

UNEARTHED ARCANA 2026

MYSTIC 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*.

WHAT'S INSIDE

This document presents four new subclasses:

- Monk (Warrior of the Mystic Arts)
- Paladin (Oath of the Spellguard)
- Rogue (Magic Stealer)
- Warlock (Vestige Patron)

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 *Dragon Delves*.

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!

WARRIOR OF THE MYSTIC ARTS (MONK)

Weave Martial and Mystic Arts

Warriors of the Mystic Arts wield magic to supplement their martial skill. They harness their supernatural focus to enhance their magical and physical abilities.

LEVEL 3: SPELLCASTING

You have learned to cast spells. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules as a Warrior of the Mystic Arts.

Cantrips. You know two cantrips of your choice from the Sorcerer spell list. *Blade Ward* and *Thunderclap* are recommended. Whenever you gain a Monk level, you can replace one of these cantrips with another cantrip of your choice from the Sorcerer spell list.

When you reach Monk level 10, you learn another Sorcerer cantrip of your choice.

Spell Slots. The Warrior of the Mystic Arts Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

WARRIOR OF THE MYSTIC ARTS SPELLCASTING

Monk Level	Prepared Spells	—Spell Slots per Spell Level—			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Sorcerer spell list. *Jump*, *Magic Missile*, and *Shield* are recommended.

The number of spells on your list increases as you gain Monk levels, as shown in the Prepared Spells column of the Warrior of the Mystic Arts Spellcasting table. Whenever that number increases, choose additional spells from the Sorcerer spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Monk, your list of prepared spells can include five Sorcerer spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Monk level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Sorcerer spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

Multiclassing. If you multiclass and have the Spellcasting feature from more than one class, add one third of your Monk levels (round down) to determine your available spell slots.

LEVEL 6: MYSTIC FOCUS

You keep your magical power and martial focus in perfect balance, allowing you to convert spell slots into Focus Points, or convert Focus Points into spell slots.

Converting Spell Slots to Focus Points. You can expend a spell slot to regain a number of expended Focus Points equal to the slot's level (no action required).

Recovering Spell Slots. As a Bonus Action, you can transform unexpended Focus Points to recover one expended spell slot. The Recovering Spell Slots table shows the cost of recovering a spell slot of a given level, and it lists the minimum Monk level you must be to recover a slot. You can recover a spell slot no higher than level 4.

RECOVERING SPELL SLOTS

Spell Slot Level	Focus Point Cost	Min. Monk Level
1	2	6
2	3	7
3	5	13
4	6	19

LEVEL 6: MYSTIC FIGHTING STYLE

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Sorcerer cantrips that has a casting time of an action.

LEVEL 11: CENTERED FOCUS

Whenever you expend a Focus Point to use Flurry of Blows, Patient Defense, or Step of the Wind, you have Advantage on any saving throw you make to maintain Concentration until the start of your next turn.

LEVEL 17: IMPROVED MYSTIC FIGHTING STYLE

When you take the Attack action on your turn, you can replace two of the attacks with a casting of one of your level 1 or 2 Sorcerer spells that has a casting time of an action.

OATH OF THE SPELLGUARD (PALADIN)

Protect Your Allies from Villainous Magic

Paladins who take the Oath of the Spellguard are sworn to battle those who use magic to harm others. They often serve as bodyguards to upstanding mages, but their most important role is protecting allies from devastating magical attacks. Those who swear this oath ensure that villains who misuse magic are brought to justice.

These paladins share the following tenets:

- Protect the innocent from wicked mages.
- Prevent magic from falling into villains' hands.
- Protect mages who use magic honorably.

LEVEL 3: GUARDIAN BOND

As a Magic Action, you can expend one use of your Channel Divinity to forge a divine bond with a willing creature within 5 feet of yourself. The bond lasts for 1 hour or until you have the Unconscious condition. For the duration, while the bonded creature is within your reach and is hit by an attack roll, you can take a Reaction to add your Charisma modifier (minimum of +1) to that creature's AC, possibly causing the attack to miss.

You can end your divine bond at any time (no action required). If you already have a divine bond when you forge a new one, the previous bond ends.

LEVEL 3: OATH OF THE SPELLGUARD SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Spellguard Spells table, you thereafter always have the listed spells prepared.

OATH OF THE SPELLGUARD SPELLS

Paladin Level	Spells
3	<i>Detect Magic, Shield</i>
5	<i>See Invisibility, Silence</i>
9	<i>Counterspell, Dispel Magic</i>
13	<i>Freedom of Movement, Otiluke's Resilient Sphere</i>
17	<i>Circle of Power, Hallow</i>

LEVEL 3: SPELLGUARD STRIKE

When you see a creature within your reach casting a spell with Verbal, Somatic, or Material components, you can take a Reaction to make a melee attack with a weapon or an Unarmed Strike against that creature.

