

# UNEARTHED ARCANA 2025

## HORROR SUBCLASSES

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for upcoming products. The material here uses the rules in the 2024 *Player's Handbook*.

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## WHAT'S INSIDE

This document presents eight subclasses: revised subclasses for the Bard (College of Spirits), Cleric (Grave Domain), Rogue (Phantom), Sorcerer (Shadow Sorcery), and Warlock (Hexblade Patron and Undead Patron) as well as new subclasses for the Artificer (Reanimator) and Ranger (Hollow Warden).

### THIS IS PLAYTEST MATERIAL

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

**How to Playtest This UA.** We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Quests from the Infinite Staircase*.

**Power Level.** The character options you read here might be more or less powerful than options in the 2024 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

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

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

## SUBCLASSES

This section presents the following subclasses: the Reanimator, College of Spirits, Grave Domain, Hollow Warden, Phantom, Shadow Sorcery, Hexblade Patron, and Undead Patron.

## ARTIFICER: REANIMATOR

### *Reassemble Corpses to Raise the Dead*

Reanimators defy the laws of nature in pursuit of gruesome experiment. These grim Artificers stitch together servants from disparate corpses, use foul magic to strengthen the living, and transform the art of necromancy into a terrifying science.

### LEVEL 3: REANIMATOR SPELLS

When you reach an Artificer level specified in the Reanimator Spells table, you thereafter always have the listed spells prepared.

#### REANIMATOR SPELLS

Artificer Level	Spells
3	<i>False Life, Spare the Dying, Witch Bolt</i>
5	<i>Blindness/Deafness, Enhance Ability</i>
9	<i>Animate Dead, Lightning Bolt</i>
13	<i>Blight, Death Ward</i>
17	<i>Antilife Shell, Raise Dead</i>

### LEVEL 3: JOLT TO LIFE

When you cast *Spare the Dying*, you can modify the spell so that it sends a jolt of electricity through the target, reviving it. The target regains 1 Hit Point, and each creature in a 10-foot Emanation originating from the target makes a Dexterity saving throw against your spell save DC, taking Lightning damage equal to 1d4 plus half your Artificer level (round up) on a failed save or half as much damage on a successful one.

You can modify the spell this way a number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a Long Rest.

### LEVEL 3: REANIMATED COMPANION

Using Tinker's Tools or another type of Artisan's Tools with which you have proficiency, you can take a Magic action to create a **Reanimated Companion** (see the stat block) through the power of necromancy and science. The companion manifests in an unoccupied space within 5 feet of you. You determine the companion's appearance; your choices don't affect the companion's game statistics.

The companion is Friendly to you and your allies and obeys you. It lasts until you finish a Long Rest or until you take a Magic action to dismiss it early, at which point it harmlessly collapses into a pile of viscera. It immediately drops to 0 Hit Points and dies (triggering its Death Burst trait) if you die.

Once you create a companion, you can't do so again until you finish a Long Rest or expend a spell slot to create one. You can have only one companion at a time and can't create one while your companion is present.

**The Companion in Combat.** In combat, the companion acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the Incapacitated condition, the companion acts on its own and isn't limited to the Dodge action.

## REANIMATED COMPANION

*Small Undead, Neutral*

**AC** 10 + your Intelligence modifier

**HP** 4 + four times your Artificer level (the companion has a number of Hit Dice [d6s] equal to your Artificer level)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
<b>STR</b> 14	+2	+2	<b>DEX</b> 10	+0	+0	<b>CON</b> 16	+3	+3
<b>INT</b> 4	-3	-3	<b>WIS</b> 10	+0	+0	<b>CHA</b> 6	-2	-2

**Resistances** Necrotic, Poison

**Immunities** Lightning; Charmed, Exhaustion, Poisoned

**Senses** Blindsight 60 ft.; Passive Perception 10

**Languages** Understands the languages you know

**CR** None (XP 0; PB equals your Proficiency Bonus)

## TRAITS

**Death Burst.** The companion explodes when it dies.

**Dexterity Saving Throw:** DC equals your spell save DC, each creature in a 10-foot Emanation originating from the companion. **Failure:** 2d6 Necrotic damage.

