels in this class. These features are listed on the Sorcerer table.

1ST LEVEL: INNATE SORCERY

An event in your past left an indelible mark on you, infusing you with a simmering magic that is sometimes challenging to control. You always have the *Sorcerous Burst* and *Chaos Bolt* spells prepared.

1ST LEVEL: SPELLCASTING

Drawing from your innate magic, you can cast spells. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules as a Sorcerer.

Cantrips. You know four cantrips of your choice from the Arcane spell list. Rather than

choosing, you may start with *Light, Message, Prestidigitation, and Shocking Grasp*.

Whenever you gain a Sorcerer level, you can replace one of your cantrips with another Arcane cantrip of your choice.

When you reach 4th and 10th level in this class, you learn another Arcane cantrip of your choice, as shown in the Cantrips column of the Sorcerer table.

Spell Slots. The Sorcerer 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.

Prepared Spells of 1st+ Level. You prepare the list of spells of 1st level and higher that are available for you to cast with this feature. To start, choose two 1st-level spells from the Arcane spell list. Rather than choosing, you may start with *Burning Hands* and *Detect Magic*.

The number of spells on your list also increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer table. Whenever that number increases, choose additional spells from the Arcane spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have Spell Slots. For example, if you're a 3rd-level Sorcerer, your list of prepared spells can include six Arcane spells of 1st or 2nd level, in any combination.

If another Sorcerer feature, such as Innate Sorcery, gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you gain a Sorcerer Level, you can replace one spell on your list with another Arcane spell for which you have Spell Slots.

Spellcasting Ability. Charisma is your spellcasting ability for the spells you cast with your Sorcerer features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Sorcerer features.

2ND LEVEL: FONT OF MAGIC

You tap into a deep wellspring of magic within yourself. This wellspring is represented by

Sorcery Points, which allow you to create a variety of magical effects.

Sorcery Points. You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more Sorcery Points than shown on the table for your level. You regain all spent Sorcery Points when you finish a Long Rest.

You can use your Sorcery Points to gain additional Spell Slots or sacrifice Spell Slots to gain additional Sorcery Points, as described below. You learn other ways to use your Sorcery Points in some other Sorcerer features, such as Metamagic.

Converting a Spell Slot to Sorcery Points. As a Bonus Action, you can expend one Spell Slot to gain a number of Sorcery Points equal to the slot's level.

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one Spell Slot. The Creating Spell Slots table shows the cost of creating a Spell Slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create Spell Slots no higher in level than 5th.

Any Spell Slot you create with this feature vanishes when you finish a Long Rest.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost	Min. Sorcerer Level
1st	2	2nd
2nd	3	3rd
3rd	5	5th
4th	6	7th
5th	7	9th

2ND LEVEL: METAMAGIC

Because your magic flows from within you, you can alter your spells to suit your needs; you gain three Metamagic options of your choice from the "Metamagic Options" section later in this class's description.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Whenever you finish a Long Rest, you can replace one of your Metamagic options with one you don't know.

3RD LEVEL: SORCERER SUBCLASS

You gain the Draconic Sorcery subclass or another Sorcerer subclass of your choice. The

Draconic Sorcery subclass is detailed after the Sorcerer's class description, and other subclasses will appear in future *Unearthed Arcana* articles.

A subclass is a specialization that grants you special abilities at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level and lower. This class's description tells you the levels when your subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5TH LEVEL: SORCEROUS VITALITY

You can use your innate magic to heal yourself; you always have the *Sorcerous Vitality* spell prepared.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Sorcerer subclass.

7TH LEVEL: ARCANE ERUPTION

You can now unleash magical energy that roils inside you; you always have the *Arcane Eruption* spell prepared.

8TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9TH LEVEL: SORCERY INCARNATE

Fueled by the arcane power within, you can transform yourself into magical energy; you always have the *Sorcery Incarnate* spell prepared.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Sorcerer subclass.

12TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

13TH LEVEL: ADDITIONAL METAMAGIC

You gain three more Metamagic options of your choice from the "Metamagic Options" section.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Sorcerer subclass.

15TH LEVEL: SORCEROUS RESTORATION

You regain 4 expended Sorcery Points whenever you roll Initiative or finish a Short Rest.

16TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

18TH LEVEL: ARCANE APOTHEOSIS

You are now so suffused with magic that you can alter reality itself. You always have the *Wish* spell prepared, and if you undergo the spell's casting stress, you have no chance of losing the ability to cast the spell.

In addition, you can cast *Wish* to replicate a spell of 1st through 8th level without expending a 9th-level Spell Slot. You instead expend a slot of the replicated spell's level. Once you use *Wish* in this way, you can't do so again until you finish a Long Rest.

19TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20TH LEVEL: EPIC BOON

You gain the following benefits:

Ability Score Increase. Your Charisma score increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of Energy Resistance or another Epic Boon feat of your choice.

METAMAGIC OPTIONS

The following options are available to your Metamagic features. The options are presented in alphabetical order.

DESIGN NOTE: METAMAGIC UPDATES

Here's a summary of the main changes to the Metamagic options.

Careful Spell now prevents an affected creature from taking half damage on a successful save.

Distant Spell increases a spell's range by a number of feet based on your Sorcerer level rather than doubling the spell's range. For most spells, this results in a greater increase than before.

Extended Spell now also makes it easier to maintain Concentration on the affected spell.

Heightened Spell now costs 2 Sorcery Points rather than 3, and it imposes Disadvantage on all

the target's saves against the spell rather than only the first save.

Quickened Spell now includes a clarification on how it interacts with the game's general rule on casting Bonus Action spells. We discovered that some players read Quickened Spell as an exception to that general rule, which was not our intent.

Seeking Spell has been imported from *Tasha's Cauldron of Everything*.

Subtle Spell now also removes the need for Material components on the affected spell, unless it consumes its Material components.

Transmuted Spell has been imported from *Tasha's Cauldron of Everything*.

Twinned Spell has been redesigned. The 2014 version was too powerful, since it basically allowed you to cast two spells on the same turn (as in Quickened Spell) and to cast the extra spell with a Sorcery Point discount (for example, a 3rd-level Spell Slot normally costs 5 Sorcery Points, but in Twinned Spell, it cost only 3). The targeting limitation of Twinned Spell failed to contain how overpowered the option was and caused confusion. The new version of Twinned Spell keeps the Sorcery Point discount, with Quickened Spell carrying the extra-spell-on-a-turn weight. This redesign has allowed us to remove the targeting limitation that Twinned Spell had before.

CAREFUL SPELL

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

DISTANT SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to increase the spell's range by a number of feet equal to 30 times your Sorcerer level.

When you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the range of the spell 30 feet.

EMPOWERED SPELL

Cost: 1 Sorcery Point

When you roll damage for a spell, you can spend 1 Sorcery Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one), and you must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

Cost: 1 Sorcery Point

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double its duration, to a maximum duration of 24 hours.

