

UNEARTHED ARCANA



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ARTIFICER	ARMORER	2/24/20	67	HTTPS://MEDIA.WIZARDS.COM/2020/DND/DOWNLOADS/UA2020-SUBCLASSES03_0224.PDF
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PALADIN	DATH OF THE WATCHERS FIGHTING STYLE OPTIONS BLESSED WARRIOR	1/16/20	65	HTTPS://MEDIA.WIZARDS.COM/2020/DND/DOWNLOADS/UA2020-SUBCLASSES01.PDF
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	CHANNEL DIVINITY: HARNESS DIVINE POWER	11/4/19	63	HTTPS://MEDIA.WIZARDS.COM/2019/DND/DOWNLOADS/UA-CLASSFEATURES.PDF
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	DEFT EXPLORER	11/4/19	63	HTTPS://MEDIA.WIZARDS.COM/2019/DND/DOWNLOADS/UA-CLASSFEATURES.PDF
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	MARTIAL VERSATILITY	11/4/19	63	HTTPS://MEDIA.WIZARDS.COM/2019/DND/DOWNLOADS/UA-CLASSFEATURES.PDF
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WARLOCK	GENIE	5/12/20	70	HTTPS://MEDIA.WIZARDS.COM/2020/DND/DOWNLOADS/UA2020_SUBCLASSESREVISITED_0512.PDF
	NOBLE GENIE	1/17/20	65	HTTPS://MEDIA.WIZARDS.COM/2020/DND/DOWNLOADS/UA2020-SUBCLASSES01.PDF
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	LURKER IN THE DEEP	9/5/19	58	HTTPS://MEDIA.WIZARDS.COM/2019/DND/DOWNLOADS/UA-ABERRANTLURK.PDF
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	HEXBLADE	2/13/17	29	HTTPS://MEDIA.WIZARDS.COM/2017/DND/DOWNLOADS/20170213_WIZRD_WRLCK_UAV2_148NF.PDF
	RAVEN QUEEN	2/13/17	29	HTTPS://MEDIA.WIZARDS.COM/2017/DND/DOWNLOADS/20170213_WIZRD_WRLCK_UAV2_148NF.PDF
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	WAR MAGIC	3/20/17	33	HTTPS://MEDIA.WIZARDS.COM/2017/DND/DOWNLOADS/MJ320UAWIZARDV2017.PDF
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UNEARTHED ARCANA

Posted by **Andrew E.** on May 07, 2020

THE PLAYTEST LABORATORY OF D&D

D&D is not a dead and static game, it's a living one that constantly changes. Wizards of the Coast is constantly brewing up new content ideas and has been since 5th edition started. But new content is a double-edged sword, it brings more options and new excitement, but it can also disrupt the game as it is. Is this new class option game breaking? Who can tell?

Rather than keep these new brews locked up, they decided that the best group of playtesters would be the community itself. Unearthed Arcanas are official D&D supplements that *aren't finished*, they're playtest material intended to gauge public reaction and to find and fix problems before they become real additions. Follow us through for just a bit and we'll go through every current Unearthed Arcana and show you everything you need to know.

USING THIS GUIDE

We'll be going through every single unearthed arcana article since they will be going into a ton of detail, but we will mention, and very importantly whether the unearthed arcana is **Active**, **Outmoded**, or **Implemented**.



DND

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An **Active** unearthed arcana is current playtesting material, it's the most recent of its content and is still being considered for becoming part of a real book. It's perfectly reasonable to try out **Active** unearthed arcanas in your home games, especially if you take the time to report some of your experiences online.

An **Outmoded** unearthed arcana has been considered, then thrown out to be replaced with a different version in a new unearthed arcana. Generally, you should avoid playing **Outmoded** unearthed arcanas, as they've already been removed from consideration and there is a shiny new version for testing.

Implemented unearthed arcanas are the ones that have actually been included in full releases, or at least a version of them that's very close. Always double-check the version that was actually released before using an **Implemented** unearthed arcana, as there are sometimes tweaks to what made the final cut.



#70 SUBCLASSES REVISITED

- **Active**
- [Link](#)

This contains 3 reworks to previous unearthed arcana subclasses. It includes the *Phantom* rogue subclass, a rework of the *Revived* rogue subclass, *The Genie* warlock subclass, a rework of the *Noble Genie* warlock subclass, and the *Order of Scribes* wizard subclass, which has replaced the *Archivist* artificer subclass.