**Lightning Absorption.** Whenever the companion is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

## ACTIONS

**Dreadful Swipe.** *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d4 + 2 plus your Intelligence modifier Necrotic damage, and the target can't take Opportunity Attacks until the start of its next turn.

## LEVEL 5: STRANGE MODIFICATIONS

Whenever you create a Reanimated Companion, it gains one of the following options of your choice; choose when you create the companion.

**Arcane Conduit.** You can cast spells as though you were in the companion's space, but you must use your own senses. Once per turn, when you cast an

Artificer spell from the Evocation or Necromancy schools and deal damage while your companion is within 120 feet of you, you can add your Intelligence modifier to one damage roll of that spell.

**Ferocity.** When you command your companion to take the Dreadful Swipe action, the companion can use it twice.

## LEVEL 9: IMPROVED REANIMATION

You experiment and alter your companion further. Whenever you create a Reanimated Companion, it gains one of the following options of your choice; choose when you create the companion.

**Bloated.** The companion becomes Large or Medium (your choice). Whenever it hits a Large or smaller creature with its Dreadful Swipe action, that creature can also be pushed up to 10 feet away from the companion. Additionally, you can add your Intelligence modifier to the damage dealt by the companion's Death Burst.

**Gaunt.** The companion's Speed increases to 45 feet, and it gains a Climb Speed equal to its Speed. It can climb difficult surfaces, including along ceilings, without needing to make an ability check. In addition, whenever a creature of your choice starts its turn within a 10-foot Emanation originating from your companion, the creature must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition until the start of its next turn.

**Moist.** The companion gains a Swim Speed equal to its Speed. In addition, whenever the companion is hit by an attack roll from a creature within 10 feet of it, the attacker takes Acid damage equal to your Intelligence modifier.

## LEVEL 15: PROMETHEAN REANIMATION

You have mastered the science of revivification, granting you the following benefits.

**Facilitated Revival.** When you cast *Revivify* or *Raise Dead*, the cost of any Material components needed for that spell is halved.

**Improved Companion.** The damage of your Reanimated Companion's Death Burst increases to 4d6. Necrotic damage dealt by your companion ignores Resistance.

**Life Transfer.** You can siphon the animating magic of your companion to bolster yourself. When you take damage, you can take a Reaction to cause your Reanimated Companion to drop to 0 Hit Points. The companion immediately dies (triggering its Death Burst trait), and you regain a number of Hit Points equal to your Artificer level.

## BARD: COLLEGE OF SPIRITS

### *Call Forth Spirits from Beyond the Grave*

Using occult trappings, Bards of the College of Spirits conjure legendary and long-dead spirits to change the world once more. But such entities are capricious, and what a Bard summons isn't always entirely under their control.

#### DESIGN NOTE: COLLEGE OF SPIRITS UPDATES

Here are the main updates in this subclass since its appearance in *Van Richten's Guide to Ravenloft*:

- **Guiding Whispers** and **Spiritual Focus** are now combined into a single feature, **Channeler**. This new feature also grants you proficiency with playing cards.
- **Spirits from Beyond** (formerly **Tales from Beyond**) has been reworked to improve its action economy and produce more immediate effects. The options on the feature's table have been revised as well.
- **Empowered Channeling** is a new feature that allows the Bard to cast and alter the *Spirit Guardians* spell.

### LEVEL 3: CHANNELER

You learn how to contact spirits beyond the grave, letting their power and knowledge flow through you. You gain the following benefits.

**Guiding Whispers.** You know the *Guidance* cantrip. It has a range of 60 feet when you cast it.

**Spiritual Focus.** You employ tools that aid you in channeling spirits. You gain a Gaming Set (Playing Cards). You have proficiency with this Gaming Set, and you can use the cards or one of the following items as a Spellcasting Focus for your Bard spells: Arcane Focus (Crystal or Orb), Candle, or Ink Pen.