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

HEIGHTENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 Sorcery Points to give one target of the spell Disadvantage on its saving throws against the spell.

QUICKENED SPELL

Cost: 2 Sorcery Points

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a spell of 1st level or higher on the current turn, nor can you cast a spell of 1st level or higher spell on this turn after modifying a spell in this way.

SEEKING SPELL

Cost: 2 Sorcery Points

If you make an attack roll for a spell and miss, you can spend 2 Sorcery Points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

SUBTLE SPELL

Cost: 1 Sorcery Point

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell.

TRANSMUTED SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals a type of damage from the following list, you can spend 1 Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

TWINNED SPELL

Cost: 1–5 Sorcery Points

When you cast a spell of 1st–5th level that you also cast on your previous turn by expending a Spell Slot, you can fuel this turn's casting of the spell by spending a number of Sorcery Points equal to the spell's level rather than expending a Spell Slot.

SORCERER SUBCLASSES

A Sorcerer subclass is a specialization that grants you special abilities at certain Sorcerer levels, as specified in the subclass. This section presents one subclass: Draconic Sorcery.

DRACONIC SORCERY

Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power, perhaps the location where a great dragon was slain. Or perhaps you handled a treasure taken from a dragon's hoard, some precious item that was infused with draconic power. Or you might even claim a dragon for an ancestor or wield draconic magic by virtue of your Dragonborn heritage.

DESIGN NOTE: DRACONIC SORCERY UPDATES

Here are the main updates in this subclass:

- **Draconic Sorcery**, formerly Draconic Bloodline, has the new naming convention for Sorcerer subclasses: X Sorcery, where X is a word like "Draconic," "Aberrant," or "Clockwork."

- **Draconic Resilience** now gives a base AC that is 10 + your Dexterity and Charisma modifiers rather than 13 + your Dexterity modifier. This change will result in a higher AC at later levels.
- **Dragon Speech**, formerly Draconic Ancestor, now lets you communicate with any creature that has the Dragon type. The damage type choice has moved to Elemental Affinity.
- **Elemental Affinity** no longer charges a Sorcery Point for the Resistance. In surveys, people have requested more uses for the damage type associated with this feature; the playtest versions of Draconic Exhalation and Dragon Wings both respond to that request.
- **Draconic Exhalation** has replaced Draconic Presence, a low-rated feature in the subclass.
- **Dragon Wings** now modifies Sorcery Incarnate and includes a damage option.

3RD LEVEL: DRACONIC RESILIENCE

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum increases by 3 and increases by 1 again whenever you gain another Sorcerer level.

Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

3RD LEVEL: DRAGON SPEECH

Your draconic gift causes your speech to be understood by all creatures of the Dragon type, and you understand their communication.

6TH LEVEL: ELEMENTAL AFFINITY

Your draconic magic has an affinity with one of the damage types associated with dragons. Choose one of those types: Acid, Cold, Fire, Poison, or Lightning.

You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

10TH LEVEL: DRACONIC EXHALATION

Once per turn when you cast *Sorcerous Burst*, you can exhale it in a 15-foot cone rather than selecting a target within range. To cast the spell in this way, you must choose the damage type associated with your Elemental Affinity feature. When you do so, you make separate attack and

damage rolls against each creature in the spell's cone.

14TH LEVEL: DRAGON WINGS

Your innate magic can now manifest as spectral draconic wings on your back. While your *Sorcery Incarnate* spell is active, you sprout those wings, gain a Fly Speed equal to your Speed, and can hover. In addition, at the end of each of your turns, you can flap the wings to unleash magical energy, dealing damage to each creature of your choice within 15 feet of yourself. The damage equals your Charisma modifier, and it is the damage type of your Elemental Affinity feature.

WARLOCK

Class Group: Mage

Primary Ability: Intelligence, Wisdom, or Charisma

Warlocks quest for knowledge that lies hidden in the fabric of the multiverse. They make pacts with mysterious beings of supernatural power, unlocking magical effects as they pry into the secrets and mysteries of reality. Drawing on the ancient knowledge of beings such as archfey, demons, devils, hags, and alien entities of the Far Realm, Warlocks piece together arcane secrets to bolster their own power.

Warlocks are defined by pacts with otherworldly beings. Most Warlocks begin their search for magical power by delving into tomes of forbidden lore, dabbling in invocations meant to attract the power of extraplanar beings, or seeking out places of power where the influence of these beings can be felt. They typically learn their initial spells and boons through bargains with lesser entities or contacting distant planes.

Soon enough, though, they are drawn into a binding pact with a more powerful patron. (Some Warlocks discover, sooner or later, that this patron was pulling strings all along, using lesser beings as pawns in their schemes.)

In contrast to Clerics, who are devout servants of the gods they serve, Warlocks view their patrons as resources, as means to the end of achieving magical power. Some Warlocks respect, revere, or even love their patrons; some serve their patrons grudgingly; and some seek to undermine their patrons even as they wield the power their patrons have given them.

Once a pact is made, a Warlock's thirst for knowledge and power can't be slaked with mere study. No one makes a pact with extraplanar patrons without intending to use the power thus gained. Rather, most Warlocks spend their days in active pursuit of greater power and deeper knowledge, which typically means some kind of adventure.

WARLOCK

Level	Prof. Bonus	Class Features	Invocations	Cantrips	Prepared	—Spells Slots per Spell Level—				
					Spells	1st	2nd	3rd	4th	5th
1st	+2	Pact Boon, Spellcasting	—	2	2	2	—	—	—	—
2nd	+2	Eldritch Invocations	2	2	3	2	—	—	—	—
3rd	+2	Warlock Subclass	2	2	4	3	—	—	—	—
4th	+2	Feat	2	3	5	3	—	—	—	—
5th	+3	Eldritch Invocation	3	3	6	4	2	—	—	—
6th	+3	Subclass Feature	3	3	6	4	2	—	—	—
7th	+3	Eldritch Invocation	4	3	7	4	3	—	—	—
8th	+3	Feat	4	3	7	4	3	—	—	—
9th	+4	Eldritch Invocation	5	3	9	4	3	2	—	—
10th	+4	Subclass Feature	5	4	9	4	3	2	—	—
11th	+4	Contact Patron, Eldritch Invocation	6	4	10	4	3	3	—	—
12th	+4	Feat	6	4	10	4	3	3	—	—
13th	+5	Eldritch Invocation	7	4	11	4	3	3	1	—
14th	+5	Subclass Feature	7	4	11	4	3	3	1	—
15th	+5	Eldritch Invocation	8	4	12	4	3	3	2	—
16th	+5	Feat	8	4	12	4	3	3	2	—
17th	+6	Eldritch Invocation	9	4	14	4	3	3	3	1
18th	+6	Hex Master	9	4	14	4	3	3	3	1
19th	+6	Feat	9	4	15	4	3	3	3	2
20th	+6	Epic Boon	9	4	15	4	3	3	3	2

