

UNEARTHED ARCANA

Class Feature Variants

This Is Playtest Content

The material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game design. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

This document provides playtest options for every class in the *Player's Handbook*.

Each class in DUNGEONS & DRAGONS gains features at particular levels. Have you ever wanted an alternative to one of those features? Or do you have a feature that gives you options to choose from and you'd like more options? If your answer is yes to either of those questions, the following class feature variants are for you.

Here you'll find features that replace or enhance the normal features of your character's class. The class feature variants each specify which feature they replace or enhance, as summarized in the Class Feature Variants table (see page 2). If a feature is replaced, you gain no benefit from it and don't qualify for anything in the game that requires it. If a feature is enhanced, you continue to enjoy its benefits but now with new capabilities.

The DM decides which of these options are available to the characters in a campaign. A DM is free to prohibit these variants, allow all of them, or make a subset of them available to you.

All Classes

The following variant is available to every class in the game.

Proficiency Versatility

4th-level and higher feature (enhances Ability Score Improvement)

Whenever you gain the Ability Score Improvement feature from your class, you can also replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class).

This change represents one of your skills atrophying as you focus on a different skill.

Maneuvers from the Battle Master

If you know any maneuvers from the fighter's Battle Master archetype, you have access to options in the fighter section of this document. See the "Maneuver Versatility" and "Maneuver Options" subsections there.

Barbarian

A barbarian has access to the following features.

Survival Instincts

2nd-level barbarian feature (replaces Danger Sense)

You become proficient in your choice of two of the following skills: Animal Handling, Medicine, Nature, Perception, or Survival.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Instinctive Pounce

5th-level barbarian feature (replaces Fast Movement)

When a creature ends its turn within 15 feet of you, you can use your reaction to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.

Class Feature Variants

Class	Level	Feature	Variant	Change
All classes	4th+	Ability Score Improvement	Proficiency Versatility	Enhancement
Barbarian	2nd	Danger Sense	Survival Instincts	Replacement
	5th	Fast Movement	Instinctive Pounce	Replacement
Bard	1st	Bardic Inspiration	Magical Inspiration	Enhancement
	1st	Spellcasting	Spell Versatility	Enhancement
	1st	Spellcasting	Bard Spells	Enhancement
Cleric	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Cleric Spells	Enhancement
	2nd	Channel Divinity	Channel Divinity: Harness Divine Power	Enhancement
	8th	Divine Strike	Blessed Strikes	Replacement
	8th	Potent Spellcasting	Blessed Strikes	Replacement
Druid	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Druid Spells	Enhancement
	2nd	Wild Shape	Wild Companion	Enhancement
Fighter	1st	Fighting Style	Fighting Style Options	Enhancement
	1st	Maneuvers	Maneuver Versatility	Enhancement
	1st	Maneuvers	Maneuver Options	Enhancement
Monk	1st	Martial Arts	Monk Weapons	Enhancement
	2nd	Ki	Ki-Fueled Strike	Enhancement
	2nd	Ki	Ki Features	Enhancement
Paladin	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Paladin Spells	Enhancement
	3rd	Channel Divinity	Channel Divinity: Harness Divine Power	Enhancement
Ranger	1st	Favored Enemy	Favored Foe	Replacement
	1st	Natural Explore	Deft Explore	Replacement
	2nd	Fighting Style	Fighting Style Options	Enhancement
	2nd	Spellcasting	Spell Versatility	Enhancement
	2nd	Spellcasting	Spellcasting Focus	Enhancement
	2nd	Spellcasting	Ranger Spells	Enhancement
	3rd	Primeval Awareness	Primal Awareness	Replacement
	10th	Hide in Plain Sight	Fade Away	Replacement
	3rd	Ranger's Companion	Ranger Companion Options	Enhancement
Rogue	2nd	Cunning Action	Cunning Action: Aim	Enhancement
Sorcerer	1st	Spellcasting	Spell Versatility	Enhancement
	1st	Spellcasting	Sorcerer Spells	Enhancement
	2nd	Font of Magic	Font of Magic Options	Enhancement
	3rd	Metamagic	Metamagic Options	Enhancement
Warlock	1st	Pact Magic	Spell Versatility	Enhancement
	1st	Pact Magic	Warlock Spells	Enhancement
	2nd	Eldritch Invocations	Eldritch Invocation Options	Enhancement
	3rd	Pact Boon	Pact Boon Option	Enhancement
Wizard	1st	Spellcasting	Cantrip Versatility	Enhancement
	1st	Spellcasting	Wizard Spells	Enhancement

Bard

A bard has access to the following features.