#69 PSIONIC OPTIONS REVISITED

- **ACTIVE**



• LINK

This latest attempt to introduce and balance psionic options to the game includes the *Psi Knight* fighter subclass, the *Soulknife* rogue subclass, and the *Psionic Soul* sorcerer subclass (Psionic Soul directly replaces the previous *Aberrant Mind*) It also includes 3 psionic themed spells and 5 psionic feats.

#68 SPELLS AND MAGIC TATTOOS

- **Active**
- [Link](#)

Contains 11 new spells, focused mainly on summoning, and 11 new magic item “tattoos” and the rules for implementing them.

#67 SUBCLASSES, PART 3

- **Active**
- [Link](#)

This contains 3 new subclasses, the *Armorer* artificer subclass, the *Circle of the Stars* druid subclass, and the *Fey Wanderer* ranger subclass.

#66 SUBCLASSES, PART 2

- **Active**
- [Link](#)

This contains 3 new subclasses, the *College of Creation* bard subclass, the *Unity Domain* cleric subclass, and the *Clockwork Soul* sorcerer subclass.

#65 SUBCLASSES, PART 1

- **Active / Outmoded**
- [Link](#)

This contains 4 new subclasses, the *Path of the Beast* barbarian subclass, the *Way of Mercy* monk subclass, and the *Oath of Watchers* paladin subclass. It also contains *The Noble Genie* warlock subclass which has later been updated.

#64 FIGHTER, ROGUE, AND WIZARD

- **Outmoded**
- [Link](#)

This is actually one of their takes on psionics, and has been completely replaced by *Psionic Options Revisited*.

#63 CLASS FEATURE VARIANTS

- **Active**
- [Link](#)

This is a large proposed overhaul providing alternate class features for all of the classes. There's a good chance this will be the basis for a massive "Advanced Class Guide" or something similar in the next year or so.

#62 FIGHTER, RANGER, AND ROGUE

- **Active / Outmoded**
- [Link](#)

This contains 3 new subclasses, the *Rune Knight* fighter subclass and the *Swarmkeeper* ranger subclass are still active, but *The Revived* rogue subclass has since been replaced.

#61 CLERIC, DRUID, AND WIZARD

- **Active**
- [Link](#)

This contains 3 new subclasses, the *Twilight Domain* cleric subclass, the *Circle of Wildfire* druid subclass, and *Onomancy* wizard subclass.

#60 BARD AND PALADIN

- **Active**
- [Link](#)

This contains 2 new subclasses, the *College of Eloquence* bard subclass, the *Oath of Heroism* paladin subclass.

#59 SORCERER AND WARLOCK

- **Active / Outmoded**
- [Link](#)

This contains 2 new subclasses, the *Aberrant Mind* sorcerer subclass which has been replaced by the later *Psionic Soul subclass*, and the still active *The Lurker in the Deep* warlock subclass.

#58 BARBARIAN AND MONK

- **Active**
- [Link](#)

This contains 2 new subclasses, the *Path of the Wild Soul* barbarian subclass, and *The Way of the Astral Self* Monk subclass.

#57 THE ARTIFICER RETURNS

- **Implemented / Outmoded**
- [Link](#)

It didn't make the transition completely unscathed, but this last version of the *Artificer* class made it most of the way into *Eberron: Rising from the Last War*. The *Archivist* subclass was cut but will later return as the *Oath of Scribes* wizard subclass.

#56 THE ARTIFICER REVISITED

- **Outmoded**
- [Link](#)

This version of the *Artificer* class was very quickly edited for the next version in *The Artificer Returns*.

#55 SIDEKICKS

- **Active**
- [Link](#)

This introduces special *Sidekick Classes*, the *Warrior*, *Expert*, and *Spellcaster*, to be used for helpful and recurring

NPCs.

#54 OF SHIPS AND THE SEA

- **Implemented**
- [Link](#)

This version of ship mechanics made it into *Ghosts of Saltmarsh* with only minor changes, to the point that you can grab these for essentially the same style of water vehicle systems.

#53 MAGIC ITEMS OF EBERRON

- **Implemented**
- [Link](#)

This set of magic items was implemented in *Wayfinder's Guide to Eberron* and then were carried over into *Eberron: Rising from the Last War*.