DESIGN NOTE: WARLOCK UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Medium Armor** is now included in the class's armor training to better support Warlocks that walk a melee-oriented path.
- **Pact Boon** has moved from 3rd level to 1st level. It now gives you *Eldritch Blast*, *Hex*, and a spell of your choice from a group of three—all of which are now exclusive to Warlocks. The spell you choose is connected to the spellcasting ability choice you then make. The spells incorporate the previous functionality of the three pact options.
- **Pact Magic** has been replaced by Spellcasting. The most-requested change to Warlocks has been for them to be able to use their spells more often. They therefore now cap out at 15 Spell Slots instead of 4.
- **Eldritch Invocations** now caps out at nine invocations rather than eight.
- **Mystic Arcanum** has become an Eldritch Invocation option, which is now available as soon as 5th level. Previously the Warlock waited until 11th level to get it.
- **Contact Patron** is a new 11th-level feature, allowing a Warlock to contact their patron directly.
- **Hex Master** is a new 18th-level feature.
- **Eldritch Master** has been removed, since it was based on Pact Magic.
- **Epic Boon** is a new 20th-level feature that increases an ability score, raises that score's maximum to 30, and gives an Epic Boon feat.

CREATING A WARLOCK

To create a Warlock, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Warlock" sidebar.

Then look at the Warlock table to see the class features you get at each level in this class. The descriptions of those features appear in the "Warlock Class Features" section.

HIT POINTS

Hit Dice: 1d8 per Warlock level

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

Hit Points per Level after 1st: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills (Choose 2): Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

Light Armor, Medium Armor

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 100 GP on equipment of your choice.

Arcane Focus (Orb)	Scholar's Pack
Book (Occult Lore)	Sickle
Dagger (2)	15 GP
Leather Armor	

MULTICLASSING AND THE WARLOCK

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Warlock as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in one of the Warlock's primary abilities—Intelligence, Wisdom, or Charisma—to take a level in this class or to take a level in another class if you are already a Warlock.

Armor Training. When you gain your first Warlock level, you gain armor training with the following: Light Armor and Medium Armor.

Spell Slots. Add half your Warlock levels (rounded up) to the appropriate levels from other classes to determine your available Spell Slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the Spell Slots of an individual class to determine the number and levels of the spells you prepare for it.

WARLOCK CLASS FEATURES

As a Warlock, you gain the following class features when you reach the specified levels in

this class. These features are listed on the Warlock table.

1ST LEVEL: PACT BOON

You have formed a pact with an otherworldly entity that has bestowed magical powers upon you. You always have the *Eldritch Blast* and *Hex* spells prepared, and you choose one of the following boons: Pact of the Blade, Pact of the Chain, or Pact of the Tome, each of which is detailed below. You determine the identity of the entity and choose its plane of existence, such as the Feywild, the Shadowfell, or an Outer Plane.

Each boon gives you a choice for the spellcasting ability used by your Spellcasting feature, and it gives you a pact spell that you always have prepared.

PACT OF THE BLADE

Spellcasting Ability: Wisdom or Charisma

Pact Spell: *Pact Weapon*

PACT OF THE CHAIN

Spellcasting Ability: Intelligence or Charisma

Pact Spell: *Pact Familiar*

PACT OF THE TOME

Spellcasting Ability: Intelligence or Wisdom

Pact Spell: *Book of Shadows*

1ST LEVEL: SPELLCASTING

Delving into eldritch secrets, you have learned how to cast spells. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules as a Warlock.

Cantrips. You know two cantrips of your choice from the Arcane spell list. Rather than choosing, you may start with *Chill Touch* and *Prestidigitation*. Whenever you gain a Warlock level, you can replace one of your cantrips with another Arcane cantrip of your choice.

When you reach 4th and 10th level in this class, you learn another Arcane cantrip of your choice, as shown in the Cantrips column of the Warlock table.

Spell Slots. The Warlock 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**.

Prepared Spells of 1st+ Level. You prepare the list of spells of 1st level and higher that are available for you to cast with this feature. To start, choose two 1st-level spells from the Arcane spell list. Rather than choosing, you may start with *Charm Person* and *Witch Bolt*.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock table. Whenever that number increases, choose additional spells from the Arcane spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have Spell Slots. For example, if you're a 5th-level Warlock, your list of prepared spells can include six Arcane spells of 1st or 2nd level, in any combination.

If another Warlock feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Arcane spell for which you have Spell Slots.

Spellcasting Ability. Your Pact Boon feature determines the spellcasting ability for the spells you cast with your Warlock features.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for the spells you cast with your Warlock features.

2ND LEVEL: ELDRITCH INVOCATIONS

In your study of occult lore, you have unearthed Eldritch Invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability or other lessons.

You gain two Eldritch Invocations of your choice from the "Eldritch Invocation Options" section later in this class's description. You can't pick the same invocation more than once unless an invocation's description says otherwise.

If an invocation has a prerequisite, you must meet it to learn that invocation, and you can learn the invocation at the same time that you meet its prerequisite. For example, if an invocation requires you to be a 5th-level Warlock, you can select the invocation when you reach 5th level in this class.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock table.

Additionally, whenever you gain a Warlock level, you can choose one of the invocations you know and replace it with another invocation for which you qualify, or if the invocation (such as Mystic Arcanum) involved a choice, you can replace the invocation with itself but make a different choice.

3RD LEVEL: WARLOCK SUBCLASS

You gain the Fiend Patron subclass or another Warlock subclass of your choice. The Fiend Patron subclass is detailed after the Warlock's class description, and other subclasses will appear in future *Unearthed Arcana* articles.

A subclass is a specialization that grants you special abilities at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level and lower. This class's description tells you the levels when your subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Warlock subclass.

7TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

8TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Warlock subclass.

11TH LEVEL: CONTACT PATRON

In the past, you have usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this

feature, you can cast the spell without expending a Spell Slot to contact your patron, and you automatically succeed on the spell's saving throw.

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

11TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

12TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

13TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Warlock subclass.

15TH LEVEL: ELDRITCH INVOCATION

You gain another Eldritch Invocation of your choice for which you qualify.

16TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

18TH LEVEL: HEX MASTER

You have mastered the dread application of hexes, allowing you to cast the *Hex* spell without expending a Spell Slot.

19TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20TH LEVEL: EPIC BOON

You gain the following benefits:

Ability Score Increase. The ability score you chose for your Pact Boon increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of the Night Spirit or another Epic Boon feat of your choice.

ELDRITCH INVOCATION OPTIONS

The following options are available to your Eldritch Invocations feature. The options are presented in alphabetical order.