Bard Spells

1st-level bard feature (enhances Spellcasting)

The following spells expand the bard spell list.

1st Level

Cause fear (Xanathar's Guide)

Color spray

Command

2nd Level

Aid

Enlarge/reduce

Mind spike (Xanathar's Guide)

Mirror image

Phantasmal force

3rd Level

Mass healing word

Slow

Tiny servant (Xanathar's Guide)

4th Level

Phantasmal killer

5th Level

Contact other plane (ritual)

Rary's telepathic bond (ritual)

6th Level

Heroes' feast

Mental prison (Xanathar's Guide)

Scatter (Xanathar's Guide)

Tenser's transformation (Xanathar's Guide)

7th Level

Power word pain (Xanathar's Guide)

Prismatic spray

8th Level

Antipathy/sympathy

Maze

9th Level

Prismatic wall

Magical Inspiration

1st-level bard feature (enhances Bardic Inspiration)

If a creature has a Bardic Inspiration die from you and casts a spell, the creature can roll that die and add the number rolled to one damage or healing roll of the spell. The Bardic Inspiration die is then lost.

Spell Versatility

1st-level bard feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the bard spell list. The new spell must be the same level as the spell you replace.

Rule Tip: Cantrips Are Spells

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.

Cleric

A cleric has access to the following features.

Cantrip Versatility

1st-level cleric feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the cleric spell list.

Cleric Spells

1st-level cleric feature (enhances Spellcasting)

The following spells expand the cleric spell list.

1st Level

Cause fear (Xanathar's Guide)

Wrathful smite

2nd Level

Branding smite

3rd Level

Aura of vitality

4th Level

Aura of life
Aura of purity

5th Level

Skill empowerment (Xanathar's Guide)
Wall of light (Xanathar's Guide)

9th Level

Power word heal

Channel Divinity: Harness Divine Power

2nd-level cleric feature (enhances Channel Divinity)

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended 1st-level spell slot.

Blessed Strikes

8th-level cleric Divine Domain feature (replaces Divine Strike or Potent Spellcasting)

In battle, you are blessed with divine might. When a creature takes damage from one of your spells or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

Druid

A druid has access to the following features.

Cantrip Versatility

1st-level druid feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the druid spell list.

Druid Spells

1st-level druid feature (enhances Spellcasting)

The following spells expand the druid spell list.

Cantrips (0 Level)

Acid splash

1st Level

Ceremony (ritual, Xanathar's Guide)
Protection from evil and good

2nd Level

Augury (ritual)
Continual flame
Enlarge/reduce

3rd Level

Aura of vitality
Elemental weapon
Revivify
Thunder step (Xanathar's Guide)
Wall of sand (Xanathar's Guide)

4th Level

Divination (ritual)
Fire shield

5th Level

Cone of cold
Dawn (Xanathar's Guide)
Immolation

6th Level

Flesh to stone

7th Level

Symbol

8th Level

Incendiary cloud

9th Level

Mass polymorph (Xanathar's Guide)
Power word heal

Wild Companion

2nd-level druid feature (enhances Wild Shape)

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Fighter

A fighter has access to the following features.

Fighting Style Options

1st-level fighter feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the “Fighting Styles” section (see page 12).

The Superior Technique style is also added to the list of style options available to you.

Superior Technique

You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver’s effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Maneuver Versatility

1st-level feature (enhances Maneuvers)

If you know any maneuvers from the fighter’s Battle Master archetype, you can replace one maneuver you know with a different maneuver whenever you finish a long rest. This change reflects your physical and mental preparation for the day ahead.

Maneuver Options

1st-level feature (enhances Maneuvers)

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters and to characters who have the Superior Technique fighting style or the Martial Adept feat.

Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll.

Bait and Switch

When you’re within 5 feet of an ally on your turn, you can expend one superiority die and switch places with that ally, provided you spend at least 5 feet of movement. This movement doesn’t provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, the ally gains a bonus to AC equal to the number rolled.

Brace

When an enemy you can see moves within 5 feet of you, you can use your reaction to expend one superiority die and make one weapon attack against that creature. If the attack hits, add the superiority die to the attack’s damage roll.

Restraining Strike

Immediately after you hit a creature with a melee weapon attack on your turn, you can expend one superiority die and use a bonus action to grapple the target (see chapter 9 in the *Player’s Handbook* for rules on grappling). Add the superiority die to your Strength (Athletics) check. The target is also restrained while grappled in this way.