LEVEL 7: AURA OF CONCENTRATION

Your aura of protection fosters mental focus. You and your allies have Advantage on Constitution saving throws to maintain Concentration while in your Aura of Protection.

LEVEL 15: SPELL-BREAKING BLADE

Immediately after you hit a creature with your Spellguard Strike, you can cast *Counterspell* as part of the same Reaction.

When you cast *Counterspell* with a spell slot, that slot isn't expended if the spell fails to stop a spell.

LEVEL 20: ETERNAL SPELLGUARD

As a Bonus Action, you can empower your Aura of Protection, granting the benefits below for 1 minute 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. You can restore your use of this ability by expending a level 5 spell slot (no action required).

Bodyguard. While the target of your Guardian Bond is in the aura, that creature has Resistance to all damage.

Protection from Magic. You and your allies in the aura have Advantage on saving throws against spells.

Spell Ward. Spell attack rolls against you and your allies in the aura have Disadvantage.

MAGIC STEALER (ROGUE)

Steal Magical Power to Empower Yourself

While ordinary thieves are cutting purses and burgling homes, a Magic Stealer is after a much more valuable prize: magic. The Magic Stealer preys on spellcasters, repurposing their magic and eluding divination spells to take magical power at the point of a knife.

LEVEL 3: EMPOWER SNEAK ATTACK

Immediately after a creature you can see within 30 feet of you casts a level 1+ spell, you can take a Reaction to absorb magical energy from the spell. When you do so, until the end of your next turn, the next time you hit with your Sneak Attack you deal extra Force damage. To determine the extra damage, roll a number of d6s equal to the spell's level, and add them together.

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

LEVEL 3: DRAIN MAGIC

You can drain power from ongoing spells to recharge your allies' magic. As a Magic Action, you can touch a willing creature and end one ongoing level 1 or level 2 spell on it; the creature immediately recovers one expended spell slot of level 2 or lower (the target's choice).

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

LEVEL 9: MAGICAL SABOTAGE

You gain the following Cunning Strike options.

Spell Susceptibility (Cost: 2d6). The target has Disadvantage on the next saving throw it makes against a spell until the start of your next turn.

Disrupt Spell (Cost: 3d6). The target's magical acuity is disrupted until the start of your next turn. Whenever the target casts a spell during that time, it must succeed on an Intelligence saving throw or the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Steal Resistance (Cost: 2d6). Choose one kind of damage. If the target has Resistance to that kind of damage, until the start of your next turn, the target loses that Resistance and you gain Resistance to that damage type.

LEVEL 13: OCCULT SHROUD

Whenever you finish a Long Rest, you can cast the *Nondetection* spell, using Intelligence as your spellcasting ability. When you do so, you can target only yourself, and the duration increases to 24 hours.

LEVEL 13: IMPROVED DRAIN MAGIC

You can now use Drain Magic as a Bonus Action. In addition, when you use Drain Magic, you can end one ongoing level 1, level 2, or level 3 spell on the target, and the target recovers one expended spell slot of level 3 or lower (the target's choice).

LEVEL 17: ELDRITCH IMPLOSION

When you use Empower Sneak Attack, you can force the target to make a Constitution saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus). On a failed save, the spell dissipates with no effect, and the target has the Stunned condition until the start of its next turn.

VESTIGE PATRON (WARLOCK)

Wield the Remnants of a Dying God's Power

Your pact draws on the power of a dying god, a being once worshipped by countless followers but now abandoned and forgotten. This dying god, known as a vestige, might have been benevolent, evil, or strange and unknowable, but now it is driven to regain its former power. The vestige needs your help it is willing to share its remaining strength with you.

LEVEL 3: VESTIGE COMPANION

The vestige manifests, aiding you to do so and drawing strength from your pact. It uses the **Vestige Companion** stat block and is a Celestial, Fiend, or Undead (choose when you gain this feature). You determine what the vestige looks like, but regardless of its form, the vestige bears features indicating its supernatural origin. For example, you might decide your vestige is an oversize floating skull etched with sigils, a circle of glowing runes, or a constantly shifting abstract shape. The vestige is Friendly to you and your allies and obeys your commands. It vanishes if you die.

The Vestige in Combat. In combat, the vestige acts during your turn. It can move and use 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 in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the vestige to take the Vestige's Strike action. If you have the Incapacitated condition, the vestige acts on its own and isn't limited to the Dodge action.