### LEVEL 3: SPIRITS FROM BEYOND

While holding a Spellcasting Focus, you can take a Bonus Action to expend one use of your Bardic Inspiration and call forth the powers of a spirit. Roll the Bardic Inspiration die and refer to the Spirits from Beyond table to determine the spirit you channel, then choose one creature you can see within 30 feet of yourself as the spirit's target. The spirit immediately takes effect; if a spirit's effect requires a saving throw, the DC equals your Bard spell save DC.

## SPIRITS FROM BEYOND

Bardic Insp. Die	Spirit
1	<b>Beloved.</b> The target regains Hit Points equal to one roll of your Bardic Inspiration die plus your Charisma modifier.
2	<b>Sharpshooter.</b> The target takes Force damage equal to one roll of your Bardic Inspiration die plus your Charisma modifier.
3	<b>Avenger.</b> Until the end of your next turn, any creature that hits the target with a melee attack roll takes Force damage equal to a roll of your Bardic Inspiration die.
4	<b>Renegade.</b> The target can immediately take a Reaction to teleport up to 30 feet to an unoccupied space it can see.
5	<b>Fortune Teller.</b> The target has Advantage on D20 Tests until the start of your next turn.
6	<b>Wayfarer.</b> The target gains Temporary Hit Points equal to a roll of your Bardic Inspiration die plus your Bard level. While it has these Temporary Hit Points, the target's Speed increases by 10 feet.
7	<b>Trickster.</b> The target makes a Wisdom saving throw. On a failed save, the target takes Psychic damage equal to two rolls of your Bardic Inspiration die and has the Charmed condition until the start of your next turn. On a successful save, the target takes half as much damage only.
8	<b>Shade.</b> The target gains the Invisible condition until the end of its next turn or until the target makes an attack roll, deals damage, or casts a spell. When the invisibility ends, each creature in a 5-foot Emanation originating from the target must succeed on a Constitution saving throw or take Necrotic damage equal to two rolls of your Bardic Inspiration die.
9	<b>Arsonist.</b> The target makes a Dexterity saving throw, taking Fire damage equal to four rolls of your Bardic Inspiration die on a failed save or half as much on a successful one.

- 10 **Coward.** The target and each creature of your choice in a 30-foot Emanation originating from the target must succeed on a Wisdom saving throw or have the Frightened condition until the start of your next turn. While Frightened, a creature's Speed is halved, and it can take either an action or a Bonus Action, not both.
- 11 **Brute.** Each creature of your choice in a 30-foot Emanation originating from the target makes a Strength saving throw. On a failed save, a creature takes Thunder damage equal to three rolls of your Bardic Inspiration die and has the Prone condition. On a successful save, a creature takes half as much damage only.
- 12 **Controlled Channeling.** You determine the spirit's effect by choosing one of the other rows in this table.

## LEVEL 6: EMPOWERED CHANNELING

Your ability to channel spirits improves. You gain the following benefits.

**Power from Beyond.** Once per turn, when you cast a Bard spell that deals damage or restores Hit Points, roll a d6. You gain a bonus to one of the spell's damage rolls or to the total Hit Points the spell restores equal to the number rolled.

**Spiritual Manifestation.** You always have the *Spirit Guardians* spell prepared. You can cast the spell once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so the spirits also guard against worldly threats. When cast in this way, you and allies within the spell's Emanation have Half Cover. Once you modify the spell in this way, you can't do so again until you finish a Short or Long Rest.

## LEVEL 14: MYSTICAL CONNECTION

You gain mastery over the spirits you call forth. Whenever you roll on the Spirits from Beyond table, you can roll the die twice and choose which of the two effects to bestow.

## CLERIC: GRAVE DOMAIN

### *Embody Deific Forces of Death*

The Grave Domain concerns itself with the boundary between life and death. To those who tap into this domain's power, death is a foundational, natural, and inevitable part of the multiverse. Such Clerics seek to destroy Undead and strive to shepherd

spirits to the afterlife (whether those spirits want to go or not).

