

UNEARTHED ARCANA 2025

SUBCLASSES UPDATE

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 five subclasses: revised subclasses for the Barbarian (Path of the Spiritual Guardian and Path of the Storm Herald), Fighter (Cavalier), Monk (Warrior of Intoxication), and Paladin (Oathbreaker).

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: Path of the Spiritual Guardian, Path of the Storm Herald, Cavalier, Warrior of Intoxication, and Oathbreaker.

PATH OF THE SPIRITUAL GUARDIAN (BARBARIAN)

Call on the Spirits for Combat Aid

Barbarians who walk the Path of the Spiritual Guardian call upon spirits—whether bestial spirits of nature, spirits of departed ancestors, or spirits of raw elemental power—to guide and protect them. When these Barbarians rage, they contact the realm of the spirits and call on them for aid.

DESIGN NOTE: PATH OF THE SPIRITUAL GUARDIAN UPDATES

Here are the main updates in this subclass (formerly Path of the Ancestral Guardian) since its last appearance in *Xanathar's Guide to Everything*:

- **Spiritual Protectors** (formerly Ancestral Protectors) has been redesigned. The feature now splits the effects of the original feature, along with new effects, as options when you hit a creature while your Rage is active.
- **Spirit Shield** now scales with your Rage Damage bonus.
- **Vengeful Spirits** (formerly Vengeful Ancestors) is a new feature that allows you to make an additional attack when you roll an 18 or higher on an attack roll.

LEVEL 3: SPIRITUAL PROTECTORS

Your Rage summons spectral warriors to your aid. While your Rage is active, when you hit a creature with a weapon or an Unarmed Strike, it becomes the target of the spirits, which cause one of the following effects of your choice.

Distract. Until the start of your next turn, the target has Disadvantage attack rolls against targets other than you or another Barbarian who has this feature.

Protect. Until the end of the target's next turn, the next time it hits a creature other than you with an attack roll, that creature has Resistance to the damage dealt by the attack.

Strike. The target takes an extra 1d6 damage, which can be Acid, Cold, Fire, Force, Lightning, or Thunder damage (your choice).

LEVEL 6: SPIRIT SHIELD

Your guardian spirits can provide supernatural protection to those you defend. While your Rage is active, when another creature you can see within 30 feet of you takes damage, you can take a Reaction to reduce that damage. To determine the amount the damage is reduced by, roll a number of d6s equal to your Rage Damage bonus, and add them together.

LEVEL 10: CONSULT THE SPIRITS

You gain the ability to consult with your guardian spirits. When you do so, you cast the *Augury* or *Clairvoyance* spell, without expending a spell slot or needing Material components. Rather than creating a spherical sensor, this use of *Clairvoyance* invisibly summons one of your guardian spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a Short or Long Rest.

LEVEL 14: VENGEFUL SPIRITS

When you make an attack roll with a Melee weapon as part of the Attack action and roll 18–20 on the d20, you can make one additional attack roll with the same weapon as part of that action. Once you use this feature, you can't do so again until the start of your next turn.

PATH OF THE STORM HERALD (BARBARIAN)

Wield the Fury of the Storm

Barbarians who follow the Path of the Storm Herald learn to harness their Rage into a mantle of primal magic that swirls around them like a storm. When in their Rage, these Barbarians tap into the elemental forces of nature to create powerful magical effects.

DESIGN NOTE: PATH OF THE STORM HERALD UPDATES

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

- **Storm Aura** now scales with your Rage Damage bonus. In addition, Tundra has been redesigned to reduce a creature's damage instead of applying Temporary Hit Points.
- **Raging Storm** has each environment redesigned. Desert now makes a creature that failed the saving throw start burning. Sea can now chain

the lightning bolt to another creature. Tundra now deals Cold damage and halves a creature's Speed.

LEVEL 3: STORM AURA

Whenever you activate your Rage, choose Desert, Sea, or Tundra. You extend an aura in a 10-foot Emanation originating from yourself for the duration of your Rage.

Your aura has an effect that activates when you enter your Rage, and you can activate the effect again on each of your turns as a Bonus Action. Your aura's effect depends on the chosen environment, as detailed below.

