

# UNEARTHED ARCANA 2025

## ARCANE UPDATES

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 six subclasses revised after their last appearance in *Unearthed Arcana*: Arcane Archer (Fighter), Monk (Tattooed Warrior), Conjurer (Wizard), Enchanter (Wizard), Necromancer (Wizard), and Transmuter (Wizard).

#### 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: Arcane Archer, Tattooed Warrior, Conjurer, Enchanter, Necromancer, and Transmuter.

#### ARCANE ARCHER (FIGHTER)

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##### *Deploy Magical Effects Through Enchanted Ammunition*

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. The first Arcane Archers stood watch over their communities and used magic-infused arrows to defeat monsters and invaders. Over the centuries, other species have learned this method of blending magical aptitude with archery. These archers have broadened this method's application to ranged weapons of many kinds and to aspects of adventuring life outside of combat.

#### DESIGN NOTE: ARCANE ARCHER UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Curving Shot** has been revised to use the same ammunition but a new attack roll.
- **Magical Ammunition** is a new feature that grants magical effects to your ammunition that can be used outside of combat.
- **Ever-Ready Shot** is now available at a later level but always regains one expended Arcane Shot Die.
- **Arcane Burst** is a new feature that grants an additional effect to Indomitable.
- **Masterful Shots** has been redesigned and now allows you to reposition and attack.

### LEVEL 3: ARCANES ARCHER LORE

You learn magical theory and secrets of nature, granting you the following benefits.

**Cantrip.** You know either the *Druidcraft* or *Prestidigitation* cantrip. Intelligence is your spellcasting ability for it.

**Skills.** You gain proficiency in the Arcana and Nature skills. If you already have one of these proficiencies, you instead gain proficiency in a different skill of your choice (or with two other skills if you have both).

### LEVEL 3: ARCANES SHOT

You learn to unleash special magical effects with your shots.

**Arcane Shot Options.** You learn two Arcane Shot options of your choice from the “Arcane Shot Options” section later in this subclass’s description.

You learn an additional Arcane Shot option of your choice when you reach Fighter levels 7, 10, 15, and 18. Each time you learn a new Arcane Shot option, you can also replace one option you know with a different one.

**Using Arcane Shot.** Once per turn when you make a ranged attack using a weapon with the Ammunition property, you can apply one of your Arcane Shot options to that attack. You decide to use the option when you hit a creature and deal damage to it unless the option doesn’t involve an attack roll.

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

**Arcane Shot Die.** Arcane Shot options refer to your Arcane Shot Die. Your Arcane Shot Die is a d6.

**Saving Throws.** If an Arcane Shot option requires a saving throw, the DC equals 8 plus your Intelligence modifier and Proficiency Bonus.

**At Higher Levels.** Your Arcane Shot Die changes when you reach certain Fighter levels. The die becomes a d8 at level 10, a d10 at level 15, and a d12 at level 18.

### LEVEL 7: CURVING SHOT

You learn how to direct an errant shot toward a new target. If you make an attack roll with a weapon with the Ammunition property and miss, you can cause the shot to ricochet toward a new target as a Bonus Action immediately after

the attack misses. The new target must be a creature you can see within the weapon’s range and within 60 feet of the attack’s original target. Make an attack roll against the new target.

### LEVEL 7: MAGICAL AMMUNITION

You learn to imbue your ammunition with magical properties. As a Magic action, you can imbue a piece of nonmagical ammunition with one of the following magical properties and fire it at a solid surface you can see within the weapon’s range. On a hit, the ammunition’s effect activates, and the ammunition attaches to the surface it hit for the duration of the effect; when the effect ends, the ammunition is destroyed.

Once you use this feature, you can’t do so again until you finish a Short or Long Rest. You can also restore your use of this feature by expending a use of your Second Wind (no action required).