The magic of this domain also allows these Clerics to stave off death for a time, particularly for those who still have some great work to accomplish in the world. But this is merely a delay of death, not a denial of it, for the grave will always claim its due.

### DESIGN NOTE: GRAVE DOMAIN UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Circle of Mortality** now also grants you a small damage boost against Bloodied creatures.
- **Grave Domain Spells** has been updated to include more versatility and combat-relevant spells.
- **Path to the Grave** now produces an ongoing curse effect in addition to boosting the damage of an attack.
- **Sentinel at Death's Door** now can trigger on any attack, not just Critical Hits.
- **Divine Reaper** is a new feature that absorbs the previous benefits of Keeper of Souls and provides a boost to the Cleric's Necromancy spells.

## LEVEL 3: CIRCLE OF MORTALITY

You gain the ability to manipulate the balance between life and death, granting you the following benefits.

**Pull of Death.** Once per turn, when you cast a spell or hit with an attack roll and deal damage to a Bloodied creature, that creature takes an extra 1d4 Necrotic damage.

**Return to Life.** When you would normally roll one or more dice to restore Hit Points to a creature at 0 Hit Points with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d4 Hit Points to a creature at 0 Hit Points with a spell, you restore 8.

## LEVEL 3: GRAVE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Grave Domain Spells table, you thereafter always have the listed spells prepared.

### GRAVE DOMAIN SPELLS

Cleric Level	Spells
3	<i>Bane, Chill Touch, Detect Evil and Good, Gentle Repose, Ray of Enfeeblement</i>
5	<i>Revivify, Vampiric Touch</i>
7	<i>Blight, Dispel Evil and Good</i>
9	<i>Hold Monster, Raise Dead</i>

### LEVEL 3: PATH TO THE GRAVE

As a Bonus Action, you present your Holy Symbol and expend a use of your Channel Divinity to curse one creature you can see within 30 feet of yourself until the start of your next turn. While cursed, the creature has Disadvantage on attack rolls and saving throws.

When you or an ally you can see hits the cursed target with an attack roll, you can end the curse early (no action required) to make the attack deal extra Necrotic or Radiant damage (your choice) equal to 1d8 plus your Cleric level.

### LEVEL 6: SENTINEL AT DEATH'S DOOR

When you or a Bloodied creature you can see within 30 feet of yourself is hit with an attack roll, you can take a Reaction to halve that attack's damage.

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

### LEVEL 17: DIVINE REAPER

Your deep connection to this domain renders you a hallowed harbinger of death, granting you the following benefits.

**Enhanced Necromancy.** When you cast a spell of level 5 or lower from the Necromancy school that targets one creature or a spell from the Grave Domain Spells table, you can expend a use of Channel Divinity to target a second creature within the spell's range. If the spell requires costly or consumed Material components, you must provide Material components for each target.

**Keeper of Souls.** When an enemy dies within 60 feet of you, you or one creature you can see within 60 feet of yourself regains Hit Points equal to three times your Cleric level. You can't use this feature if you have the Incapacitated condition. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

## RANGER: HOLLOW WARDEN

### *Draw on the Might of Ancient Wild Terrors*

Legends tell that the most ancient and fearsome terrors lurk deep within the old places of the earth—unfathomable and bloodthirsty entities of fallow soil and sharpened claws. Hollow Wardens venerate and draw power from such beings, transforming themselves into similarly merciless and monstrous guardians that stalk along jagged coastlines, across steep mountain crags, and through other dark and wild places.

### LEVEL 3: HOLLOW WARDEN SPELLS

When you reach a Ranger level specified in the Hollow Warden Spells table, you thereafter always have the listed spell prepared.

#### HOLLOW WARDEN SPELLS

Ranger Level	Spells
3	<i>Wrathful Smite</i>
5	<i>Spike Growth</i>
9	<i>Phantom Steed</i>
13	<i>Hallucinatory Terrain</i>
17	<i>Awaken</i>

### LEVEL 3: WRATH OF THE WILD

You draw on the strange and ancient horrors of the land for power. When you cast *Hunter's Mark*, you transform, gaining the following benefits for the duration of the spell.

