

UNEARTHED ARCANA 2020

Subclasses, Part 4

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.

Here are some things to keep in mind:

- The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication.
- In early playtests such as this, character options are rarely tuned for multiclassing. We are nonetheless interested in multiclass-related feedback, accounting for it if we finalize the design for publication.

This document provides two playtest options:

College of Spirits, a new bard subclass that learns stories from spirits

The Undead, a new warlock subclass whose patron is an undead being

Bard

At 3rd level, a bard gains the Bardic College feature. Here is a playtest option for that feature: the College of Spirits.

College of Spirits

Stories of the past are powerful; they hold lessons of history, philosophy, and magic. Bards of the College of Spirits seek the stories of those from beyond the material plane. Using gaming sets, they reach out to hear their stories, but the bards have no control over what story they find.

Guiding Whispers

3rd-level College of Spirits

You can reach out to spirits to guide you and others. You learn the *guidance* cantrip, which doesn't count against the number of bard

cantrips you know. For you, it has a range of 60 feet when you cast it.

Spiritual Focus

3rd- and 6th-level College of Spirits feature

Your practice of contacting spirits can employ special tools. You can use the following objects as a spellcasting focus for your bard spells: a candle, a crystal ball, a talking board, a tarokka deck, or a skull.

At 6th level, when you cast a bard spell that deals damage or restores hit points through the Spiritual Focus, roll a d6, and you gain a bonus to one roll of the spell equal to the number rolled.

Tales from Beyond

3rd-level College of Spirits feature

You reach out to spirits who tell their tales through you. While you are holding your Spiritual Focus, you can use a bonus action to expend one use of your Bardic Inspiration and roll on the Spirits' Tales table using your Bardic Inspiration die to determine the tale told. You retain the tale in mind until you bestow the tale's effect or you finish a short or long rest.

You can use an action to choose one creature you can see within 30 feet of you (this can be you) to be the target of the tale's effect. Once you do so, you can't bestow the tale's effect again until you roll it again.

You can retain only one of these tales in mind at a time, and rolling on the Spirits' Tales table immediately ends the effect of the previous tale.

If the tale requires a saving throw, the DC equals your spell save DC.

Spirits' Tales

Bardic

Insp. Die **Tale**

1

Beast. You recite the tale of a clever animal. For 1 minute, the target has advantage on Wisdom (Perception) checks and advantage on attack rolls against a creature if another enemy is within 5 feet of it, and that enemy isn't incapacitated.

2 **Warrior.** You recount the story of a renowned duelist. Make a melee spell attack against the target as an attacking spectral warrior briefly appears in an unoccupied space within 5 feet of the target before vanishing. On a hit, the target takes force damage equal to two rolls of your Bardic Inspiration die + your Charisma modifier.

3 **Friends.** You recite the tale of friends who found each other in the afterlife. The target and another creature of its choice it can see within 5 feet of it regains hit points equal to a roll of your Bardic Inspiration die + your Charisma modifier.

4 **Runaway.** You tell the tale of an adventurer that could escape any confinement. The target can immediately use its reaction to teleport up to 30 feet to an unoccupied space it can see. When the target teleports, it can choose a number of creatures it can see within 30 feet of it up to your Charisma modifier (minimum of 1) to immediately use the same reaction.

5 **Avenger.** You recount the tale of an avenging knight. For 1 minute, whenever a creature the target can see within 30 feet of it is damaged by a creature, the target can use its reaction to deal force damage equal to a roll of your Bardic Inspiration die to the attacker.

6 **Hero.** You speak the tale of an epic hero. Choose a creature you can see within 30 feet of you. The target gains temporary hit points equal to a roll of your Bardic Inspiration die + your bard level. While it has these temporary hit points, the target's walking speed increases by 10 feet.

7 **Fey.** You recount the tale of a mischievous fey. The target must succeed on a Wisdom saving throw or become charmed by you until the end of its next turn. The charmed target must use its action to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no other creature.

8 **Dark Spirit.** You speak a dreadful tale of a slayer in the dark. The target becomes invisible until the end of its next turn or until it hits a creature with an attack. If it hits a creature with an attack during this invisibility, that creature takes necrotic damage equal to a roll of your Bardic Inspiration die and is frightened of the target until the end of its next turn.

9 **Giant.** You speak of the deeds of a mighty giant. Each creature of the target's choice it can see within 30 feet of it must make a Strength saving throw, taking force damage equal to two rolls of your Bardic Inspiration die on a failed save and is knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

10 **Dragon.** You breathe a poem of a wrathful dragon. The target magically spews fire from their mouth in a 30-foot cone. Each creature in that area must make a Dexterity saving throw, taking fire damage equal to three rolls of your Bardic Inspiration die on a failed save, or half as much damage on a successful one.