**Darkening Shot.** Magical shadows fill a 15-foot Emanation originating from the ammunition for 1 minute. Nonmagical flames in the Emanation are extinguished, and creatures in the Emanation have a –5 penalty to Wisdom (Perception) checks and Passive Perception.

**Unlocking Shot.** A burst of magic fills a 15-foot Emanation originating from the ammunition. A loud knock, audible up to 300 feet away, also emits from the ammunition. Any object in the Emanation that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

**Vine Shot.** A 60-foot-long vine grows from the ammunition. You and other creatures can then climb it. The vine withers away after 10 minutes.

### LEVEL 10: EVER-READY SHOT

When you roll Initiative, you can regain one expended use of Arcane Shot.

### LEVEL 15: ARCANES BURST

You can push creatures away from you with your arcane mastery. When you use Indomitable, each creature of your choice in a 10-foot Emanation originating from you must succeed on a Strength saving throw against your Arcane Shot DC or be pushed up to 20 feet straight away from you.

## LEVEL 18: MASTERFUL SHOTS

You employ agility in your sharpshooting. When a creature you can see misses you with an attack roll, you can take a Reaction to move up to half your Speed away from the attacker without provoking Opportunity Attacks. You can then make a ranged attack roll against the attacker as part of this Reaction if the attacker is within the weapon's range.

### ARCANE SHOT OPTIONS

The Arcane Shot options are presented here in alphabetical order.

**Banishing Shot.** Your ammunition temporarily sequesters your target in a harmless demiplane. The creature you hit takes additional Psychic damage equal to one roll of your Arcane Shot Die and must succeed on a Charisma saving throw or be banished. While banished, the creature has the Incapacitated condition and a Speed of 0. At the end of its next turn, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

**Beguiling Shot.** Your ammunition beguiles your target. The creature you hit takes additional Psychic damage equal to two rolls of your Arcane Shot Die and must succeed on a Wisdom saving throw or have the Charmed condition until the start of your next turn, treating either you or one of your allies within 30 feet of the target (your choice) as the charmer. The Charmed condition ends early if the charmer attacks the target, deals damage to it, or forces it to make a saving throw.

**Bursting Shot.** You imbue your ammunition with explosive force energy. Immediately after you deal damage to the creature, your target and each creature within a 10-foot Emanation originating from the target take Force damage equal to two rolls of your Arcane Shot Die.

**Enfeebling Shot.** Your ammunition saps your target's strength. The creature you hit takes additional Necrotic damage equal to two rolls of your Arcane Shot Die. The target must also succeed on a Constitution saving throw or have the Poisoned condition until the end of its next turn. Whenever a target Poisoned in this way hits with an attack roll, it subtracts an amount equal to one roll of your Arcane Shot Die from the total damage of that attack.

**Grasping Shot.** Your ammunition creates clutching brambles around your target. The creature you hit takes additional Slashing

damage equal to one roll of your Arcane Shot Die and must succeed on a Strength saving throw or have the Restrained condition for 1 minute or until you use this option again. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your Arcane Shot DC, removing the brambles and ending the Restrained condition on the target on a successful check.

**Piercing Shot.** You give your ammunition an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the ammunition shoots forward in a 30-foot Line that is 1 foot wide, originating from you, then vanishes. The Line ignores cover, as the ammunition phases through solid objects. Each creature in the Line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit plus additional Piercing damage equal to two rolls of your Arcane Shot Die. On a successful save, a creature takes half as much damage.

**Seeking Shot.** Your ammunition can seek out a target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the last minute. The ammunition flies toward that creature, moving around corners if necessary and ignoring Half Cover and Three-Quarters Cover. If the target is within your weapon's long range, the target must make a Dexterity saving throw. On a failed save, the target takes damage as if it were hit plus additional Force damage equal to two rolls of your Arcane Shot Die, and you learn the target's current location. On a successful save, the target takes half as much damage only. If the target is beyond your weapon's long range, the ammunition disappears after traveling as far as it can.