**Ancient Armor.** You gain a bonus to your AC equal to your Wisdom modifier (minimum of +1). Your body is wreathed in rotten bark or beastly bristles.

**Unnerving Aura.** When an enemy starts its turn within a 10-foot Emanation originating from you, it makes a Wisdom saving throw against your spell save DC. On a failed save, it can take either an action or a Bonus Action on this turn, not both. Your shadow lengthens and twists around you, or you sprout unnatural growths like bloody antlers or putrid fangs.

### LEVEL 7: HUNGERING MIGHT

You gain a bonus to Constitution saving throws equal to your Wisdom modifier (minimum of +1).

In addition, once per turn when you hit a creature with an attack roll while you are transformed using Wrath of the Wild, you regain a number of Hit Points equal to 1d10 plus your Wisdom modifier, provided you are Bloodied when you hit.

### LEVEL 11: ROT AND VIOLENCE

Your dedication to eldritch forest beings alters you further. When transformed using Wrath of the Wild, you gain the following additional benefits.

**Eerie Aura.** When a creature fails its saving throw against your Unnerving Aura, it also takes Necrotic, Poison, or Psychic damage (your choice) equal to your Ranger level. This damage ignores Resistance.

**Strangling Roots.** When you hit a creature with an attack roll using a weapon, you can activate the Sap or Slow mastery property in addition to a different mastery property you're using with that weapon.

## LEVEL 15: ANCIENT ENDURANCE

You become wholly suffused with the forest's ancient power, granting you the following benefits.

**Persistent Hunt.** If you drop to 0 Hit Points while transformed using Wrath of the Wild and don't die outright, you can expend a level 4+ spell slot (no action required). Your Hit Points then instead change to an amount equal to five times the level of the spell slot expended.

**Timeless.** You have Immunity to the Exhaustion condition.

## ROGUE: PHANTOM

### *Embrace Death and Wield Ghostly Power*

Some Rogues walk along the veil between life and death, shepherding opponents to the grave and slipping through the world as undetectable as a spirit. In these pursuits, a Rogue might discover a mystical connection to death itself. Such an individual becomes immersed in negative energy, infusing their strikes with deathly energy and stealing knowledge from souls who have passed on. Thieves' guilds value Rogues of this persuasion as highly effective information gatherers and spies.

#### DESIGN NOTE: PHANTOM UPDATES

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Wails from the Grave** now links its number of uses to the Rogue's Dexterity modifier.
- **Tokens of the Departed** now provides soul trinkets whenever you finish a Long Rest, allowing more reliable usage of the feature's benefits.
- **Voice of Death** is a new feature that allows you to cast *Speak with Dead*.
- **Death's Friend** now lets you gain a soul trinket when you roll Initiative and have no soul trinkets.

## LEVEL 3: WAILS FROM THE GRAVE

Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes Necrotic damage equal to the roll's total as wails of the dead momentarily sound around them.

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

## LEVEL 3: WHISPERS OF THE DEAD

Whenever you finish a Short or Long Rest, you can choose one skill or tool proficiency that you lack and

gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this benefit again to choose a different proficiency.

## LEVEL 9: TOKENS OF THE DEPARTED

The spirits of the dead are drawn to you, and echoes of their past lives magically manifest as strange curios with resonant power.

Whenever you finish a Long Rest, you gain two soul trinkets; each soul trinket is a Tiny object (the DM determines the trinket's form or has you roll on the Trinkets table in the *Player's Handbook* to generate it). These trinkets last until you finish another Long Rest, at which point they disintegrate. If you ever move more than 30 feet from a trinket, the trinket immediately teleports to you, appearing somewhere on your person.

The number of soul trinkets you gain when you finish a Long Rest increases when you reach Rogue levels 13 (three trinkets) and 17 (four trinkets).