11 **Celestial.** You speak of the exalted deeds of a celestial. The target regains hit points equal to two rolls of your Bardic Inspiration die + your bard level, and you end one disease or a condition from the following list affecting the target: blinded, deafened, paralyzed, petrified, or poisoned.

12 **Unknown.** You utter an incomprehensible fable from a being beyond the stars. Choose a creature you can see within 30 feet of you. The target must succeed on an Intelligence saving throw or take psychic damage equal to three rolls of your Bardic Inspiration die, and the target is unable to speak any language for 1 minute.

Spirit Session

6th-level College of Spirits feature

You can channel spirits to gain insights into magic. You can conduct an hour-long ritual channeling spirits (which can be done during a short or long rest) using your Spiritual Focus.

You can conduct the ritual with a number of creatures equal to your proficiency bonus (including yourself). At the end of the ritual, you temporarily learn one spell of your choice from any class.

The spell you choose must be of a level equal to the number of creatures that conducted the ritual or less, the spell must be of a level you can cast, and it must be in the school of divination or necromancy. The chosen spell counts as a bard spell for you but doesn't count against the number of bard spells you know.

Once you perform the ritual, you can't do so again until you start a long rest, and you know the chosen spell until you start a long rest.

Mystical Connection

14th-level College of Spirits feature

Your connection to spirits has become semi-permanent. Whenever you use your Tales from Beyond feature, you can roll a d6 and use it instead of expending a Bardic Inspiration die. You still use your Bardic Inspiration die for the tale's effect, without expending it.

Warlock

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a playtest option for that feature: the Undead.

The Undead

The Undead is an entity that resides in the dark corners of the multiverse. Your patron could be Acererak, Azalin, Lord Soth, Strahd, or some other ancient undead being. You may seek to gain knowledge from your patron's countless lifetimes of experience, while it may see you as a piece of a centuries long plan.

Expanded Spell List

1st-level Undead feature

The Undead 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.

Undead Expanded Spells

Spell Level	Spells
1st	<i>bane, false life</i>
2nd	<i>blindness/deafness, phantasmal force</i>
3rd	<i>speak with dead, phantom steed</i>
4th	<i>death ward, greater invisibility</i>
5th	<i>antilife shell, cloudkill</i>

Form of Dread

1st-level Undead feature

You manifest an aspect of your patron's dreadful power. As a bonus action, you transform for 1 minute. You gain the following benefits while transformed:

- You gain temporary hit points equal to 1d10 + your warlock level.
- Once during each of your turns, when you hit a creature with an attack, you can force it to make a Wisdom saving throw, and if the saving throw fails, the target is frightened of you until the end of your next turn.
- You are immune to the frightened condition.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

The appearance of your Form of Dread reflects some aspect of your patron. For example, your form could be a shroud of shadows forming the crown and robes of your lich patron, or your face might transform into bat-like features due to your vampire patron.

Grave Touched

6th-level Undead feature

Your patron's powers have a profound effect on your body and magic. You don't need to eat, drink, or breathe.

In addition, when you hit a creature with an attack and roll damage against the creature, you can replace the damage type with necrotic damage. While you are using your Form of Dread, you can roll one additional damage die when determining the necrotic damage the target takes.

Mortal Husk

10th-level Undead feature

Your connection to undeath and necrotic energy now saturates your body. You have resistance to necrotic damage. If you are transformed using your Form of Dread, you instead become immune to necrotic damage.

In addition, when you are reduced to 0 hit points, you can cause your body to explode. Each creature within 30 feet of you takes necrotic damage equal to $2d10 +$ your warlock level. You then revive with 1 hit point in your previous space, along with your gear, and you gain 1 level of exhaustion. Once you revive this way, you can't do so again until you finish 1d4 long rests.

Spirit Projection

14th-level Undead feature

Your body is now simply a vessel for your spirit. As an action, you can project your spirit from your body. The body you leave behind is unconscious and in a state of suspended animation.

Your spirit can remain outside your body for up to 1 hour or until your concentration is broken (as if concentrating on a spell). When your projection ends, your spirit returns to your body or your body magically teleports to your spirit's space (your choice).

While projecting your spirit, you gain the following benefits:

- Your spirit and body gain resistance to bludgeoning, piercing, and slashing damage.
- When you cast a spell of the conjuration or necromancy school, the spell doesn't require verbal, somatic, or material components that lack a gold cost.
- You have a flying speed equal to your walking speed and can hover. You can move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.
- While you are using your Form of Dread, once during each of your turns when you deal necrotic damage to a creature, you regain hit points equal to half the amount of necrotic damage dealt.

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