**Shadow Shot.** Your ammunition occludes your foe's vision with shadows. The creature you hit takes additional Psychic damage equal to one roll of your Arcane Shot Die, and it must succeed on a Wisdom saving throw or have the Blinded condition until the end of its next turn.

## TATTOOED WARRIOR (MONK)

### *Enhance Martial Arts with Your Magic Tattoos*

Drawing from body-marking traditions from across the multiverse, Tattooed Warriors can use arcane power imbued in their magic tattoos. These Monks gain tattoos as they grow in martial prowess and insight. Tattooed Warriors can reshape their tattoos to access a suite of physical and magical effects.

#### DESIGN NOTE: TATTOOED WARRIOR UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- The Tattooed Warrior has been redesigned. With some exceptions, the tattoos now focus on additional abilities instead of spells.
- **Beast Tattoos** still grant a cantrip, but now each option provides a benefit that isn't tied to a level 1 spell.
- **Celestial Tattoo** has been redesigned to provide uses of Focus Points outside of combat.
- **Nature Tattoo** has been condensed to provide Damage Resistance to a small suite of choices that can change.
- **Monster Tattoos** has been redesigned with new options.

### LEVEL 3: MAGIC TATTOOS

You gain the magic tattoos described by other features of this subclass. The tattoos appear on your body wherever you wish. Damage or injury doesn't impair your magic tattoos' function. A magic tattoo can look like a brand, scarification, a birthmark, patterns of scales, or any other cosmetic alteration.

If a tattoo's effect requires a saving throw, the DC equals 8 plus your Wisdom modifier plus your Proficiency Bonus. Your spellcasting ability for spells granted by a tattoo is Wisdom.

Whenever you finish a Long Rest, you can reshape one of your magic tattoos, changing the option you chose from one list to another option on the same list.

### LEVEL 3: BEAST TATTOOS

You gain two animal tattoos. Choose two tattoos from the following options.

**Bat.** You know the *Dancing Lights* cantrip. You also gain Blindsight with a range of 10 feet.

**Butterfly.** You know the *Light* cantrip. When you make a High Jump, you can use your

Dexterity modifier instead of your Strength modifier to determine how high you can jump.

**Crane.** You know the *Guidance* cantrip. When you miss a creature with an attack granted by your *Flurry of Blows*, you have Advantage on your next attack roll against that creature before the end of your next turn.

**Horse.** You know the *Message* cantrip. When you expend 1 Focus Point to use *Step of the Wind*, your Speed increases by 10 feet until the start of your next turn.

**Tortoise.** You know the *Spare the Dying* cantrip. When you expend 1 Focus Point to use *Patient Defense*, you have a +1 bonus to AC until the start of your next turn.

### LEVEL 6: CELESTIAL TATTOO

You gain an additional magic tattoo depicting a celestial phenomenon. Choose a tattoo from the following options.

**Comet.** When you take the Search action, you can expend 1 Focus Point to roll your Martial Arts die and add the number rolled to the Wisdom check.

**Eclipse.** When you take the Hide action, you can expend 1 Focus Point to roll your Martial Arts die and add the number rolled to the Dexterity (Stealth) check.

**Sunburst.** When you take the Study action, you can expend 1 Focus Point to roll your Martial Arts die and add the number rolled to the Intelligence check.

### LEVEL 11: NATURE TATTOO

You gain an additional magic tattoo depicting a natural feature. Choose a tattoo from the following options.

**Sea Storm.** You gain Resistance to one of the following damage types of your choice: Cold, Lightning, or Thunder. Whenever you finish a Short or Long Rest, or use your Uncanny Metabolism feature, you can change this choice.

**Volcano.** You gain Resistance to one of the following damage types of your choice: Acid, Fire, or Poison. Whenever you finish a Short or Long Rest, or use your Uncanny Metabolism feature, you can change this choice.