#52 DRAGONMARKS

- **Outmoded**
- [Link](#)

This set of “Dragonmarks” work essentially as alternate subraces for the core races, they were technically implemented but the final version in *Eberron: Rising from the Last War* is different enough that I’ve categorized this as outmoded.

#51 RACES OF RAVNICA

- **Implemented**
- [Link](#)

They went through a few major changes, but 3 of these races can be found in *Guildmaster's Guide to Ravnica*, including the *Loxodon*, *Simic Hybrids*, and *Vedalken*. Sadly, the 4th race *Viashano* got left on the cutting room floor.

#50 GIANT SOUL SORCERER

- **Active**

- [Link](#)

This single sorcerer subclass had a lot of influence from *Storm King's Thunder* but never ended up in anything official.

#49 CENTAURS AND MINOTAURS

- **Implemented**
- [Link](#)

Slightly streamlined versions of this *Centaur* and *Minotaur* race were implemented in *Guildmaster's Guide to Ravnica*.

#48 ORDER DOMAIN

- **Implemented**
- [Link](#)

This cleric subclass was implemented in *Guildmaster's Guide to Ravnica*.

#47 INTO THE WILD

- **Active**
- [Link](#)

These general wilderness exploration rules have yet to be implemented or revisited.

#46 THREE SUBCLASSES

- **Active / Implemented**
- [Link](#)

This contains 3 new subclasses, the *Brute* fighter subclass and the *School of Invention* wizard subclass are still active but *The Circle of Spores* druid subclass was implemented in *Guildmaster's Guide to Ravnica*.

#45 ELF SUBRACES

- **Active / Implemented**
- [Link](#)

This contains 4 new subraces for elves, the winged *Avriel*, and the xenophobic *Grugach* are still active, but the aquatic *Sea Elves*, and the shadowy *Shadar-kai*, were implemented in *Mordenkainen's Tome of Foes*.

#44 FIENDISH OPTIONS

- **Implemented**
- [Link](#)

This contains 8 new subrace options for tieflings, and options for specific fiendish cults. The cult mechanics didn't make it over, but the subraces were all implemented in *Mordenkainen's Tome of Foes*.

#43 RACE OPTIONS: ELADRIN AND GITH

- **Implemented**
- [Link](#)

The elf subrace *Eladrin* and the Gith races were all implemented in *Mordenkainen's Tome of Foes*.

#42 THREE-PILLAR EXPERIENCE

- **Active**
- [Link](#)

More of a DM philosophy and advice article than actual rules, these concepts have yet to be placed in any official book.

#41 GREYHAWK INITIATIVE

- **Active**
- [Link](#)

This alternate rules system for determining initiative order adds significant complexity to normal combat but also allows for more depth and variety.

#40 REVISED CLASS OPTIONS

- **Implemented**

- [Link](#)

This contains 4 subclasses in their last incarnation before being implemented in *Xanathar's Guide to Everything*. It includes the *Circle of the Shepherd* druid subclass, the *Cavalier* fighter subclass, the *Oath of Conquest* paladin subclass, and *The Celestial* warlock subclass.

#39 REVISED SUBCLASSES

- **Implemented**
- [Link](#)

This contains 5 subclasses in their last incarnation before being implemented in *Xanathar's Guide to Everything*. It includes the *Path of the Ancestral Guardian* barbarian subclass, the *College of Swords* bard subclass, the *Arcane Archer* fighter subclass, and *The Way of the Kensi* monk subclass, and the *Favored Soul* (later renamed *Divine Soul*) sorcerer subclass.

#38 FEATS FOR RACES

- **Implemented**
- [Link](#)

This contains feats that can only be chosen by specific core races. Most of these were implemented in *Xanathar's Guide to Everything* but a few were left behind or redone.

#37 FEATS FOR SKILLS

- **Active**
- [Link](#)

This contains feats that provide proficiency in each skill along with a small side benefit.

#36 DOWNTIME

- **Implemented**
- [Link](#)

These rules and concepts for downtime activities were implemented

in *Xanathar's Guide to Everything*.

#35 STARTER SPELLS

- **Implemented**
- [Link](#)

Most (but not all) of these low level spells were implemented in *Xanathar's Guide to Everything*.