Disappearance of the Vestige. When the vestige drops to 0 Hit Points, it disappears. You can spend 1 minute performing a magic ceremony to manifest the vestige again; it reappears with its maximum Hit Points in an unoccupied space within 5 feet of you. As a Magic action, you can temporarily dismiss the vestige to a pocket dimension. As a Magic action while it is temporarily dismissed, you can cause the vestige to reappear in an unoccupied space within 30 feet of you. Whenever the vestige drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

Whenever you finish a Long Rest, you can summon the vestige in a new form, which appears in an unoccupied space within 5 feet of you. You choose its appearance and whether it is a Celestial, Fiend, or Undead. If the vestige is already manifested from this feature, its form changes to the new one.

VESTIGE COMPANION

Small Celestial, Fiend, or Undead; Neutral

AC 13 + your Charisma modifier

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

Speed 5 Ft., Fly 30 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 1	-5	-5	DEX 14	+2	+2	CON 10	+0	+0
INT 15	+2	+2	WIS 15	+2	+2	CHA 16	+3	+3

Resistances Fire (Fiend only), Necrotic (Undead only), Radiant (Celestial only)

Immunities Charmed, Frightened, Prone

Senses Darkvision 60 ft.; Passive Perception 11

Languages Speaks the languages you know

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

TRAITS

Pact Bond. Add your Proficiency Bonus to any ability check or saving throw the vestige makes.

ACTIONS

Vestige's Strike. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d6 + 3 plus your Charisma modifier Fire (Fiend), Necrotic (Undead), or Radiant (Celestial) damage.

BONUS ACTIONS

Divine Power (1/Day). Your vestige manifests a remnant of its divine power in one of the following ways, based on its form:

Cursed Invocation (Undead Only). The vestige places a curse on a creature you can see within 30 feet of the vestige for 1 minute. While cursed, the target has Disadvantage on attack rolls against you and the vestige.

Fiendish Swap (Fiend Only). If you and the vestige are within 60 feet of each other, you both teleport, swapping places.

Healing Touch (Celestial Only). The vestige touches another creature. The target regains Hit Points equal to 2d8 plus your Charisma modifier and ends one condition on it: Blinded, Deafened, or Poisoned.

LEVEL 3: VESTIGE SPELLS

The magic of your Vestige Companion ensures you always have certain spells ready. Select one of the following Cleric Domains: Life, Light, Trickery, or War. The Domain Spells of your chosen Domain are Warlock spells for you. When you reach a Warlock level equal to a Cleric Level listed on the Domain Spells table for the Domain you have chosen, you thereafter always have the listed spells prepared.

For example, if you chose the War Domain for this feature, when you reach Warlock level 3, you would have the *Guiding Bolt*, *Magic Weapon*, *Shield of Faith*, and *Spiritual Weapon* spells prepared.

LEVEL 6: VESTIGE RECOVERY

Your Vestige Companion now regains its use of Divine Power whenever you finish a Short or Long Rest or when you use your Magical Cunning feature.

LEVEL 10: AURA OF POWER

Your Vestige Companion increases in magical strength. As a Magic Action, you can cause the vestige to manifest an aura in a 30-foot Emanation that originates from the vestige. The aura lasts a number of hours equal to your Charisma modifier or until the vestige disappears or is temporarily dismissed. You, the vestige, and your allies within the aura gain Resistance to Fire, Necrotic, and Radiant damage and have Immunity to the Charmed and Frightened conditions. Once you manifest this aura, you can't do so again until you finish a Long Rest.

In addition, when you drop to 0 Hit Points while within the aura, you instead change your Hit Points to a number equal to your Warlock level plus your Charisma modifier. The vestige is then dismissed into a pocket dimension and can't return until you finish a Long Rest.

LEVEL 14: SEMBLANCE OF LIFE

Your Vestige Companion continues to grow in strength, and with your assistance, it can briefly adopt a more powerful form. Depending on the vestige's type, you can cast one of the following spells while the vestige is within 90 feet of you without expending a spell slot or needing Material components: *Summon Celestial* (Celestial vestige), *Summon Fiend* (Fiend vestige), or *Summon Undead* (Undead vestige). When you cast the spell with this feature, the vestige becomes the summoned creature. Its game statistics are replaced by the summoned creature's stat block, the spell's level is equal to half your Warlock level (round down; maximum level 9), and the spell's duration is 1 minute. When the spell ends, the vestige returns to its previous form.

Once you have cast the spell in this way, you can't do so again until you finish a Long Rest.