

# UNEARTHED ARCANA 2025

## APOCALYPTIC 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 for the Druid (Circle of Preservation), Fighter (Gladiator), Sorcerer (Defiled Sorcery), and Warlock (Sorcerer-King 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 *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

The following section presents the following subclasses: Circle of Preservation, Gladiator, Defiled Sorcery, and Sorcerer-King Patron.

These subclasses are presented starting on the following page.

## CIRCLE OF PRESERVATION (DRUID)

### *Safeguard Nature and Heal the World*

Druids of the Circle of Preservation work tirelessly to conserve natural resources and restore places once ruined by greed and exploitation. Through a combination of conservation and restorative magic, Druids of this order shield and spread life across the land. The most powerful members of this order can return vitality to barren fields, transforming wastelands into thriving wildernesses once more.

### LEVEL 3: CIRCLE OF PRESERVATION SPELLS

When you reach a Druid level specified in the Circle of Preservation Spells table, you thereafter always have the listed spells prepared.

#### CIRCLE OF PRESERVATION SPELLS

Druid Level	Spells
3	<i>Bless, Lesser Restoration, Protection from Poison, Sanctuary</i>
5	<i>Beacon of Hope, Plant Growth</i>
7	<i>Aura of Life, Death Ward</i>
9	<i>Greater Restoration, Hallow</i>

### LEVEL 3: PRESERVED LAND

As a Bonus Action, you can expend a use of your Wild Shape to fill a 15-foot Cube originating from a point on the ground you can see within 120 feet of yourself with revitalizing energy. The effect lasts for 1 minute or until you have the Incapacitated condition, are more than 120 feet away from the Cube, or die.

Whenever a creature (including you) ends its turn in the Cube, you can grant the creature one of the following benefits:

**Bolster.** The creature gains Temporary Hit Points equal to 1d4 plus your Druid level.

**Purify.** You end one effect on the creature causing it to have the Frightened or Poisoned condition.

In addition, nonmagical vegetation native to the region sprouts on ground within the Cube. This vegetation disappears when the effect ends.

As a Bonus Action on subsequent turns, you can move the Cube up to 30 feet to another area on the ground within 120 feet of yourself.

### LEVEL 3: STUDENT OF PRESERVATION

Your studies have improved your understanding of the order and resilience of nature, granting you the following benefits.

**Frugal Casting.** When you cast a Druid spell, you can cast it without Material components, except

Material components that are consumed by the spell or that have a cost specified in the spell.

Additionally, whenever you cast a Druid spell that requires a Material component that is consumed by the spell, there is a 10 percent chance that the component isn't consumed as part of that casting.

**Tool Proficiency.** You gain proficiency with one type of Artisan's Tools of your choice.

### LEVEL 6: IMPROVED PRESERVATION

Your Preserved Land becomes more powerful in the following ways.

**Fortify Protectors.** While inside the Cube created by your Preserved Land, you and your allies gain a bonus to Constitution saving throws equal to your Wisdom modifier (minimum of +1).

**Reject Desecrators.** Whenever the Cube created by your Preserved Land enters an enemy's space and whenever an enemy enters the Cube or ends its turn there, that enemy makes a Wisdom saving throw against your spell save DC. On a failed save, the enemy takes 2d10 Radiant damage, and its Speed is halved until the end of its next turn as new growth rises to hinder it. On a successful save, the enemy takes half as much damage only. An enemy makes this save only once per turn.

### LEVEL 10: FACILITATED RESTORATION

You can cast *Lesser Restoration* or *Greater Restoration* without expending a spell slot or requiring spell components. You can use this feature to cast a spell 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.

### LEVEL 14: SACROSANCT LAND

The size of the Cube created by your Preserved Land increases to a 30-foot Cube.

In addition, when a creature you can see in the area of your Preserved Land is hit by an attack roll, you can take a Reaction to halve that attack's damage against the creature.

## GLADIATOR (FIGHTER)

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### *Master Brutality and Blood Sport*

Gladiators are just as much performers as they are warriors. Whether brawling in underground fighting rings or fighting for survival in bloodstained arenas, a Gladiator combines martial skill with theatrics to awe and intimidate their audiences.

### LEVEL 3: BRUTALITY

Shaped by the intensity of the arena, you've learned to execute brutal martial moves. Once per turn, when you hit a creature with an attack roll using a Melee weapon, you can add one of the following Brutality effects of your choice. You can do this a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

**Bleed.** You can activate the Sap mastery property in addition to a different mastery property you're using with that weapon, and the target takes extra damage equal to your Charisma modifier (minimum of 1 damage). The extra damage's type is the same type as the weapon's type.