#34 A TRIO OF SUBCLASSES

- **Implemented**
- [Link](#)

This contains 3 subclasses in their last incarnation before being implemented in *Xanathar's Guide to Everything*. It includes the *Way of the Drunken Master* monk subclass, the *Oath of Redemption* paladin subclass, and the *Monster Slayer* Ranger subclass.

#33 WIZARD REVISITED

- **Active / Implemented**
- [Link](#)

This contains 2 subclasses for wizards. *War Magic*, which was implemented in *Xanathar's Guide to Everything*, and *Theurgy*, which seems to have been left behind.

#32 THE MYSTIC CLASS

- **Outmoded**
- [Link](#)

This contains the last incarnation of the *Mystic* class before they seem to have abandoned it. It was decidedly too complex and unbalanced, and has been replaced in later unearthed arcana as multiple psionic subclasses.

#31 TRAPS REVISITED

- **Implemented**
- [Link](#)

This set of systems and rules for traps was implemented in *Xanathar's Guide to Everything* alongside several example traps.

#30 MASS COMBAT

- **Active**
- [Link](#)

This contains rules for organizing mass combat for full-scale warfare and similar engagements.

#29 WARLOCK AND WIZARD

- **Active / Implemented**
- [Link](#)

This contains 3 subclasses, 1 of which was *The Hexblade* warlock subclass, which was implemented alongside numerous new eldritch invocations in *Xanathar's Guide to Everything*. *The Raven Queen* warlock subclass and the *Lore Mastery* wizard subclass were sadly left behind.

#28 SORCERER

- **Outmoded**
- [Link](#)

This contains 4 sorcerer subclasses, *Favored Soul* which was replaced later with *Divine Soul*, *Phoenix Sorcery* which was overpowered and abandoned, along with *Sea Sorcery* and *Stone Sorcery* which were both later replaced with *Storm Sorcery*.

#27 RANGER AND ROGUE

- **Active / Implemented**
- [Link](#)

This contains 3 subclasses, the *Horizon Walker* ranger subclass and the *Scout* rogue subclass were implemented in *Xanathar's Guide to Everything*. *The Primeval Guardian* ranger subclass however remains unused and active.

#26 ARTIFICER

- **Outmoded**
- [Link](#)

This is one of the earlier incarnations of the *Artificer* class that has since been replaced.

#25 PALADIN: SACRED OATHS

- **Active / Implemented**
- [Link](#)

This contains 2 subclasses for paladins. *The Oath of Conquest*, which was implemented in *Xanathar's Guide to Everything*, and *The Oath of Treachery*, which seems to have been left behind.

#24 MONK: MONASTIC TRADITIONS

- **Outmoded**
- [Link](#)

This contains 2 subclasses for monks. *The Way of the Kensi* and *The Way of Tranquility*, both of which have been replaced by new versions in later Unearthed Arcana.

#23 FIGHTER: MARTIAL ARCHETYPES

- **Active / Implemented / Outmoded**
- [Link](#)

This contains 4 subclasses for fighters. *Samurai* was implemented in *Xanathar's Guide to Everything* almost unchanged. The *Arcane Archer* and *Knight* subclasses were revised in later unearthed arcana before being implemented, and the *Sharpshooter* subclass seems to have been abandoned due to power balance issues.

#22 DRUID CIRCLES AND WILD SHAPE

- **Active / Implemented / Outmoded**
- [Link](#)

This contains 3 subclasses for druids. *Circle of Dreams* was implemented in *Xanathar's Guide to Everything* almost unchanged. *Circle of the Shepherd* would be revisited in another unearthed arcana before implementation. Finally, the *Circle of Twilight* seems to have been abandoned due to power balance issues.

#21 CLERIC: DIVINE DOMAINS

- **Active / Implemented**
- [Link](#)

This contains 3 subclasses for clerics. The *Forge Domain* and the *Grave Domain* were both implemented in *Xanathar's Guide to Everything*. *Twilight Domain* however has been left behind and remains active.

#20 BARD: BARD COLLEGES

- **Implemented**
- [Link](#)

This contains 2 subclasses for bards. The *College of Glamor* and the *College of Whispers* which were both implemented in *Xanathar's Guide to Everything*.