**Using Soul Trinkets.** You can use soul trinkets in the following ways:

**Death's Knell.** When you deal Sneak Attack damage on your turn, you can expend one soul trinket and immediately use Wails from the Grave without expending a use of that feature. The expended trinket is destroyed.

**Life Essence.** While you have at least one soul trinket, you have Advantage on Death Saving Throws and Constitution saving throws.

**Spirit Query.** You can take a Magic action to expend one soul trinket and immediately cast the *Augury* spell, requiring no spell components and using Dexterity as the spellcasting modifier. The expended trinket is destroyed.

**Regaining Soul Trinkets.** When a creature you can see within 30 feet of you dies, you can take a Reaction to regain one expended soul trinket.

## LEVEL 9: VOICE OF DEATH

You can cast *Speak with Dead* once without a spell slot, requiring no spell components and using Dexterity as the spellcasting modifier. You regain the ability to cast it this way when you finish a Short or Long Rest.

## LEVEL 13: GHOST WALK

As a Bonus Action, you assume a spectral form, gaining the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest unless you expend and destroy one of your soul trinkets from Tokens of the Departed (no action required) to restore your use of it.

**Flight.** You gain a Fly Speed of 10 feet and can hover.

**Hazy Form.** Attack rolls have Disadvantage against you.

**Incorporeal Movement.** You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you take 1d10 Force damage.

### LEVEL 17: DEATH'S FRIEND

Your association with death has become so close that you gain the following benefits.

**Death's Lament.** When you use your Wails from the Grave feature, you can deal the Necrotic damage to both the first and the second creature.

**Draw of Death.** When you roll Initiative, you regain one soul trinket for your Tokens of the Departed if you have none remaining.

## SORCERER: SHADOW SORCERY

*Bend Darkness and Doom to Your Will*

Your innate magic comes from the Shadowfell itself. You might trace your lineage to an entity from that place, or perhaps you were exposed to the Shadowfell's sinister energy and were transformed by it. Your shadowy magic allows you to command darkness, undeath, and woe with ease.

### DESIGN NOTE: SHADOW SORCERY UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Eyes of the Dark** now also grants you Blindsight and the ability to see through the Darkness of any spell you cast.
- **Shadow Spells** is a new feature that provides a list of always prepared spells.
- **Spirits of Ill Omen** (formerly Hound of Ill Omen) now uses the *Summon Undead* spell, allowing for more versatility and scaling.
- **Umbral Form** now gives you one free use of the form per Long Rest. Strength of the Grave has been improved and moved to the benefits of this form.

### LEVEL 3: EYES OF THE DARK

You have Darkvision with a range of 120 feet and Blindsight with a range of 10 feet.

In addition, if a spell you cast creates an area of Darkness, you can see normally through that spell's Darkness.

### LEVEL 3: SHADOW SPELLS

When you reach a Sorcerer level specified in the Shadow Spells table, you thereafter always have the listed spells prepared.

### SHADOW SPELLS

Sorcerer Level	Spells
3	<i>Bane, Darkness, Inflict Wounds, Pass Without Trace</i>
5	<i>Hunger of Hadar, Summon Undead</i>
7	<i>Greater Invisibility, Phantasmal Killer</i>
9	<i>Contagion, Creation</i>

### LEVEL 6: SPIRITS OF ILL OMEN

You can cast *Summon Undead* without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting, and the spell ends early if you cast it again.

### LEVEL 14: SHADOW WALK

While you are in Dim Light or Darkness, you can take a Bonus Action to teleport up to 120 feet to an unoccupied space you can see that is also in Dim Light or Darkness.

### LEVEL 18: UMBRAL FORM

As a Bonus Action, you adopt a shadowy form, gaining the benefits below for 1 minute, until you have the Incapacitated condition, or until you end the form (no action required). Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 6 Sorcery Points (no action required) to restore your use of it.

**Incorporeal Movement.** You can move through occupied spaces as if they were Difficult Terrain. If you end your turn in such a space, you take 1d10 Force damage.

