

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
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- | | |
|---|--|
| 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.