#19 BARBARIAN PRIMAL PATHS

- **Implemented / Outmoded**
- [Link](#)

This contains 3 subclasses for barbarians. The *Path of the Ancestral Guardian* received another version in an unearthed arcana before being implemented. *Path of the Storm Herald* and the *Path of the Zealot* were both implemented in *Xanathar's Guide to Everything*.

#18 ENCOUNTER BUILDING

- **Implemented**
- [Link](#)

This contains new advice and guidelines for building new encounters as a DM, they were implemented in *Xanathar's Guide to Everything*.

#17 THE RANGER, REVISED

- **Active**
- [Link](#)

The ranger has often been criticized as the weakest class, this commonly used revision hasn't yet been implemented but greatly strengthens the ranger's capabilities.

#16 THE FAITHFUL

- **Active / Outmoded**
- [Link](#)

This contains *The Seeker* warlock subclass that remains unused and active, and the *Theurgy* wizard subclass that would be later tried again in another unearthed arcana.

#15 QUICK CHARACTERS

- **Active**
- [Link](#)

This contains tables for randomly creating a new character out of the core classes and races, it remains unused.

#14 FEATS

- **Active**
- [Link](#)

This contains a set of feats centered around specific weapon mastery and tool mastery, they have yet to appear in any publication.

#13 GOTHIC HEROES

- **Active / Implemented**
- [Link](#)

This contains the undead subrace *Revenants*, which can be applied to any race, and the fighter subclass *Monster Hunter*, both of which have yet to be implemented. It also contains the rogue subclass *Inquisitive* which was

implemented in *Xanathar's Guide to Everything*.

#12 KITS OF OLD

- **Active / Outmoded**
- [Link](#)

This contains 4 subclasses, 3 of which, including the bard's *College of Swords* and the fighter's *Cavalier* and *Scout* would be replaced with later versions, and *Scout* even switches from a fighter subclass to a rogue subclass. The bard's *College of Satire* however, remains active and unused.

#11 THAT OLD BLACK MAGIC

- **Outmoded**
- [Link](#)

This contains the tiefling subraces and abyssal spells that have been replaced in later unearthed arcana.

#10 LIGHT, DARK, UNDERDARK!

- **Active / Implemented / Outmoded**
- [Link](#)

This contains alternate “fighting styles” for classes that can gain them, these alternate fighting styles remain active and unused. It also contains 2 subclasses that have since been replaced with newer versions, the *Deep Stalker* ranger subclass and the *Undying Light* warlock subclass (later renamed *The Celestial*). It also contains the *Shadow* sorcerer subclass that was implemented in *Xanathar's Guide to Everything*.

#9 PRESTIGE CLASSES AND RUNE MAGIC

- **Active**
- [Link](#)

This contains optional rules for “prestige classes”, secondary classes that can be worked into if an existing character meets the requirements. It then gives the *Rune Scribe* prestige class as an example. Some of the “runes” have been retooled into simple magic items, but it otherwise remains active and unused.

#8 RANGER

- **Outmoded**
- [Link](#)

This was one of the now outmoded early attempts to “fix” the ranger class.

#7 MODERN MAGIC

- **Active**
- [Link](#)

This contains new rules and spells for playing 5e in a modern or futuristic setting. It also includes 3 technology themed subclasses, the *City Domain* cleric, the *Ghost in the Machine* warlock, and the *Technomancy* wizard.

#6 AWAKENED MYSTIC

- **Outmoded**
- [Link](#)

One of the many failed and outmoded *mystic* reworks.

#5 VARIANT RULES

- **Active**
- [Link](#)

This contains several alternate rules for some of the fundamentals of the system, such as saving throws and hit points.

#4 WATERBORNE ADVENTURES

- **Active / Outmoded / Implemented**
- [Link](#)

The only active portion of this article is the alternate “fighting style” *mariner* which remains unused. It also contains the *minotaur* race which would later be replaced, and the *Swashbuckler* rogue subclass and

the *Storm Sorcery* sorcerer subclass which would both be later implemented in *Xanathar's Guide to Everything*.

#3 MODIFYING CLASSES

- **Active**
- [Link](#)

This contains alternate rules for creating your own subclasses, it uses a variant of the outmoded *Favored Soul* as an example of a finished new subclass, but the rules themselves remain active.