**Bluff.** You can activate the Vex mastery property in addition to a different mastery property you're using with that weapon, and you have Advantage on the next saving throw you make before the end of your next turn.

**Stumble.** You can activate the Topple mastery property in addition to a different mastery property you're using with that weapon, and on its next turn, the target can take only an action or a Bonus Action, not both.

### LEVEL 3: COMBAT THEATRICS

You've honed your combat skills to entertain, devastating opponents and dazzling onlookers. You gain the following benefits.

**Athletic Flair.** Whenever you make a Dexterity (Acrobatics) or Strength (Athletics) check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

**Bonus Proficiency.** You gain proficiency in one of these skills of your choice: Acrobatics, Athletics, Deception, Intimidation, or Performance.

### LEVEL 7: FLOURISH PARRY

You've learned to stylishly counter blows from your opponents. When an enemy hits you with a melee attack roll, you can take a Reaction to add your Charisma modifier (minimum of +1) to your AC against the attack, potentially causing the attack to miss.

**Flourish Counter.** If this Reaction causes the attack to miss, you can retaliate with a powerful counterattack as part of the same Reaction. Make an

attack roll with a Melee weapon against the triggering creature. If this attack hits, you can use one of your Brutality effects on the target without expending a use of that feature.

Once this counterattack hits, you can't use this feature to make another counterattack until you finish a Long Rest. You can also restore your use of this counterattack by expending a use of Second Wind (no action required).

### LEVEL 10: BOLDER BRUTALITIES

Your brutal martial prowess has improved. The following effects are added to your Brutality options.

**Rive.** You can activate the Cleave mastery property in addition to a different mastery property you're using with that weapon, and you can add your ability modifier to the damage of the additional attack made as part of that property's activation.

**Rush.** You can activate the Push mastery property in addition to a different mastery property you're using with that weapon, and you can immediately move up to your Speed without provoking Opportunity Attacks.

**Stagger.** You can activate the Slow mastery property in addition to a different mastery property you're using with that weapon, and the target has Disadvantage on the next saving throw it makes before the end of your next turn.

### LEVEL 15: BRUTAL RESURGENCE

Whenever you use your Second Wind to regain Hit Points, you regain an expended use of Brutality. You also regain an expended use of Brutality whenever you use your Action Surge.

### LEVEL 18: MUTILATE

When you hit a Bloodied creature with an attack roll, you can attempt to critically injure it. The target makes a Constitution saving throw (DC 8 plus your Charisma modifier and Proficiency Bonus). On a failed save, the target suffers the following effects:

**Maimed.** If the target takes the Attack action, it can make only one attack.

**Sluggish.** The target's Speed is halved, and it has a -2 penalty to its Armor Class.

These effects last until the target regains Hit Points.

Once a target fails its saving throw against this feature, you can't use it again until you finish a Long Rest.

## DEFILED SORCERY (SORCERER)

### *Siphon Life into Catastrophic Spells*

Your innate power siphons life essence from the surrounding world. At your command, creatures grow sick and plants wither to husks. You draw power from the corruption of life itself, draining vitality to fuel destructive magic.

### LEVEL 3: DEFILE AND EMPOWER

Once per turn when you roll damage for a spell you cast using a spell slot, you can siphon your life energy into the spell and empower it. Roll a number of your unexpended Hit Point Dice, up to a number equal to half the level of spell slot expended (round up, minimum of one die), and add the total rolled to one damage roll of the spell. Those Hit Point Dice are then expended.

**Life Steal.** Instead of drawing on your own life force when you use this feature, you can try to steal life from another creature you can see within 30 feet of yourself. That creature makes a Constitution saving throw against your spell save DC; creatures that have Immunity to the Exhaustion condition automatically succeed on the save. On a failed save, in place of rolling your Hit Point Dice, roll a number of the creature's unexpended Hit Point Dice, up to a number equal to half the level of slot expended (round down, minimum of one die); you then add that total rolled to one damage roll of the spell, and those Hit Point Dice are expended for the creature.

Once a creature fails its save against Life Steal, you can't use Life Steal again until you finish a Long Rest unless you expend 3 Sorcery Points (no action required) to restore your use of it.

#### DESIGN NOTE: HIT POINT DICE

Monsters, like player characters, have Hit Point Dice. The size and number of a monster's Hit Dice are typically denoted in the monster's stat block as part of the parenthetical after the monster's average Hit Points. Any creature—both characters and monsters—can expend Hit Dice during a Short Rest to regain Hit Points.