## LEVEL 17: MONSTER TATTOO

You gain a magic tattoo depicting a mighty creature. Choose a tattoo from the following options.

**Beholder.** At the start of your turn, you can expend 1 Focus Point to gain a Fly Speed equal to your Speed for 10 minutes. While you have this Fly Speed, you can hover.

Additionally, as a Magic action, you can expend 1 Focus Point to fire four rays from your eyes. You can fire them at one target you can see within 120 feet or at several. Make a ranged spell attack for each ray, using Wisdom as your spellcasting ability. On a hit, the attack deals Force damage equal to one roll of your Martial Arts die plus your Wisdom modifier.

**Chromatic Dragon.** When you take the Attack action on your turn, you can expend 1 Focus Point to replace one of your attacks with an exhalation of magical energy in a 30-foot Cone. Choose a damage type: Acid, Cold, Fire, Lightning, or Poison. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes damage of the chosen type equal to two rolls of your Martial Arts die plus your Wisdom modifier. On a successful save, a creature takes half as much damage.

**Displacer Beast.** When you expend a Focus Point to use Flurry of Blows or Step of the Wind, you can expend 1 Focus Point to cast the *Mirror Image* spell as part of that Bonus Action.

**Troll.** At the start of each of your turns, you regain Hit Points equal to 5 plus your Wisdom modifier if you are Bloodied and have at least 1 Hit Point. Any severed body part regrows after you finish a Short or Long Rest.

## CONJURER (WIZARD)

*Step Across Space and Call Creatures from Thin Air*

You consider distance and matter to be flexible guidelines rather than physical laws. Conjurers harness the power of magic that moves creatures instantly through space and summons creatures to fight on their behalf.

### DESIGN NOTE: CONJURER UPDATES

Here are the main updates in this subclass since its appearance in *Unearthed Arcana*:

- **Benign Transposition** is now a Bonus Action and can be used more often.
- **Durable Summons** now gives the summoned creature Resistance to multiple damage types while it has Temporary Hit Points.
- **Splintered Summons** is a new feature that allows you to summon a second creature when you cast one of the summoning spells listed.

### LEVEL 3: BENIGN TRANSPOSITION

As a Bonus Action, you teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Medium or smaller creature. If that creature is willing, you both teleport, swapping places.

You can use this feature 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: CONJURATION SAVANT

Choose two Wizard spells from the Conjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Conjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

### LEVEL 6: DISTANT TRANSPOSITION

The range of your Benign Transposition feature increases to 60 feet. Additionally, you now regain all expended uses of it when you finish a Short or Long Rest.

## LEVEL 6: DURABLE SUMMONS

When you cast a Conjunction spell to summon or create a creature using a spell slot, that creature gains Temporary Hit Points equal to twice your Wizard level when it first appears. While it has these Temporary Hit Points, the creature has Resistance to every damage type except Force, Necrotic, Psychic, and Radiant.

## LEVEL 10: FOCUSED CONJURATION

Taking damage can't break your Concentration on Conjunction spells.

## LEVEL 14: SPLINTERED SUMMONS

When you cast *Summon Aberration*, *Summon Construct*, *Summon Dragon*, *Summon Elemental*, or *Summon Fey* using a spell slot, you can modify the spell to summon two creatures with the spell instead of one. Each creature is of the same kind, uses the stat block and rules denoted by the spell, and manifests in a different unoccupied space of your choice within the spell's range, but the summoned creatures' Hit Points are halved. If you lose Concentration on the spell, both creatures disappear.

Once you use this feature to modify a spell in this way, you must finish a Long Rest before you do so again. You can also restore your use of it by expending a level 5+ spell slot (no action required).

## ENCHANTER (WIZARD)

### *Entrance and Beguile Others*

Your magic clouds or captivates minds. Some Enchanters use their abilities to encourage peace and soften cruelty, while others use their mind-altering magic for selfish ends. Many Enchanters fall somewhere in between.