#2 WHEN ARMIES CLASH

- **Outmoded**
- [Link](#)

This contains an earlier version of what would become the *mass combat* rules.

#1 EBERRON

- **Outmoded**
- [Link](#)

This contains racial rules for *shifters*, *warforged*, and *dragonmarks*, as well as rules for the *artificer* wizard subclass, all of which would be completely replaced in later revisions.

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T **y**

UNEARTHED ARCANA 2020

Subclasses, Part 3

This document provides playtest options for the artificer, druid, and ranger.

This Is Playtest Material

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

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

Artificer

At 3rd level, an artificer gains the Artificer Specialist feature. Here is a playtest option for that feature: the Armorer.

Armorer

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

Tools of the Trade

3rd-level Armorer feature

You gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Armorer Spells

3rd-level Armorer feature

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

Armorer Spells

Artificer Level	Spell
3rd	<i>magic missile, shield</i>
5th	<i>mirror image, shatter</i>
9th	<i>hypnotic pattern, lightning bolt</i>
13th	<i>fire shield, greater invisibility</i>
17th	<i>passwall, wall of force</i>

Design Note: Subclass Spells

Some subclasses add spells to a character's list of available spells. If the character is a member of a class, such as the cleric, that prepares spells, the additional spells are a mix of ones that the character should always have prepared (because of story or rules reasons) and ones adopted from another class (expanding the character's options beyond the class's normal limits).

If the character knows their spells, rather than preparing them, the spells are almost always adopted from another class.

Whether or not a class prepares or knows their spells, the spells on the list are selected (with rare exceptions) from the *Player's Handbook*, the only book a player is expected to have.

Power Armor

3rd-level Armorer feature

Your metallurgical pursuits have led to you making armor a conduit for your artificer magic. As an action, you can turn a suit of heavy armor you are wearing into power armor, provided you have smith's tools in hand.

You gain the following benefits while wearing the power armor:

- If the armor normally has a Strength requirement, the power armor lacks this requirement for you.
- You can use the power armor as a spellcasting focus for your artificer spells.
- The power armor attaches to you and can't be removed against your will. It also expands to cover your entire body, and it replaces any missing limbs, functioning identically to a body part it is replacing.

The armor continues to be power armor until you doff it, you don another suit of armor, or you die.

Armor Model

3rd-level Armorer feature

You can customize your power armor. When you do so, choose one of the following armor models: guardian or infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

You can change your power armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

Guardian. You design your armor to be in the frontline of conflict. It has the following features:

Thunder Gauntlets. Your armored fists each count as a simple melee weapon, and each deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.

Defensive Field. You gain a bonus action that you can use on each of your turns to gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor.

Infiltrator. You customize your armor for subtle undertakings. It has the following features:

Lightning Launcher. A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.

Powered Steps. Your walking speed increases by 5 feet.

Second Skin. The armor's weight is negligible, and it becomes formfitting and wearable under clothing. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the power armor doesn't.

Rule Tip: Bonus Actions

If you gain the ability to take a bonus action, remember that you can take it only on your turn, and you can't take more than one bonus action on that turn. For more information, see the "Bonus Actions" section on page 189 of the *Player's Handbook*.

Extra Attack

5th-level Armorer feature

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

Armor Modifications

9th-level Armorer feature

You learn how to use your artificer infusions to specially modify the armor enhanced by your Power Armor feature. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, bracers, and a weapon. Each of those items can bear one of your infusions. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your power armor.

Perfected Armor

15th-level Armorer feature

Your power armor gains additional benefits based on its model, as shown below.

Guardian. Tinkering with your armor's energy system leads you to discover a powerful pulling force. When a creature you can see ends its turn within 30 feet of you, you can use your reaction to force the creature to succeed on a Strength saving throw against your spell save DC or be pulled up to 30 feet toward you to an unoccupied space. If you pull the target to space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

Infiltrator. Any creature that takes lightning damage from your Lightning Launcher glimmers with light until the start of your next turn. The glimmering creature sheds dim light in a 5 foot radius, and the next attack roll against it by a creature other than you has advantage. If that attack hits, it deals an extra 1d6 lightning damage.

Artificer Infusions

When you choose your artificer infusions, you have access to the following options.