DESIGN NOTE: ELDRITCH INVOCATION UPDATES

Here's a summary of the main changes to the invocation options:

- **Beguiling Influence** has been replaced by Lessons of the First Ones, which can be used to take the Skilled feat or another eligible feat.
- **Bewitching Whispers** has been replaced by Mystic Arcanum.
- **Book of Ancient Secrets** has been absorbed by the new *Book of Shadows* spell and the Warlock's new Spellcasting feature.
- **Chains of Carceri** has been replaced by Mystic Arcanum.
- **Dreadful Word** has been replaced by Mystic Arcanum.
- **Eyes of the Rune Keeper** now clarifies that it doesn't decode secret messages.
- **Favor of the Chain Master** is a new invocation that enhances Pact of the Chain.
- **Gaze of Two Minds** is now usable as a Bonus Action rather than an Action, it no longer applies the Blinded and Deafened conditions to you, and it allows you to cast spells from your space or the other creature's space. Finally, it now requires 5th level.
- **Gift of the Protectors** has been imported from *Tasha's Cauldron of Everything*.
- **Hexer** is a new invocation that enhances *Hex*.
- **Lessons of the First Ones** is a new invocation that allows the Warlock to dabble in different areas.
- **Lifedrinker** now requires 9th level rather than 12th level, it deals 1d6 extra damage, and it heals you.
- **Minions of Chaos** has been replaced by Mystic Arcanum.
- **Mire of the Mind** has been replaced by Mystic Arcanum.
- **Mystic Arcanum** is now an Eldritch Invocation that is available starting at 5th level rather than 11th level.
- **Repelling Blast** now works on creatures that are Large or smaller.

- **Sculptor of Flesh** has been replaced by Mystic Arcanum.
- **Sign of Ill Omen** has been replaced by Mystic Arcanum.
- **Thief of Five Fates** has been replaced by Mystic Arcanum.
- **Thirsting Blade** has been absorbed by the new *Pact Weapon* spell.
- **Voice of the Chain Master** has been absorbed by the new *Pact Familiar* spell.
- **Witch Sight** now gives you Truesight.

AGONIZING BLAST

Prerequisite: None

Whenever you cast *Eldritch Blast*, you can add your spellcasting ability modifier to the spell's damage rolls.

ARMOR OF SHADOWS

Prerequisite: None

You can cast *Mage Armor* on yourself without expending a Spell Slot or using Material components.

ASCENDANT STEP

Prerequisite: 9th-level Warlock or Higher

You can cast *Levitate* on yourself without expending a Spell Slot or using Material components.

BEAST SPEECH

Prerequisite: None

You can cast *Speak with Animals* without expending a Spell Slot.

DEVIL'S SIGHT

Prerequisite: None

You can see normally in darkness—both magical and nonmagical—to a distance of 120 feet.

ELDRITCH SIGHT

Prerequisite: None

You can cast *Detect Magic* without expending a Spell Slot.

ELDRITCH SPEAR

Prerequisite: None

When you cast *Eldritch Blast*, its range is 300 feet.

EYES OF THE RUNE KEEPER

Prerequisite: None

You can read all writing. This ability doesn't decode secret messages in a text; you read the surface meaning and must rely on other capabilities to decode something.

FAVOR OF THE CHAIN MASTER

Prerequisite: 9th-level Warlock or Higher, Pact of the Chain Feature

Your bond with the familiar summoned by your *Pact Familiar* spell grows more powerful. Whenever the familiar hits with its Eldritch Strike, the target experiences the following effect associated with the familiar's creature type:

Aberration: Slowing Slime. The target's Speed is reduced by 15 feet until the end of your next turn, and during that time, it can't take the Dash or Disengage actions.

Celestial: Guiding Light. The next attack roll against the target before the end of your next turn has Advantage, and if the target has the Invisible condition, that condition is suppressed for the duration.

Dragon: Draconic Might. If the target is Medium or smaller, it has the Prone condition.

Fey: Beguiling Sting. The target has the Charmed condition until the end of your next turn and perceives both you and the familiar as the charmer.

Fiend: Unearthly Toxin. The target has the Poisoned condition until the end of your next turn.

Undead: Whispers of the Grave. The target has the Frightened condition until the end of your next turn. You choose whether the target is frightened of you or the familiar.

FIENDISH VIGOR

Prerequisite: None

You can cast *False Life* on yourself without expending a Spell Slot or using Material components.

GAZE OF TWO MINDS

Prerequisite: 5th-level Warlock or Higher

You can use a Bonus Action to touch a willing Humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can

use a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space.

GIFT OF THE PROTECTORS

Prerequisite: 9th-level Warlock or Higher, Pact of the Tome Feature

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Proficiency Bonus.

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

HEXER

Prerequisite: None

When you cast *Hex*, its range is 600 feet, and you have Advantage on any Constitution saving throw you make to maintain your Concentration on the spell.

LESSONS OF THE FIRST ONES

Prerequisite: None

You have received knowledge from an elder entity of the multiverse, allowing you to gain one feat of your choice, such as Skilled, that is available to 1st-level characters and that lacks prerequisites.

LIFEDRINKER

Prerequisite: 9th-level Warlock or Higher, Pact of the Blade Feature

When you hit a creature with the weapon of your *Pact Weapon* spell, the creature takes an extra 1d6 Necrotic damage. In addition, the first time you deal Necrotic damage with this invocation on each of your turns, you regain a number of Hit Points equal to the Necrotic damage dealt.

MASK OF MANY FACES

Prerequisite: None

You can cast *Disguise Self* without expending a Spell Slot.

MASTER OF MYRIAD FORMS

Prerequisite: 15th-level Warlock or Higher

You can cast *Alter Self* without expending a Spell Slot.

MISTY VISIONS

Prerequisite: None

You can cast *Silent Image* without expending a Spell Slot or using Material components.

MYSTIC ARCANUM

Prerequisite: 5th-level Warlock or Higher

Your explorations of the arcane have unlocked magic within you. Choose one spell from the Arcane spell list that has a level for which you qualify, as shown on the Mystic Arcanum table. Look for your Warlock level on the table to see the maximum level that the spell can have.

You can cast the chosen spell once without expending a Spell Slot, and you must finish a Long Rest before you can do so again.

Repeatable. You can take this invocation more than once. Each time you do so, the spell you gain must be of a different level from any other spell you've chosen for this invocation.

MYSTIC ARCANUM

Warlock Level	Max. Spell Level
5th–6th	3rd
7th–8th	4th
9th–10th	5th
11th–12th	6th
13th–14th	7th
15th–16th	8th
17th+	9th

ONE WITH SHADOWS

Prerequisite: 5th-level Warlock or Higher

When you are in an area of Dim Light or Darkness, you can use your action to have the Invisible condition until you move or take an action, a Bonus Action, or a Reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th-level Warlock or Higher

You can cast *Jump* on yourself without expending a Spell Slot or using Material components.

REPELLING BLAST

Prerequisite: None

Whenever you hit a creature that is Large or smaller with *Eldritch Blast*, you can push that creature horizontally up to 10 feet straight away from you.