If your aura's effect requires a saving throw, the DC equals 8 plus your Proficiency bonus plus your Constitution modifier.

Desert. When this effect is activated, roll a number of d4s equal to your Rage Damage bonus, and add them together. Each creature in the aura must succeed on a Dexterity saving throw or take Fire damage equal to the number rolled. You can choose one creature you can see in your aura to automatically succeed on this saving throw.

Sea. When this effect is activated, roll a number of d6s equal to your Rage Damage bonus, and add them together. You can then hurl a bolt of lightning at one other creature you can see within your aura. The target makes a Dexterity saving throw, taking Lightning damage equal to the number rolled on a failed save, or half as much damage on a successful one.

Tundra. When this effect is activated, roll a number of d4s equal to your Rage Damage bonus, and add them together. You can choose one other creature you can see within your aura to harry with icy spirits. The target must succeed on a Strength saving throw or it subtracts the number rolled from the next damage roll it makes before the start of your next turn.

LEVEL 6: STORM SOUL

The storm grants you benefits even when your aura isn't active. The benefits are based on the environment you chose for your Storm Aura the last time you entered your Rage.

Desert. You gain Resistance to Fire damage. As a Magic action, you can touch a flammable object that isn't being worn or carried by anyone else and cause the object to start burning.

Sea. You gain Resistance to Lightning damage, and you can breathe underwater. You also gain a Swim Speed equal to your Speed.

Tundra. You gain Resistance to Cold damage. As a Magic action, you can touch water and turn a 5-foot Cube of it into ice, which melts after 1 minute. This action fails if a creature is in the Cube.

LEVEL 10: SHIELDING STORM

You can use your mastery of the storm to protect others. Each creature of your choice within your Storm Aura has the damage Resistance you have from the Storm Soul feature.

LEVEL 14: RAGING STORM

The power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you choose for your Storm Aura.

Desert. Once per turn, when a creature you can see fails its saving throw against your Storm Aura effect, you can cause it to start burning for 1 minute or until your Rage ends. A burning creature takes an extra 1d4 Fire damage (2d4 Fire damage total) at the start of each of its turns.

Sea. Whether the target fails or succeeds on its saving throw against your Storm Aura effect, a bolt of lightning leaps from the target to another target of your choice, which must be within 30 feet of the first target. The new target makes the same Dexterity saving throw as the first target.

Tundra. Once per turn, when a creature you can see fails its saving throw against your Storm Aura effect, you can cause it to take 2d4 Cold damage and its Speed is halved until the end of its next turn.

CAVALIER (FIGHTER)

Defend Your Allies on Foot or from a Mount

Cavaliers excel at mounted combat and guard those in their charge, often protecting their superiors and the weak. A Cavalier is equally at home leading a cavalry charge or exchanging repartees at a state dinner.

DESIGN NOTE: CAVALIER UPDATES

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

- **Unwavering Mark** no longer has limited uses.

- **Ferocious Charger** has been redesigned to give a burst of speed during the first round of each combat.

LEVEL 3: BONUS PROFICIENCY

You gain proficiency in one the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

LEVEL 3: BORN TO THE SADDLE

You have Advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you don't have the Incapacitated condition.

In addition, mounting or dismounting a creature costs you only 5 feet of movement rather than half your Speed.

LEVEL 3: UNWAVERING MARK

You can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a Melee weapon, you can mark the creature until the end of your next turn. This effect ends early if you have the Incapacitated condition, you die, or someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has Disadvantage on attack rolls against creatures other than you.

In addition, if a creature marked by you hits a creature other than you with an attack roll, you have Advantage on attack rolls against the marked creature until the end of your next turn.

LEVEL 7: WARDING MANEUVER

You learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack roll, you can roll 1d8 as a Reaction if you're wielding a Melee weapon or a Shield. Roll the die, and add the number rolled to the target's AC against the triggering attack. If the attack still hits, the target has Resistance against the attack's damage.

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

LEVEL 10: HOLD THE LINE

Creatures provoke an Opportunity Attack from you when they move 5 feet or more while within your reach. When you hit a creature with an Opportunity Attack, the target's Speed becomes 0 until the end of the current turn.