Armor of Magical Strength

Prerequisite: 10th-level artificer

Item: A suit of armor (requires attunement)

While wearing this armor, a creature can use its Intelligence modifier in place of its Strength modifier when making Strength checks and Strength saving throws.

The armor has 4 charges. As a reaction when it would be knocked prone, the wearer can expend 1 charge to not be knocked prone. The armor regains 1d4 expended charges daily at dawn.

Armor of Tools

Item: A suit of armor

As an action, a creature wearing this infused armor can integrate into it artisan's tools or thieves' tools. The tools remain integrated in the armor for 8 hours or until the wearer removes the tools as an action. The armor can have only one tool integrated at a time.

The wearer can add its Intelligence modifier to any ability checks it makes with the integrated tool. The wearer must have a hand free to use the tool.

Helm of Awareness

Prerequisite: 10th-level artificer

Item: A helmet (requires attunement)

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

Mind Sharpener

Item: A suit of armor or robes

The infused item can send a jolt to the wearer to refocus their mind. While wearing this infused item, whenever the creature fails a Constitution saving throw to maintain concentration on a spell, it can use its reaction to succeed instead.

Spell-Refueling Ring

Prerequisite: 6th-level artificer

Item: A ring (requires attunement)

While wearing this ring, the creature can recover one expended spell slot as an action. The maximum level of the recovered slot is equal to the number of magic items the wearer is currently attuned to. Once used, the ring can't be used again until the next dawn.

Druid

At 2nd level, a druid gains the Druid Circle feature. Here is a playtest option for that feature: the Circle of the Stars.

Circle of the Stars

An ancient lineage, the Circle of Stars allows druids to draw on the power of starlight. These druids have tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By revealing and understanding these secrets, the Circle of the Stars seeks to harness the powers of the cosmos.

Many druids of this circle keep detailed records of the stars and their effects on the world. Some groups document these observations at megalithic sites, which serve as enigmatic libraries of lore. These repositories might take the form of stone circles, pyramids, petroglyphs, and underground temples—any construction durable enough to protect the circle's sacred knowledge even against a great cataclysm.

Star Map

2nd-level Circle of the Stars feature

You've created a star map as part of your study of the heavens. The map is a Tiny object and can serve as a spellcasting focus for your druid spells. You decide what form the object takes, or you can determine what it is by rolling on the Star Map table.

Star Map

d6	Map Form
1	A scroll of living wood that aligns with heavenly bodies
2	A stone tablet with fine holes drilled through it
3	A speckled owlbear hide, tooled with raised marks
4	A collection of maps bound in an ebony cover

- 5 A crystal that projects starry patterns when placed before a light
- 6 Tempered glass disks that align to depict constellations

If you lose your map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a short or long rest, and it destroys the previous map.

You can cast the *augury* and *guiding bolt* spells without expending a spell slot and without preparing the spell, provided you use the star map as the spellcasting focus. You can cast a spell from the map in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Starry Form

2nd-level Circle of the Stars feature

You gain the ability to harness constellations' power to alter your form. As an action, you can expend a use of your Wild Shape feature to take on a starry form rather than transforming into a beast.

While in your starry form, you retain your game statistics, but your body takes on a luminous, starlike quality; your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes or until you're incapacitated.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form:

Chalice. A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + half your level in this class.

Archer. A constellation of an archer appears on you. You gain a bonus action that you can use to make a ranged spell attack, hurling a luminous arrow that targets a creature you can see within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.

Dragon. A constellation of a wise, ancient dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

Rule Tip: Round Down

Whenever you end up with a fraction in the game, round down, even if the fraction is one-half or greater, unless a rule explicitly tells you to round up.

Cosmic Omen

6th-level Circle of the Stars feature

You learn to use your star map to divine the will of the cosmos. Whenever you finish a long rest, you can consult your star map for omens. When you do so, roll a d6. You gain one of the following possible omens based on whether you rolled an even number or an odd number on the d6:

Weal (even). Whenever a creature you can see within 30 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.

Woe (odd). Whenever a creature you can see within 30 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total.

You can use this reaction a number of times equal to your Wisdom modifier, and you regain all expended uses when you finish a long rest.

Full of Stars

10th-level Circle of the Stars feature

While your Starry Form feature is active, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage.