### DESIGN NOTE: ENCHANTER UPDATES

Here are the main updates in this subclass since its appearance in the 2014 *Player's Handbook*:

- **Hypnotic Presence** replaces Vexing Movement and has been redesigned to use Concentration, freeing up your actions on subsequent turns.
- **Split Enchantment** is available at an earlier level.
- **Instinctive Charm** returns and is redesigned to turn a hit against you into a miss, with the potential to redirect the attack at a new target.
- **Alter Memories** returns and has been redesigned to allow *Modify Memory* to target multiple creatures.

## LEVEL 3: ENCHANTING CONVERSATIONALIST

You gain proficiency in one of the following skills of your choice: Deception, Intimidation, or Persuasion.

In addition, when you make an ability check with the chosen skill, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

## LEVEL 3: ENCHANTMENT SAVANT

Choose two Wizard spells from the Enchantment school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Enchantment school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

## LEVEL 3: HYPNOTIC PRESENCE

Your charming words and enchanting gaze can enthrall another creature. As a Magic action, choose one creature that you can see within 10 feet of yourself. If the target can see or hear you, it must succeed on a Wisdom saving throw against your spell save DC or have the Charmed condition for 1 minute or until your Concentration ends, the target is more than 10 feet away from you, the target can neither see

nor hear you, or the target takes damage. While Charmed in this way, the target has the Incapacitated condition and a Speed of 0.

Once you use this feature, you can't do so again until you finish a Long Rest. You can also restore your use of it by expending a level 1+ spell slot (no action required).

#### LEVEL 6: SPLIT ENCHANTMENT

When you cast an Enchantment spell, such as *Charm Person*, that can be cast with a higher-level spell slot to target an additional creature, you can increase the spell's effective level by 1.

You can use this feature a number of times equal to your Intelligence modifier and regain all expended uses when you finish a Long Rest.

#### LEVEL 10: INSTINCTIVE CHARM

When a creature within 30 feet of you that you can see hits you with an attack roll, you can take a Reaction to force the attacker to make a Wisdom saving throw against your spell save DC. On a failed save, the attack misses instead, and if there is another creature within range of the attack other than the attacker, the attacker targets that creature with the triggering attack, using the same attack roll. If multiple creatures are within the attack's range, you choose which one to target.

Once you use this Reaction, you can't do so again until you finish a Long Rest. You can also restore your use of it by casting an Enchantment spell with a spell slot.

#### LEVEL 14: ALTER MEMORIES

You can reliably enchant creatures and alter their memories. You always have the *Modify Memory* spell prepared. When you cast the spell, you can target a second creature with it if that creature is within range of the spell.

## NECROMANCER (WIZARD)

### *Command the Powers of Death and Undeath*

You explore the cosmic forces of life, death, and undeath. As a Necromancer, you learn to manipulate the energy that animates all creatures. As you progress, you learn to use magic to drain the life force from a creature and transform its vital energy into magical power. Many see Necromancers as menacing or villainous, though not all Necromancers are evil. Nevertheless, the manipulation of life and death is considered taboo in many societies.

#### DESIGN NOTE: NECROMANCER UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Necromancy Spellbook** now lets you use the *Find Familiar* spell to summon a Skeleton or Zombie, and Grim Harvest now restores Hit Points to an Undead creature of your choice.
- **Undead Thralls** has been redesigned to use the *Animate Dead* spell and provides additional bonuses.
- **Harvest Undead** (formerly Undead Secrets) has been redesigned to restore Hit Points to you when you destroy an Undead creature you control.
- **Death's Master** now allows you to create bursts of necrotic energy when an Undead is reduced to 0 Hit Points.

#### LEVEL 3: NECROMANCY SAVANT

Choose two Wizard spells from the Necromancy school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Necromancy school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

### LEVEL 3: NECROMANCY SPELLBOOK

The necromantic secrets in your spellbook grant you additional powers. You gain the following benefits.