VISIONS OF DISTANT REALMS

Prerequisite: 15th-level Warlock or Higher

You can cast *Arcane Eye* without expending a Spell Slot.

WHISPERS OF THE GRAVE

Prerequisite: 9th-level Warlock or Higher

You can cast *Speak with Dead* without expending a Spell Slot.

WITCH SIGHT

Prerequisite: 15th-level Warlock or Higher

You have Truesight with a range of 30 feet.

WARLOCK SUBCLASSES

A Warlock subclass is a specialization that grants you special abilities at certain Warlock levels, as specified in the subclass. This section presents one subclass: Fiend Patron.

FIEND PATRON

Your pact draws on the power of the Lower Planes of existence—the homes of demons, devils, yugoloths, and other Fiends. When you choose this subclass, you might forge a bargain with a demon lord such as Demogorgon, Orcus, Fraz'Urb-luu, or Baphomet; an archdevil such as Asmodeus, Dispater, Mephistopheles, or Belial; a pit fiend or balor that is especially mighty; or an ultroloth or some other lord of the yugoloths. Alternatively, you might call on a varied array of Fiends without binding yourself to the service of one. In any case, your patron's aims are evil—the corruption or destruction of all things, ultimately including you—and your path will be defined by the extent to which you strive against those aims.

DESIGN NOTE: FIEND PATRON UPDATES

Here are the main updates in this subclass:

- **Patron Spells** replaces Expanded Spell List. Rather than merely expanding your spell list, Patron Spells gives you certain spells that you always have prepared. And once per Long Rest, you can cast one of those spells without a Spell Slot. The list of spells has also been updated.
- **Dark One's Blessing** is now also triggered by an enemy dropping to 0 Hit Points within 5 feet of you.
- **Dark One's Own Luck** can now be used a number of times equal to your spellcasting ability modifier rather than only once per rest.
- **Fiendish Resilience** is no longer bypassed by magic or silvered weapons, which monsters almost never possess.
- **Hurl Through Hell** can now be used again if you expend a Spell Slot of at least 4th level. The feature also now includes a saving throw for the target.

3RD LEVEL: PATRON SPELLS

The magic of your otherworldly patron grants you the following benefits:

Prepared Spells. You always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

Free Casting. You can cast one of your prepared spells from this feature without expending a Spell Slot, and you must finish a Long Rest before you use this benefit again.

FIEND SPELLS

Warlock Level	Spells
3rd	<i>Burning Hands, Command</i>
5th	<i>Scorching Ray, Suggestion</i>
9th	<i>Fear, Stinking Cloud</i>
13th	<i>Blight, Wall of Fire</i>
17th	<i>Flame Strike, Insect Plague</i>

3RD LEVEL: DARK ONE'S BLESSING

When you reduce an enemy to 0 Hit Points or an enemy drops to 0 Hit Points within 5 feet of you, you gain Temporary Hit Points equal to your spellcasting ability modifier + your Warlock level (minimum of 1).

6TH LEVEL: DARK ONE'S OWN LUCK

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

10TH LEVEL: FIENDISH RESILIENCE

Channeling the preternatural resilience of Fiends, you can choose one damage type, other than Force, whenever you finish a Short Rest or Long Rest. You gain Resistance to that damage type until you choose a different one with this feature.

14TH LEVEL: HURL THROUGH HELL

When you hit a creature with an attack roll, you can use this feature to instantly transport the target through the Lower Planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a Fiend, it must make a Wisdom saving throw against your Spell Save DC upon its return. On a failed save, the target takes 10d10 Psychic damage. On a successful save, it takes half as much damage.

Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a Spell Slot of at least 4th level when you use it again. You can use this feature only once per turn.

WIZARD

Class Group: Mage

Primary Ability: Intelligence

Wizards are supreme magic-users, defined by their careful and exhaustive study of magic's inner workings. Drawing on the subtle weave of magic that permeates the cosmos, Wizards cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or turns slain foes into zombies. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds.

Beyond the sheer power of the spells they cast, though, Wizards share an approach to magic that is scholarly and exacting. Wizards understand magic at a fundamental level, giving them a precise mastery of their spells. They examine the theoretical underpinnings of magic, particularly

the categorization of spells into schools of magic, and use those foundations to alter their spells and even craft entirely new spells. Renowned Wizards such as Bigby, Tasha, Mordenkainen, Yolande, and many more invented iconic spells now used across the multiverse.

Wizards' lives are seldom mundane. The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of the multiverse. Other Wizards sell their services as diviners, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge and power calls even the most unadventurous Wizards out of the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

WIZARD

Level	Prof. Bonus	Class Features	Cantrips	Prepared Spells	—Spells Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Wizard's Spellbook	3	4	2	—	—	—	—	—	—	—	—
2nd	+2	Academic, Arcane Recovery	3	5	3	—	—	—	—	—	—	—	—
3rd	+2	Wizard Subclass	3	6	4	2	—	—	—	—	—	—	—
4th	+2	Feat	4	7	4	3	—	—	—	—	—	—	—
5th	+3	Memorize Spell	4	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	4	10	4	3	3	—	—	—	—	—	—
7th	+3	Modify Spell	4	11	4	3	3	1	—	—	—	—	—
8th	+3	Feat	4	12	4	3	3	2	—	—	—	—	—
9th	+4	Create Spell	4	14	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	5	15	4	3	3	3	2	—	—	—	—
11th	+4	—	5	16	4	3	3	3	2	1	—	—	—
12th	+4	Feat	5	16	4	3	3	3	2	1	—	—	—
13th	+5	—	5	17	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	5	17	4	3	3	3	2	1	1	—	—
15th	+5	Spell Mastery	5	18	4	3	3	3	2	1	1	1	—
16th	+5	Feat	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	5	19	4	3	3	3	2	1	1	1	1
18th	+6	Signature Spells	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Feat	5	21	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	5	22	4	3	3	3	3	2	2	1	1

DESIGN NOTE: WIZARD UPDATES

Here are the main updates in this class, most of which were inspired by the *Player's Handbook* survey in 2021:

- **Spellcasting** now allows you to use your spellbook as a Spellcasting Focus.
- **Wizard's Spellbook** is a new 1st-level feature, which consolidates spellbook rules in one place. In addition, this feature gives you a Wizard-only spell: *Scribe Spell*.
- **Academic** is a new 2nd-level feature.
- **Arcane Recovery** has moved from 1st level to 2nd level.
- **Memorize Spell** is a new 5th-level feature.
- **Modify Spell** is a new 7th-level feature.
- **Create Spell** is a new 9th-level feature.
- **Spell Mastery** has moved from 18th level to 15th level.
- **Signature Spells** has moved from 20th level to 18th level.
- **Epic Boon** is a new 20th-level feature that increases an ability score, raises that score's maximum to 30, and gives an Epic Boon feat.