**Shadow Resilience.** You have Resistance to all damage except Force and Radiant damage.

**Strength of the Grave.** If you would drop to 0 Hit Points and not die outright, you can make a Charisma saving throw (DC 5 plus half the damage taken). If you succeed, your Hit Points instead change to a number equal to three times your Sorcerer level.

## WARLOCK: HEXBLADE PATRON

You've made a pact with a sentient magic weapon and the cursed forces contained within its blade. Such a weapon could be the sword sheathed at a Warlock's side, or it could be an infamous magic weapon stored elsewhere, projecting its power across the multiverse to further its cunning plans. To those who are willing to follow this weapon's whims, these inscrutable patrons offer the power to bestow

malignant curses, deliver punishing blows, and bolster the wielder.

#### DESIGN NOTE: HEXBLADE PATRON UPDATES

Here are the main updates in this subclass since its appearance in *Xanathar's Guide to Everything*:

- **Hexblade Spells** (formerly Expanded Spell List) now gives you a list of always prepared spells. The spells granted have been revised.
- **Hexblade Manifest** is a new feature, allowing you to cast *Hex* a number of times without a spell slot. It also grants you a handful of unique ways to interact with your cursed target.
- **Life Stealer** is a new feature that interacts with the *Hex* spell to provide healing and reliable damage.
- **Armor of Hexes** now more reliably reduces damage taken.
- **Masterful Hex** is a new feature that boosts the power of Hexblade Manifest.

### LEVEL 3: HEXBLADE SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Hexblade Spells table, you thereafter always have the listed spells prepared.

#### HEXBLADE SPELLS

Warlock Level	Spells
3	<i>Arcane Vigor, Hex, Magic Weapon, Shield, Wrathful Smite</i>
5	<i>Conjure Barrage, Dispel Magic</i>
7	<i>Freedom of Movement, Staggering Smite</i>
9	<i>Animate Objects, Steel Wind Strike</i>

### LEVEL 3: HEXBLADE MANIFEST

Your patron grants you the power to summon cursed echoes of its blade to hinder your foes. You gain the following benefits.

**Hexblade's Curse.** You can cast *Hex* without expending a spell slot a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. When you cast *Hex*, a spectral weapon resembling your patron orbits the cursed target.

**Hexblade's Maneuvers.** Once per turn, when you hit a target cursed by your *Hex* with an attack roll, you can cause one of these additional effects:

**Draining Slash.** The target makes a Constitution saving throw against your spell save DC. On a failed save, the target can't make Opportunity Attacks and its Speed is halved until the start of your next turn.

**Harrowing Blade.** The target makes a Wisdom saving throw against your spell save DC. On a failed save, the next time the target makes an attack roll against a creature other than you before the start of your next turn, the target takes Necrotic damage equal to your Charisma modifier.

**Stymying Mark.** The target has Disadvantage on the next saving throw it makes before the start of your next turn.

### LEVEL 6: LIFE STEALER

Your patron's might allows you to drain vitality from those you curse, granting you the following benefits.

**Hungering Hex.** Whenever the target cursed by your *Hex* drops to 0 Hit Points, you regain Hit Points equal to 1d8 plus your Charisma modifier.

**Inevitable Blade.** Once per turn, if you make an attack roll against the target cursed by your *Hex* and miss, you can deal Necrotic damage to that creature equal to your Charisma modifier (minimum of 1 Necrotic damage).

### LEVEL 10: ARMOR OF HEXES

When you take damage from the cursed target of your *Hex*, you can take a Reaction to reduce the damage taken by an amount equal to 2d8 plus your Charisma modifier. You can use this feature a number of times equal to your Charisma modifier, and you regain all expended uses when you finish a Long Rest.

### LEVEL 14: MASTERFUL HEX

Your patron's accursed might flows even more strongly through you, granting the following benefits.

**Accursed Critical.** Any attack roll you make against the target cursed by your *Hex* scores a Critical Hit on a roll of a 19 or 20 on the d20.