**Necrotic Resistance.** You have Resistance to Necrotic damage.

**Grim Harvest.** When you cast a Necromancy spell using a spell slot, you can choose an Undead creature you can see within 60 feet of yourself to regain a number of Hit Points equal to the level of the spell slot expended plus your Wizard level.

**Undead Familiar.** The *Find Familiar* spell appears in your spellbook. When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Skeleton** or **Zombie** (see appendix B of the *Player's Handbook* for the familiar's stat block).

### LEVEL 6: GRAVE POWER

You have discovered more necromantic insights and inscribed them in your spellbook. While holding your spellbook, you gain the following benefits.

**Grave Resilience.** When you use Arcane Recovery, your Exhaustion level, if any, decreases by 1.

**Overwhelming Necrosis.** Damage from your Wizard spells and Wizard features ignores Resistance to Necrotic damage.

### LEVEL 6: UNDEAD THRALLS

You always have *Animate Dead* prepared and can cast it once without expending a spell slot. Whenever you start casting the spell, you can modify it so that the spell's effective level is increased by 1.

In addition, whenever you cast a Necromancy spell using a spell slot that creates or summons an Undead, the Undead gains the benefits below.

**Undead Fortitude.** The Undead's Hit Point maximum and current Hit points increase by a number equal to the level of the spell slot used plus your Intelligence modifier for the duration of the spell.

**Withering Strike.** Whenever the Undead hits a creature with an attack roll, the Undead deals extra Necrotic damage equal to your Intelligence modifier (minimum of 1 Necrotic damage).

### LEVEL 10: HARVEST UNDEAD

You have learned more secrets about the nuances of life and death. Immediately after you become Bloodied but aren't killed outright from taking damage, you can take a Reaction to reduce an Undead creature under your control that you can see to 0 Hit Points. You then immediately regain a number of Hit Points equal to your Wizard level.

### LEVEL 14: DEATH'S MASTER

Abstruse rituals within your spellbook allow you mastery over forces of death. While holding your spellbook, you gain the following benefits.

**Bolster Undead.** As a Bonus Action, choose any number of Undead you have created or summoned with a Necromancy spell that are within 60 feet of you. Those Undead each gain Temporary Hit Points equal to your Wizard level. Once an Undead gains Temporary Hit Points from this feature, it can't gain them in this way again for the next 24 hours.

**Extinguish Undead.** When an Undead creature you can see is reduced to 0 Hit Points, you can cause it to explode with necrotic energy. Roll a number of d6s equal to half the creature's unexpended Hit Dice (round up, minimum of 1d6) and add them together. Each creature in a 10-foot Emanation originating from the Undead makes a Dexterity saving throw. On a failed save, a target takes Necrotic damage equal to the number rolled and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only. When you use this feature to explode an Undead creature you don't control, you must take a Reaction and expend a level 5+ spell slot to do so.



## TRANSMUTER (WIZARD)

### *Transform Energy and Matter*

You study spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable. Your magic gives you the tools to become a smith at reality's forge.

Some Transmuters are tinkerers and pranksters. Others pursue their magical studies with deadly seriousness, seeking the power make and destroy worlds.

#### DESIGN NOTE: TRANSMUTER UPDATES

Here are the main updates in this subclass since its last appearance in *Unearthed Arcana*:

- **Transmuter's Stone** now gives the bearer proficiency in Constitution saving throws in addition to another benefit. The stone can now also be used as a Spellcasting Focus.
- **Wondrous Alteration** replaces Wondrous Enhancement and grants benefits to the *Alter Self* spell.
- **Empowered Transmutation** replaces Twinned Transmutation and applies to any Transmutation spell that can be cast with a higher-level spell slot.
- **Potent Stone** now grants additional options for the transmutation stone.
- **Shapechanger** returns, allows the Wizard to modify the *Polymorph* spell when casting it on themself.
- **Master Transmuter** now allows you to prevent the stone's destruction by expending a spell slot.