LEVEL 15: FEROCIOUS CHARGER

During the first round of each combat, you and your mount's Speed increases by 10 feet, and your movement doesn't provoke Opportunity Attacks for that round. When you move within 5 feet of a creature this round, that creature must succeed on a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or you either push it 5 feet away or cause it to have the Prone condition. A creature makes this save only once during a turn.

LEVEL 18: VIGILANT DEFENDER

In combat, you get a special Reaction that you can take once on every creature's turn except your turn. You can take this Reaction only to make an Opportunity Attack, and you can't take it on the same turn that you take your normal Reaction.

WARRIOR OF INTOXICATION (MONK)

Drink Mystic Brews to Overwhelm and Confound Foes

Warriors of Intoxication move with the jerky, unpredictable movements typical of someone who is intoxicated. These Monks sway on unsteady feet to appear incompetent and then prove themselves frustrating to engage. Their apparently erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

Warriors of Intoxication often enjoy playing the fool to bring gladness to the downtrodden or to teach humility to the arrogant, but these Monks are maddening, masterful foes in battle.

DESIGN NOTE: WARRIOR OF INTOXICATION UPDATES

Here are the main updates in this subclass (formerly Way of the Drunken Master) since its last appearance in *Xanathar's Guide to Everything*:

- **Mystic Brew** is a new feature that lets the Monk create magical brews that they can drink to gain long-lasting benefits.

- **Master Brewer** is a new feature that replaces Drunkard's Luck. The feature adds additional beverage options to Mystic Brew.

LEVEL 3: BONUS PROFICIENCIES

You gain proficiency in the Performance skill, or if you already have it, you gain proficiency in one skill of your choice from the skills available to Monks at level 1. You also gain proficiency with Brewer's Supplies if you don't already have it.

LEVEL 3: DRUNKEN TECHNIQUE

You twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, your Speed increases by 10 feet until the end of the current turn and your movement during that time doesn't provoke Opportunity Attacks.

LEVEL 6: TIPSY SWAY

You can move in sudden, swaying ways. You gain the following benefits.

Leap to Your Feet. When you have the Prone condition, you can stand up by spending 5 feet of movement, rather than half your Speed.

Redirect Attack. When a creature misses you with a melee attack roll, you can spend 1 Focus Point as a Reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of yourself.

LEVEL 6: MYSTIC BREW

Whenever you finish a Short or Long Rest while holding Brewer's Supplies, you can use that tool to magically produce one magical beverage, chosen from the following options: Cinnamon Dragon, Heavenly Spirit, or Refreshing Dip. The beverage appears in a bottle or cask, and the bottle vanishes when the beverage is drunk or poured out. If any beverage remains when you finish a Short or Long Rest, the beverage and its container vanish.

Drinking a Magical Beverage. Only you can gain the benefit of drinking the beverage. You must drink at least a pint of the beverage before gaining its benefit. You can spend 1 minute drinking a pint of the beverage. You then gain the benefits of the beverage for 1 hour, as described below.

Cinnamon Dragon. You can take a Magic action to exhale toxic flames in a 30-foot Cone. Each creature makes a Dexterity saving throw (DC 8 plus your Wisdom modifier and Proficiency Bonus). On a failed save, a creature takes Fire damage equal to four rolls of your Martial Arts die and has the Poisoned condition until the end of its next turn. On a successful save, a creature takes half as much damage only.

Heavenly Spirit. You gain Resistance to Psychic and Radiant damage.

Refreshing Dip. Whenever you regain Hit Points, you regain additional Hit Points equal to a roll of your Martial Arts die.

Enhancing a Magical Beverage. When you create a magical beverage, you can expend 1 Focus Point. When you do so, the benefit's duration extends to 8 hours.

LEVEL 11: MASTER BREWER

You learn more complex flavors. The following beverages are added to your Mystic Brew options.

Blue Lightning. Whenever you take a Reaction that isn't making an Opportunity Attack or casting a spell, you can make one Unarmed Strike as part of that Reaction.