**Infectious Hex.** When you use one of your Hexblade's Maneuvers, you can target one additional creature within 30 feet of the cursed target. The additional target takes 1d6 Necrotic damage.

**Resilient Hex.** Taking damage can't break your Concentration on *Hex*.

## WARLOCK: UNDEAD PATRON

### *Defy Death for Profane Power*

You've made a pact with a creature that defies the cycle of life and death: a powerful lich, vampire, or other entity of undeath. Having once been mortal themselves, these ancient patrons know firsthand the paths of ambition and the routes past the doors of death. They eagerly share this profane knowledge, along with other secrets, with those who work their will among the living.



### DESIGN NOTE: UNDEAD PATRON

Here are the main updates in this subclass since its appearance in *Van Richten's Guide to Ravenloft*:

- **Undead Spells** (formerly Expanded Spell List) now gives you a list of always prepared spells.
- **Grave Touched** now allows your spells and attacks to ignore Resistance to Necrotic damage.
- **Necrotic Husk** no longer requires a Reaction to use its secondary feature, and it restores you to a number of Hit Points equal to 10 times your Charisma modifier.
- **Superior Dread** is a new feature that improves your Form of Dread, allowing you to fly, regain Hit Points, and improve your spellcasting.

### LEVEL 3: FORM OF DREAD

As a Bonus Action, you transform into an avatar of your patron's dreadful power, gaining the benefits below for 1 minute, until you have the Incapacitated condition, or until you end the form (no action required). You can transform a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

**Facsimile of Life.** You gain Temporary Hit Points equal to 1d10 plus your Warlock level.

**Frightful Avatar.** You have Immunity to the Frightened condition. Additionally, once per turn, when you hit a creature with an attack roll, you can force it to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Frightened condition until the end of your next turn.

### LEVEL 3: UNDEAD SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Undead Spells table, you thereafter always have the listed spells prepared.

#### UNDEAD SPELLS

Warlock Level	Spells
3	<i>Blindness/Deafness, False Life, Phantasmal Force, Ray of Sickness</i>
5	<i>Speak with Dead, Vampiric Touch</i>
7	<i>Death Ward, Phantasmal Killer</i>
9	<i>Antilife Shell, Cloudkill</i>

### LEVEL 6: GRAVE TOUCHED

Your patron's powers have a profound effect on your body and magic, granting you the following benefits.

**Arcane Necrosis.** Whenever you cast a spell or hit a creature with an attack roll and deal Necrotic damage, the damage dealt ignores Resistance to Necrotic damage.

Additionally, once per turn when you cast a spell that deals damage while using your Form of Dread, you can change that spell's damage type to Necrotic.

**Undead Endurance.** You don't gain Exhaustion levels from dehydration, malnutrition, or suffocation. In addition, you don't need to sleep, and magic can't put you to sleep.

### LEVEL 10: NECROTIC HUSK

Your connection to undeath now saturates your body. You gain the following benefits.

**Necrotic Resilience.** You have Resistance to Necrotic damage. While using your Form of Dread, you have Immunity to Necrotic damage.

**Unholy Resuscitation.** If you drop to 0 Hit Points and don't die outright, you can cause your body to erupt with deathly energy. Each creature of your choice in a 30-foot Emanation originating from you makes a Constitution saving throw against your spell save DC, taking Necrotic damage equal to 2d10 plus your Warlock level on a failure or half as much damage on a success. Your Hit Points then change to 10 times your Charisma modifier (minimum of 10 Hit Points), and you gain 1 Exhaustion level.

Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

### LEVEL 14: SUPERIOR DREAD

Your Form of Dread improves, granting you the following benefits while you are using it.

**Flight.** You have a Fly Speed equal to your Speed and can hover.

**Profane Casting.** Whenever you cast a Warlock spell from the Conjuration or Necromancy school, you cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

**Vitality Siphon.** Once per turn when you deal Necrotic damage to a creature, you regain Hit Points equal to your Charisma modifier (minimum of 1 Hit Point).