### LEVEL 3: TRANSMUTATION SAVANT

Choose two Wizard spells from the Transmutation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Transmutation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

### LEVEL 3: TRANSMUTER'S STONE

When you finish a Long Rest, you can create a magic stone that lasts until you use this feature again. The stone is a Tiny object, and you can use it as a Spellcasting Focus for your Wizard spells. A creature with the stone in its possession gains proficiency in Constitution saving throws and

one of the following benefits, which you choose when you create the stone. You can change the stone's benefit when you cast a Transmutation spell using a spell slot.

**Darkvision.** The bearer gains Darkvision with a range of 60 feet or increases the range of its Darkvision by 60 feet.

**Speed.** The bearer's Speed increases by 10 feet.

**Resistance.** The bearer gains Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage (your choice each time you choose this benefit).

### LEVEL 3: WONDROUS ALTERATION

You always have the *Alter Self* spell prepared and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a Long Rest.

While under the effects of *Alter Self*, you gain an additional benefit for each of its options.

**Aquatic Adaptation.** While underwater, you can take the Dash action as a Bonus Action.

**Change Appearance.** You have Advantage on Charisma (Deception) checks.

**Natural Weapons.** The damage of your new growth increases to 2d6 damage of the type associated with the growth. You also have Advantage on Constitution saving throws to maintain Concentration.

### LEVEL 6: EMPOWERED TRANSMUTATION

When you cast a Transmutation spell that doesn't deal damage, such as *Fly* or *Magical Weapon*, using a spell slot, you can treat the spell as if it were cast using a spell slot 1 level above the slot expended.

You can use this feature 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 10: POTENT STONE

Your Transmuter's Stone is more versatile.

When you create your Transmuter's Stone, you can choose up to two benefits. You can choose each option other than Resistance only once. If you choose Resistance twice, you must choose different damage types. You can change either or both benefits when you cast a Transmutation spell using a spell slot.

In addition, the following are now among your benefit options for Transmuter's Stone.

**Mighty Build.** The bearer has Advantage on Strength saving throws. The bearer also counts as one size larger when determining its carrying capacity.

**Tremorsense.** The bearer gains Tremorsense with a range of 30 feet.

#### LEVEL 10: SHAPECHANGER

You always have the *Polymorph* spell prepared and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a Long Rest.

In addition, when you target yourself with the spell, you can modify the spell to gain the benefits below. Once you modify the spell using this feature, you can't do so again until you finish a Long Rest.

**Game Statistics.** You retain your personality, memories, and ability to speak. You also retain your Intelligence, Wisdom, and Charisma scores; class features; languages; and feats.

**Transmute Spells.** You can cast Transmutation spells while shape-shifted, except for any spell with a Material component that has a cost specified or is consumed by the spell.

#### LEVEL 14: MASTER TRANSMUTER

While you carry your Transmuter's Stone, you can take a Magic action to consume the reserve of transmutation magic stored inside and choose one of the following benefits. After you use your Transmuter's Stone in this way, the stone crumbles to dust. You can prevent the stone from crumbling by expending a level 5+ spell slot as part of the Magic action you take using this feature.

**Major Transformation.** You can transmute one nonmagical object—no larger than a 10-foot Cube or eight connected 5-foot Cubes—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

**Panacea.** You touch a creature as part of this Magic action, and the target regains a number of Hit Points equal to half its Hit Point maximum (round down). The target is cured of all magical contagions, and any curses affecting the target are lifted, including the target's Attunement to a cursed item. If the target has the Poisoned or Petrified conditions, those conditions end.

**Restore Life.** You cast the *Raise Dead* spell without expending a spell slot, using the stone in place of the required Material components.

**Restore Youth.** You touch one willing creature as part of this Magic action, and the target's Exhaustion level, if any, decreases to 0 and it permanently appears 3d10 years younger, to a minimum of young adulthood.