CREATING A WIZARD

To create a Wizard, consult the following lists, which provide Hit Points, proficiencies, and [armor training](#). If you're making a 1st-level character, also consult the "Starting Equipment" section, and if you're using the multiclassing rules, see the "Multiclassing and the Wizard" sidebar.

Then look at the Wizard table to see the class features you get at each level in this class. The descriptions of those features appear in the "Wizard Class Features" section.

HIT POINTS

Hit Dice: 1d6 per Wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points per Level after 1st: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

Skills (Choose 2): Arcana, History, Insight, Investigation, Medicine, Religion

Weapons: Simple Weapons

Tools: None

ARMOR TRAINING

None

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 55 GP on equipment of your choice.

Arcane Focus (Quarterstaff)	Scholar's Pack 5 GP
Dagger (2)	
Robe	

MULTICLASSING AND THE WIZARD

If your group uses the multiclassing rules in the *Player's Handbook*, here's what you need to know if you choose Wizard as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Wizard's primary ability, Intelligence, to take a level in this class or to take a level in another class if you are already a Wizard.

Spell Slots. Add all your Wizard levels to the appropriate levels from other classes to determine your available Spell Slots for casting spells, as detailed in the multiclassing rules.

You prepare spells for each of your classes individually, referring to the Spell Slots of an individual class to determine the number and levels of the spells you prepare for it.

WIZARD CLASS FEATURES

As a Wizard, you gain the following class features when you reach the specified levels in this class. These features are listed on the Wizard table.

1ST LEVEL: SPELLCASTING

As a student of arcane magic, you have learned to cast spells. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules as a Wizard.

Cantrips. You know three cantrips of your choice from the Arcane spell list. Rather than choosing, you may start with *Light*, *Mage Hand*, and *Ray of Frost*. Whenever you gain a Wizard level, you can replace one of your cantrips with another Arcane cantrip of your choice.

When you reach 4th and 10th level in this class, you learn another Arcane cantrip of your

choice, as shown in the Cantrips column of the Wizard table.

Spell Slots. The Wizard 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](#).

Prepared Spells of 1st+ Level. You prepare the list of spells of 1st level and higher that are available for you to cast with this feature. To do so, you choose four spells from your spellbook, and the chosen spells must be of a level for which you have Spell Slots.

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard table. Whenever that number increases, choose additional spells from the Arcane spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have Spell Slots. For example, if you're a 3rd-level Wizard, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook.

If another Wizard feature gives spells that you always have prepared, those spells don't count against the number of spells you can prepare with this Spellcasting feature, but those spells otherwise follow the rules in this feature.

Changing Your Prepared Spells. Whenever you finish a [Long Rest](#), you can change your list of prepared spells, replacing one or more of the spells there. Preparing a new list requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast a spell: at least 1 minute per spell level for each spell you add to the list.

Spellcasting Ability. Intelligence is your spellcasting ability for the spells you cast with your Wizard features.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for the spells you cast with your Wizard features.

1ST LEVEL: WIZARD'S SPELLBOOK

Your Wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, and it contains 100 pages, each of which can hold a spell.

This magic book holds the wizardly spells you know, and it is a repository for your arcane findings. Writing in a magical cipher using the

spell *Scribe Spell*, you have ensured that no one else can read the book without magic.

The book is vital to your Spellcasting feature, as explained there.

Known Spells. Your spellbook contains the spells you know of 1st level and higher. It starts with the following spells: *Scribe Spell*, and six other 1st-level spells of your choice from the Arcane spell list. Instead of choosing spells, you can have your book contain the following spells: *Burning Hands*, *Detect Magic*, *Feather Fall*, *Mage Armor*, *Magic Missile*, *Scribe Spell*, and *Sleep*.

On your adventures, you might find other spells that you can add to your spellbook using *Scribe Spell*.

Whenever you gain a Wizard level after 1st, you add two Arcane spells of your choice to your spellbook without needing to cast *Scribe Spell*. Each of these spells must be of a level for which you have Spell Slots, as shown on the Wizard table. The spells are the culmination of arcane research you do regularly.

Some other Wizard features also add spells to your spellbook.

Ritual Caster. You can cast any spell as a ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Creating Another Spellbook. You can have more than one spellbook. You can create another one—perhaps as a backup or replacement—by casting *Scribe Spell* on a blank book. Doing so adds a spell as normal and makes the book your spellbook.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

2ND LEVEL: ACADEMIC

Your time as a scholar has equipped you to recall a broad range of lore. When you take the [Study](#) action, you have Advantage on any Intelligence check you make as part of that action.

2ND LEVEL: ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your Wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level Wizard, you can recover up to two levels worth of Spell Slots. You can recover either a 2nd-level Spell Slot or two 1st-level Spell Slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

3RD LEVEL: WIZARD SUBCLASS

You gain the Evoker subclass or another Wizard subclass of your choice. The Evoker subclass is detailed after the Wizard's class description, and other subclasses will appear in future *Unearthed Arcana* articles.

A subclass is a specialization that grants you special abilities at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level and lower. This class's description tells you the levels when your subclass provides features.

4TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

5TH LEVEL: MEMORIZE SPELL

In your magical research, you have unlocked the secrets of *Memorize Spell* and add that spell to your spellbook.

6TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Wizard subclass.

7TH LEVEL: MODIFY SPELL

In your magical research, you have unlocked the secrets of *Modify Spell* and add that spell to your spellbook.

8TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

9TH LEVEL: CREATE SPELL

In your magical research, you have unlocked the secrets of *Create Spell* and add that spell to your

spellbook. That spell is cast immediately after *Modify Spell* and is followed by *Scribe Spell*. If you complete that trio of spells, you create a spell of your own.

10TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Wizard subclass.

12TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

14TH LEVEL: SUBCLASS FEATURE

You gain a feature from your Wizard subclass.

15TH LEVEL: SPELL MASTERY

You have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level and a 2nd-level spell that are in your spellbook. You can cast those spells at their lowest level without expending a Spell Slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a Spell Slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

16TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

18TH LEVEL: SIGNATURE SPELLS

You gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at 3rd level without expending a Spell Slot. When you do so, you can't do so again until you finish a Short Rest or Long Rest.

If you want to cast either spell at a higher level, you must expend a Spell Slot as normal.

19TH LEVEL: FEAT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

20TH LEVEL: EPIC BOON

You gain the following benefits:

Ability Score Increase. Your Intelligence score increases by 2, and its maximum is now 30.

Epic Boon Feat. You gain the Epic Boon of Dimensional Travel or another Epic Boon feat of your choice.

WIZARD SUBCLASSES

A Wizard subclass is a specialization that grants you special abilities at certain Wizard levels, as specified in the subclass. This section presents one subclass: Evoker.

EVOKER

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as adventurers.