When a monster is first encountered, assume that it hasn't expended any of its Hit Dice.

### LEVEL 3: DEFILER SPELLS

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

#### DEFILER SPELLS

Sorcerer Level	Spells
3	<i>Blindness/Deafness, Inflict Wounds, Ray of Enfeeblement, Ray of Sickness</i>
5	<i>Bestow Curse, Vampiric Touch</i>
7	<i>Blight, Hallucinatory Terrain</i>
9	<i>Antilife Shell, Contagion</i>

### LEVEL 6: CORRUPTED CASTER

You learn further ways to tap into the corrupting magic within yourself, granting you the following benefits.

**Defiler's Ward.** When you take a Bonus Action to transform Sorcery Points into a spell slot, you can wreath your body in a protective web of defiling energy. Roll a number of d6s equal to the level of spell slot created. You gain Temporary Hit Points equal to the total rolled.

If a creature hits you with a melee attack roll while you have Temporary Hit Points, the creature takes Necrotic or Poison damage (your choice) equal to your Charisma modifier.

**Strengthened Rot.** Damage dealt by your Sorcerer spells and Sorcerer features ignores Resistance to Necrotic and Poison damage.

### LEVEL 14: WITHERING AURA

When you use your Innate Sorcery, an aura of defiling magic fills a 15-foot Emanation originating from you while your Innate Sorcery is active, granting you the following additional benefits.

**Defiling Shroud.** When an enemy within the aura hits you with an attack roll, you can reduce that attack's total damage against you. The reduction equals your Charisma modifier.

**Essence Siphon.** When an enemy dies within the aura, you regain 1d4 Sorcery Points. Once you use this benefit, you can't regain Sorcery Points in this way until you use Innate Sorcery again.

### LEVEL 18: SUPERIOR DEFILER

You've perfected your ability to control and channel defiling magic, granting you the following benefits.

**Fouled Soul.** You have Immunity to the Poisoned and Exhaustion conditions.

**Furthered Defilement.** The size of your Withering Aura increases to a 30-foot Emanation. In addition, enemies can't regain Hit Points while in your aura.

## SORCERER-KING PATRON

### *Herald Tyrannical Might of Monstrous Rulers*

Your pact draws from the power of a monstrous, tyrannical force akin to a demigod or an overwhelmingly powerful magic-user. Through your pact, you herald this tyrant's interests in the world, channeling their influence and mind-bending, psionic power.

### LEVEL 3: SORCERER-KING SPELLS

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

**Psionic Casting.** When you cast a spell from the Sorcerer-King Spells table, you can do so without Verbal or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

#### SORCERER-KING SPELLS

Warlock Level	Spells
3	<i>Command, Compelled Duel, Hold Person, Mind Spike, Wrathful Smite</i>
5	<i>Fear, Sending</i>
7	<i>Compulsion, Staggering Smite</i>
9	<i>Dominate Person, Synaptic Static</i>

### LEVEL 3: TYRANT'S HERALD

You gain the following benefits.

**Intimidating Presence.** You gain proficiency in the Intimidation skill if you don't already have it. You also have Expertise in Intimidation.

**Voice of Tyranny.** You can cast *Command* as a Bonus Action without expending a spell slot. You can do so a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

### LEVEL 6: DECISIVE EDICT

Your patron's power surges through you, allowing you to rally your allies and subjugate your enemies. When you cast a spell using a Pact Magic spell slot, you can cause profane power to erupt in a 30-foot Emanation originating from you. For each creature you can see in the Emanation, choose one of the following effects:

**Marshal.** The creature has Advantage on attack rolls until the end of its next turn.

**Oppress.** The creature must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition until the end of its next turn.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. You also regain use of this feature when you use Magical Cunning.

### LEVEL 10: VINDICTIVE REBUKE

You learn to rebuff those who challenge you or the might of your patron. When an enemy hits you with an attack roll, you can take a Reaction to force the enemy to reroll the d20, and the enemy must use the new roll. If this Reaction turns the attack roll into a miss, the triggering creature takes Psychic damage equal to your Warlock level.

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

### LEVEL 14: ABSOLUTE TYRANNY

You wield your patron's tyrannical might with absolute conviction. Whenever you cast *Command*, you can target one additional creature within the spell's range. Additionally, a creature Frightened by you automatically fails its saving throw against any *Command* you cast.