Drunkard's Luck. You gain Heroic Inspiration if you don't already have it. In addition, you can give yourself Heroic Inspiration when you roll Initiative without it.

LEVEL 17: INTOXICATED FRENZY

You make an overwhelming number of attacks against a group of enemies. When you use Flurry of Blows, you can make up to three additional Unarmed Strikes with it (up to a total of six Unarmed Strike), provided that each strike targets a different creature this turn.

OATHBREAKER (PALADIN)

Obtain Great Power at Any Cost

The power of a Paladin's oath is so great that it holds a distorted power even when it is violated. When a Paladin betrays the tenets of their oath because of corruption, pride, or thirst for power, they lose the blessing granted by their original oath but sometimes take on the sinister blessing of the Oathbreaker in its place. Oathbreakers use fear and overwhelming power to achieve their goals. While many Oathbreakers are beyond

redemption, some Paladins bend this oath to achieve a great and noble deed to atone for their past evils.

At the DM's discretion, a Paladin of any level who violates the tenets of their oath can lose the benefits granted by their original subclass and gain the features of the Oathbreaker subclass instead. Alternatively, a Paladin can choose this subclass at level 3 based on the character's backstory of falling from grace.

These Paladins often share the following tenets:

- Fear is a tool in the hands of the powerful.
- Strive for power at any cost.
- Do what must be done, but never lose sight of your goal.

DESIGN NOTE: OATHBREAKER UPDATES

Here are the main updates in this subclass since its last appearance in the 2014 *Dungeon Master's Guide*:

- **Conjure Undead** (formerly Control Undead) now lets you briefly summon Undead to aid you.
- **Dreadful Aspect** now loops through the Divine Smite spell.
- **Oathbreaker Spells** has new spells.
- **Aura of Hate** now adds its effect to your Aura of Protection. The aura now benefits only Fiends and Undead that are your allies.
- **Dread Lord** now imbues your Aura of Protection and can be recharged by expending a level 5 spell slot.

LEVEL 3: CONJURE UNDEAD

As a Bonus Action, you can expend one use of your Channel Divinity to summon a number of Undead equal to half your Charisma modifier (round up; minimum of one Undead summoned). Each Undead appears in an unoccupied space you can see within 30 feet of you and is a type of your choice: **Skeleton** or **Zombie** (see appendix B of the *Player's Handbook* for the stat blocks). The Undead are under your control for 1 minute, after which they dissolve into ash.

Each Undead is an ally to you and your allies. In combat, the Undead shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

LEVEL 3: DREADFUL ASPECT

Immediately after you cast *Divine Smite*, you can expend one use of your Channel Divinity to channel a burst of magical menace. Each creature of your choice in a 30-foot Emanation originating from you must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute. A Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

LEVEL 3: OATHBREAKER SPELLS

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

OATHBREAKER SPELLS

Paladin Level	Spells
3	<i>Hellish Rebuke, Witch Bolt</i>
5	<i>Crown of Madness, Darkness</i>
9	<i>Fear, Summon Undead</i>
13	<i>Blight, Phantasmal Killer</i>
17	<i>Contagion, Steel Wind Strike</i>

LEVEL 7: AURA OF HATE

When you, as well as any Fiend or Undead in your Aura of Protection that is an ally, hits a creature with a melee attack, that attack deals extra Necrotic damage equal to your Charisma modifier.

LEVEL 15: SUPERNATURAL RESISTANCE

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

LEVEL 20: DREAD LORD

As a Bonus Action, you can imbue your Aura of Protection with unholy gloom, granting 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. You can also restore your use of it by expending a level 5 spell slot (no action required).

Darkness. Magical Darkness fills your Aura of Protection. You and allies in your Aura of Protection can see within this magical Darkness.

Fear. Whenever a creature with the Frightened condition starts its turn in your Aura

of Protection, that creature takes 4d10 Psychic damage.

Shadow Strike. As a Bonus Action, you can make a melee spell attack, shaping the gloom exuding from you into a blade that targets one creature in your Aura of Protection. On a hit, the attack deals Necrotic damage equal to 3d10 plus your Charisma modifier.