DESIGN NOTE: EVOKER UPDATES

Here are the main updates in this subclass:

- **Evoker**, formerly School of Evocation, has the new naming convention for Wizard subclasses, which is to name the type of wizard rather than the type or school of magic.
- **Evocation Savant** now adds two Evocation spells of your choice to your spellbook.
- **Potent Cantrip** now also works with cantrip attack rolls, not just saving throws.

3RD LEVEL: EVOCATION SAVANT

Choose two Evocation spells from the Arcane spell list, each of which must be no higher than 2nd level. You add those spells to your spellbook without needing to cast *Scribe Spell*.

In addition, whenever you cast *Scribe Spell* to add a spell to your spellbook, the gold cost and casting time you must spend to add an Evocation spell to your spellbook is halved.

3RD LEVEL: SCULPT SPELLS

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

6TH LEVEL: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

10TH LEVEL: EMPOWERED EVOCATION

Whenever you cast an Evocation spell from the Arcane spell list, you can add your Intelligence modifier to one damage roll of that spell.

14TH LEVEL: OVERCHANNEL

You can increase the power of your spells. When you cast an Arcane or a Wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12. This damage ignores Resistance and Immunity.

RULES GLOSSARY

This glossary includes game terms that have new meaning in this playtest document, as well as terms, such as creature type, that aren't defined in the 2014 *Player's Handbook*. The terms are organized alphabetically.

If a term doesn't appear here, use its definition in the 2014 *Player's Handbook*, and when playtesting this document, don't use the rules glossary of any other *Unearthed Arcana* article.

CHANGE LOG FOR THE RULES GLOSSARY

Here are lists of glossary entries that have been added, revised, or removed since the previous *Unearthed Arcana* article.

If an entry is removed from the glossary, that entry isn't moving forward in the playtest; please use the relevant rule from the 2014 *Player's Handbook* instead of the removed entry.

NEW AND REVISED ENTRIES

- Death Saving Throws (replaces the Dying condition that appeared in the previous UA)
- Influence [Action] (clarifies that the DM drives both the use and the DCs of this action)
- Truesight (clarifies the appearance of visual illusions to the creature with Truesight)

REMOVED ENTRIES

- Artisan's Tools [Tool]
- Dying [Condition]
- Exhausted [Condition]
- Gaming Set [Tool]
- Musical Instrument [Tool]

ARMOR TRAINING

Armor training is the new name for armor proficiency. Any existing rule that involves armor proficiency now applies to armor training.

If you wear Light, Medium, or Heavy Armor and lack armor training with that type of armor, you have Disadvantage on any d20 Test you make that involves Strength or Dexterity, and you can't cast spells.

If you equip a Shield and lack armor training with it, you don't gain the Armor Class bonus of the Shield.

ATTACK [ACTION]

When you take the Attack action, you can make one attack with a weapon or an Unarmed Strike.

EQUIPPING AND UNEQUIPPING WEAPONS

You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack.

Equipping a weapon includes drawing it from a sheath, picking it up, or retrieving it from a container. Unequipping a weapon includes sheathing, stowing, or dropping it.

MOVING BETWEEN ATTACKS

If you Move on your turn, you can use some or all of that movement to move between the attacks of this action if you have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can effectively see anything that isn't behind Total Cover, even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can effectively see a creature that has the Invisible condition.

CLIMB SPEED

A Climb Speed can be used to traverse a vertical surface without expending the extra movement normally associated with climbing.

Some creatures have the Spider Climb trait, which allows their Climb Speed to work even on the underside of horizontal surfaces.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type.

Here's a list of the game's creature types in alphabetical order:

Aberration	Fiend
Beast	Giant
Celestial	Humanoid
Construct	Monstrosity
Dragon	Ooze
Elemental	Plant
Fey	Undead

These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the description of the *Charm Person* spell specifies that its target must be a Humanoid.

D20 TESTS

The term d20 Test encompasses the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects d20 Tests, it affects all three of these rolls.

The DM determines whether a d20 Test is warranted in any given circumstance.

DAZED [CONDITION]

While Dazed, you experience the following effect:

Limited Activity. You can Move or take one action on your turn, not both. You also can't take a Bonus Action or a Reaction.

DEATH SAVING THROWS

On your third successful death save, you regain 1 Hit Point, but you are Unconscious and start a Short Rest. You remain Unconscious until you regain more Hit Points or until another creature uses an action to administer first aid to you, which requires a successful DC 10 Wisdom (Medicine) check.

This playtest rule removes the notion of being stable at 0 Hit Points, and it removes the "Stabilizing a Creature" rule on page 197 of the *Player's Handbook*.

DIFFICULT TERRAIN

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain for a creature if the space contains any of the following:

- Creature that isn't Tiny or your ally
- Furniture that is one size smaller than you or larger
- Heavy snow
- Heavy undergrowth
- Ice

Liquid that's between shin- and waist-deep (any deeper and you need to swim)

Narrow opening that is sized for a creature one size smaller

Pit or another gap of 2–5 feet

Rubble

Slope of 20 degrees or more

The DM may determine that other things make a space count as Difficult Terrain, based on the examples here.

EXPERTISE

Expertise is a special feature that enhances your use of a particular skill proficiency. If you gain Expertise, you gain it in one skill in which you have proficiency. You can never have Expertise in the same skill proficiency more than once.

When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

FLY SPEED

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die.

While flying, you fall if you lack the Hover trait and have the Incapacitated or Prone condition or your Fly Speed is reduced to 0.

GRAPPLED [CONDITION]

While Grappled, you experience the following effects:

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it Moves, but every foot of movement costs it 1 extra foot, unless you are Tiny or two or more sizes smaller than the grappler.

Escape. While Grappled, you can use your action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on yourself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between you and the grappler exceeds the grapple's range.

HELP [ACTION]

When you take the Help action, you do one of the following:

Assist Ability Check. Choose one of your skill or tool proficiencies and one ally who can perceive you. You give Advantage to the next ability check that ally makes with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. To give this assistance, you must be near enough to the ally to assist verbally or physically when the ally makes the check. The DM has final say on whether your assistance is possible.

Assist Attack Roll. You momentarily distract an enemy within 5 feet of you, granting Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

HEROIC ADVANTAGE

When you have Heroic Advantage (also called Inspiration), you can expend it to give yourself Advantage on a d20 Test. You decide to do so immediately after rolling the d20.

GAINING HEROIC ADVANTAGE

The DM can award Heroic Advantage to a player character who's done something that is particularly heroic or in character.

Some game features, such as the Human, also award Heroic Advantage.

ONLY ONE AT A TIME

You can never have more than one instance of Heroic Advantage. If something gives it to you and you already have it, you can give it to a player character in your group who lacks it.

HIDE [ACTION]

With the Hide action, you try to conceal yourself. To do so stealthily, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any visible enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition. Make note of your check's total, which

becomes the DC for a creature to find you with a Wisdom (Perception) check.

The condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a verbal component.

INCAPACITATED [CONDITION]

While Incapacitated, you experience the following effects:

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you are Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INFLUENCE [ACTION]

With the Influence action, you can try to influence another creature to do one thing that you request or demand.

The DM determines when this action is available, and it can be used only on creatures controlled by the DM. It isn't mind control; it can't force a creature to do something that is counter to the creature's alignment or that is otherwise repugnant to the creature.

This action has three main parts: Attitude, interaction, and a Charisma check.

ATTITUDE

A creature's Attitude determines how a character can influence that creature. Each DM-controlled creature has one of the following Attitudes toward player characters:

Indifferent. This is the default Attitude for DM-controlled creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested.

Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma check is usually necessary when the adventurers try to influence an Indifferent creature to do something.

Friendly. A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily, with the Charisma check succeeding automatically. If an element of personal risk is involved, a successful Charisma check is usually required to convince a Friendly creature to take that risk.

Hostile. A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more Charisma checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that no Charisma check can sway it. In which case, the first check fails automatically and no further Influence attempts can be made on the creature unless its Attitude shifts.

INTERACTION

When you take the Influence action, either roleplay how your character interacts with the creature or describe your character's behavior, focusing on your character's request or demand. If the interaction is especially suited to the creature's desires and outlook, the DM might temporarily shift a Hostile creature to Indifferent or an Indifferent creature to Friendly.

Similarly, if the interaction is particularly irksome to the creature, the DM might temporarily shift a Friendly creature to Indifferent or an Indifferent creature to Hostile.

ABILITY CHECK

To determine whether your request or demand is successful, make a Charisma check. You have Advantage on the check if the creature is Friendly, and you have Disadvantage if the creature is Hostile.

Choosing a Skill. The Influence Skills table suggests which skills are applicable when you make the Charisma check, depending on the interaction that precedes the roll.

INFLUENCE SKILLS

Skill	Interaction
Animal Handling	Gently coaxing a Beast or a Monstrosity
Deception	Deceiving a creature that can understand you

Intimidation	Intimidating a creature
Persuasion	Persuading a creature that can understand you

Setting the DC. The DM sets the check's DC. A good rule of thumb is to set the DC at 15 or at the creature's Intelligence or Wisdom score, whichever of those three numbers is highest.

Outcome. If your check succeeds, the creature does as you requested or demanded, based on its understanding and driven by its alignment; it won't do anything that it finds repugnant. If your check fails, you must wait to make the same request again. The default wait time is 24 hours, which the DM may shorten or extend depending on the circumstances.

INVISIBLE [CONDITION]

While Invisible, you experience the following effects:

Concealed. You aren't affected by any effect that requires its target to be seen.

Surprise. If you are Invisible when you roll Initiative, you have Advantage on the roll.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, as with magic or Blindsight, you don't gain this benefit against that creature.

KNOCKING OUT A CREATURE

Sometimes an attacker wants to knock out a foe rather than deal a killing blow. When an attacker would reduce a creature to 0 Hit Points with a Melee Attack, the attacker can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours long—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During the sleep, you have the Unconscious condition.

BENEFITS OF THE REST

To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points.

Regain All HD. You regain all spent Hit Dice.

HP Max Restored. If your Hit Point Maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your Ability Scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, your level of exhaustion decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

After you finish a Long Rest, you must wait at least 16 hours before starting another one.

INTERRUPTING THE REST

A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If the rest was at least 1 hour long before the interruption, you gain the benefits of a Short Rest.

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour to finish per interruption.

MAGIC [ACTION]

When you take the Magic action, you magic something by casting a spell that has a casting time of an action or by using a feature or Magic Item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a Spell Slot.

MOVE

When you Move, you can go a distance equal to your Speed or less. For example, if you have a

Speed of 30 feet, you can go up to 30 feet when you Move. Difficult Terrain can slow you down.

BREAKING UP YOUR MOVE

You can break up your Move, using some of its movement before and after any action you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

MOVING AROUND OTHER CREATURES

During your Move, you can pass through the space of an ally, a creature that has the Incapacitated condition, a Tiny creature, or a creature who is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you, unless that creature is Tiny or your ally.

You can't willingly end your Move in a space occupied by another creature.

CHANGES TO YOUR SPEEDS

If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

RITUAL CASTING

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. A special feature is no longer required for Ritual casting. All the other rules on Rituals in the 2014 *Player's Handbook* still apply.

SEARCH [ACTION]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

SEARCH

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment
Perception	Concealed creature or object
Survival	Tracks or food

SHORT REST

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than eating, drinking, reading, dozing, and standing watch.

BENEFITS OF THE REST

To start a Short Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Spend Hit Dice. You can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend in this way, roll the die, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

INTERRUPTING THE REST

A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits, and it must be started over to confer any.

STUDY [ACTION]

When you take the Study action, you make an Intelligence check to study your memory, a book, a creature, a clue, an object, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable when you take this action, depending on the area of knowledge the Intelligence check is about.

AREAS OF KNOWLEDGE

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)

History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

SWIM SPEED

A Swim Speed can be used to travel through a liquid without expending the extra movement normally associated with swimming.

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact is broken as soon as the contacted creature is no longer within the telepathy's range, if the telepath contacts a different creature within range, or if the telepath has the Incapacitated condition.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the nontelepath can communicate mentally to the telepath until the telepathic connection ends.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement, unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you are wearing and carrying teleports with you. If you

are touching another creature when you teleport, that creature doesn't teleport with you, unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

TOOL PROFICIENCY

If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses that tool.

If you have proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both a skill and a tool proficiency on the same ability check.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it's detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and Tremorsense doesn't count as a form of sight.

TRUESIGHT

A creature with Truesight has enhanced vision within a specified range. Within that range, the creature's vision pierces through the following:

Darkness. The creature can see in normal and magical darkness.

Invisibility. The creature can see creatures that have the Invisible condition and objects that are obscured by magic.

Visual Illusions. Visual illusions appear transparent to the creature, and the creature automatically succeeds on saving throws against them.

Transformations. The creature discerns the true form of any creature or object it sees that has been transformed by magic.

Ethereal Plane. The creature can see into the Ethereal Plane.

UNARMED STRIKE

An Unarmed Strike is a Melee Attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect:

Damage. You make an attack roll against the target. Your bonus to hit equals your Strength modifier + your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 + your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 + your Strength modifier + your Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push the target 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 + your Strength modifier + your Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

UNCONSCIOUS [CONDITION]

While Unconscious, you experience the following effects:

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you are holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't change.

Attacks Affected. Attack rolls against you have Advantage.

Fail Str. and Dex. Saves. You automatically fail Strength and Dexterity saving throws.

Critical Hits. Any attack roll that hits you is a critical hit if the attacker is within 5 feet of you.

Unaware. You are unaware of your surroundings.