

# Unearthed Arcana:

## Revised Class Options

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

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

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

### This Is Playtest Material

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

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

## Druid: Circle of the Shepherd

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

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

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

### Circle of the Shepherd Features

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

### Speech of the Woods

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

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

### Spirit Totem

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

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

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

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

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

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

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

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

## Mighty Summoner

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

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

## Guardian Spirit

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

## Faithful Summons

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

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

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

## Fighter: Cavalier

---

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

### Cavalier Features

#### Fighter

#### Level Feature

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

## Bonus Proficiency

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

## Born to the Saddle

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

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

## Combat Superiority

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

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

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

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

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

You know the following maneuvers:

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

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

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

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

## Ferocious Charger

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

## Improved Combat Superiority

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

## Relentless

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

## Paladin: Oath of Conquest

---

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

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

## Tenets of Conquest

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

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

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

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

## Oath of Conquest Features

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

## Oath Spells

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

### Oath of Conquest Spells

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

## Channel Divinity

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

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

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

## Aura of Conquest

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

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

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

## Scornful Rebuke

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

## Invincible Conqueror

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

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

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

## Warlock: The Celestial

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

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

### Celestial Features

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

## Expanded Spell List

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

### Celestial Expanded Spells

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

## Bonus Cantrips

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

## Healing Light

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

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

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

## Radiant Soul

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

## Celestial Resilience

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

## Searing Vengeance

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

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

## Warlock: Eldritch Invocations

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

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

### Aspect of the Moon

*Prerequisite: Pact of the Tome feature*

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

### Cloak of Flies

*Prerequisite: 5th level*

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

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

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

## Eldritch Smite

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

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

## Frost Lance

*Prerequisite: eldritch blast cantrip*

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

## Ghostly Gaze

*Prerequisite: 7th level*

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

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

## Gift of the Depths

*Prerequisite: 5th level*

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

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

## Gift of the Ever-Living Ones

*Prerequisite: Pact of the Chain feature*

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

## Grasp of Hadar

*Prerequisite: eldritch blast cantrip*

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

## Improved Pact Weapon

*Prerequisite: Pact of the Blade feature*

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

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

## Kiss of Mephistopheles

*Prerequisite: 5th level, eldritch blast cantrip*

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

## Maddening Hex

*Prerequisite: 5th level*

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

## Relentless Hex

*Prerequisite: 7th level*

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

## Shroud of Shadow

*Prerequisite: 15th level*

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

## Tomb of Levistus

*Prerequisite: 5th level*

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

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

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

## Trickster's Escape

*Prerequisite: 7th level*

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