Rule Tip: Resistance

When you have resistance to a damage type, that damage is halved against you. Here's the order that you apply modifiers to a type of damage: (1) any relevant damage immunity, (2) any addition or subtraction to the damage, (3) a relevant damage resistance, and then (4) a relevant damage vulnerability.

Star Flare

14th-level Circle of the Stars feature

Your connection to the cosmos allows you to conjure brilliant starlight. As an action, you conjure a burst of light in a 30-foot-radius sphere centered on a point you can see within 120 feet of you. You can immediately teleport each willing creature in the sphere to an unoccupied space within 30 feet of it. Each creature remaining in the sphere must succeed on a Constitution saving throw against your spell save DC or take 4d10 radiant damage and be blinded until the end of your next turn.

Once you have used this action, you can't use it again until you finish a long rest or until you expend a spell slot of 5th level or higher to use it again.

Ranger

At 3rd level, a ranger gains the Ranger Archetype feature. Here is a playtest option for that feature: the Fey Wanderer.

Fey Wanderer

As a Fey Wanderer, you guard the border between the Feywild and the Material Plane, guiding the lost out of the Feywild and preventing dangerous fey from damaging the Material Plane. Your experience with both domains makes you an exceptional negotiator between inhabitants of these worlds, as you understand both humanoid mindsets and the wiles of the fey courts.

Fey Wanderers possess a preternatural blessing from a fey ally or a place of fey power. Choose your blessing from the Feywild Gifts table or determine it randomly.

Feywild Gifts

d6 Gift

- | | |
|---|---|
| 1 | Illusory butterflies flutter around you while you take a short or long rest. |
| 2 | Fresh, seasonal flowers sprout from your hair each dawn. |
| 3 | You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice. |
| 4 | Your shadow dances while no one is looking directly at it. |
| 5 | Delicate horns or antlers sprout from your head. |
| 6 | Your skin and hair change color to match the season at each dawn. |

Fey Wanderer Magic

3rd-level Fey Wanderer feature

You learn an additional spell when you reach certain levels in this class, as shown in the Fey Wanderer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Fey Wanderer Spells

Ranger Level	Spell
3rd	<i>charm person</i>
5th	<i>misty step</i>
9th	<i>dispel magic</i>
13th	<i>banishment</i>
17th	<i>mislead</i>

Cunning Will

3rd-level Fey Wanderer feature

Your experience with the fey has guarded your mind and sharpened your tongue. You have advantage on saving throws against being charmed or frightened.

In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion.

Dreadful Strikes

3rd-level Fey Wanderer feature

You augment your attacks with mind-scarring magic, drawn from the gloomy hollows of the unseelie fey. You gain a bonus action that you can use to imbue the weapon, or weapons, you're currently holding with magic. Until the end of the turn, the weapons are magical, and they deal an extra 1d6 psychic damage on a hit. A creature can take this extra damage only once per turn.

When you engage in two-weapon fighting, you can imbue your weapons as part of the same bonus action you use to make the attack.

Blessings of the Courts

7th-level Fey Wanderer feature

You have learned eerie techniques from both the Gloaming Court and the Summer Court of the Feywild. Once during each of your turns, when you hit a creature with a weapon attack, you can expend a spell slot to deal extra psychic damage. The extra damage is 3d6 psychic damage and the creature must succeed on a Wisdom saving

throw against your spell save DC or be frightened of you until the end of your next turn.

In addition, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier.

Beguiling Twist

11th-level Fey Wanderer feature

You learn how to manipulate mind-altering magic, channeling it from your allies toward others. Whenever a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to succeed on a Wisdom saving throw against your spell save DC or suffer your choice of one of the following effects:

- The creature is charmed or frightened by you (your choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.
- The creature takes 3d10 psychic damage.

Misty Presence

15th-level Fey Wanderer feature

You can magically remove yourself from one creature's perception: you gain a bonus action that you can use to force a creature you can see within 30 feet of you to make a Wisdom saving throw against your spell save DC. On a failed save, the target can't see or hear you for 24 hours. The target can repeat the saving throw at the end of any turn during which you hit it with an attack roll, forced it to make a saving throw, or dealt damage to it. The effect ends early if you use this bonus action again. On a successful save, the target is immune to this feature for 7 days.

Once you've used this bonus action, you can't use it again until you finish a long rest or until you expend a spell slot of 4th level or higher to use it again.