Silver Tongue

When you make a Charisma (Deception) check or a Charisma (Persuasion) check, you can expend one superiority die, and add the superiority die to the ability check.

Snipe

As a bonus action, you can expend one superiority die and make a ranged weapon attack. You can draw a thrown weapon as part of making this attack. If you hit, add the superiority die to the attack’s damage roll.

Studious Eye

When you make a Wisdom (Insight) check or an Intelligence (Investigation) check, you can expend one superiority die, and add the superiority die to the ability check.

Monk

A monk has access to the following features.

Monk Weapons

1st-level monk feature (enhances Martial Arts)

You can use this feature to define your monk weapons, rather than using the definition in Martial Arts.

You practice your martial arts with specially chosen weapons, which become monk weapons for you. You can choose a number of weapons to be your monk weapons equal to 5 + your Wisdom modifier (minimum of five weapons). The chosen weapons must each meet the following criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with the weapon.
- The weapon must lack these properties: heavy, special, or two-handed.

Ki-Fueled Strike

2nd-level monk feature (enhances Ki)

If you spend 1 ki or more as part of your action on your turn, you can then immediately make one unarmed strike as a bonus action.

Ki Features

2nd-level monk feature (enhances Ki)

When you gain the Ki feature at 2nd level, you get access to the following features.

Distant Eye

When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.

Quickened Healing

As an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled.

Paladin

A paladin has access to the following features.

Fighting Style Options

2nd-level paladin feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the “Fighting Styles” section (see page 12).

The Blessed Warrior style is also added to the list of style options available to you.

Blessed Warrior

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

Paladin Spells

2nd-level paladin feature (enhances Spellcasting)

The following spells expand the paladin spell list.

2nd Level

Gentle repose
Prayer of healing
Warding bond

3rd Level

Life transference (Xanathar’s Guide)
Spirit guardians

5th Level

Dawn (Xanathar’s Guide)
Flame strike

Channel Divinity: Harness Divine Power

3rd-level paladin feature (enhances Channel Divinity)

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended 1st-level spell slot.

Ranger

A ranger has access to the following features.

Deft Explorer

1st-level ranger feature (replaces Natural Explorer)

You are an unsurpassed explorer and survivor. Choose one of the following benefits, and then choose another one at 6th and 10th level.

Canny

Choose one skill: Animal Handling, Athletics, History, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill.

In addition, thanks to your extensive wandering, you are able to speak, read, and write two languages of your choice.

Roving

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless

As an action, you can give yourself a number of temporary hit points equal to 1d10 + your Wisdom modifier. You can use this special action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Rule Tip: Temporary Hit Points Don't Stack

If you have temporary hit points and receive more of them, you don't add them together, unless a rule says you can. Instead, you decide which temporary hit points to keep. See chapter 9 of the *Player's Handbook* for more information on temporary hit points.

Favored Foe

1st-level ranger feature (replaces Favored Enemy)

You can call on your bond with nature to mark a creature as your favored enemy for a time: you know the *hunter's mark* spell, and Wisdom is

your spellcasting ability for it. You can use it a certain number of times without expending a spell slot and without requiring concentration—a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

When you gain the Spellcasting feature at 2nd level, *hunter's mark* doesn't count against the number of ranger spells you know.

Fighting Style Options

2nd-level ranger feature (enhances Fighting Style)

When you gain the Fighting Style feature, you get access to the variants in the "Fighting Styles" section (see page 12).

The Druidic Warrior style is also added to the list of style options available to you.

Druidic Warrior

You learn two cantrips of your choice from the druid spell list. They count as druid spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

Ranger Spells

2nd-level ranger feature (enhances Spellcasting)

The following spells expand the ranger spell list.

1st Level

Aid
Entangle
Searing smite

2nd Level

Gust of wind
Magic weapon
Enhance ability
Warding bond

3rd Level

Blinding smite
Meld into stone
Revivify
Tongues

4th Level

Death ward
Dominate beast

5th Level

Awaken

Greater restoration

Spell Versatility

2nd-level ranger feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the ranger spell list. The new spell must be the same level as the spell you replace.

Spellcasting Focus

2nd-level ranger feature (enhances Spellcasting)

You can use a druidic focus as a spellcasting focus for your ranger spells. See chapter 5, “Equipment,” of the *Player’s Handbook* for a list of things that count as druidic focuses.

Primal Awareness

3rd-level ranger feature (replaces Primeval Awareness)

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don’t already know them, as shown in the Primal Awareness Spells table. These spells don’t count against the number of ranger spells you know.

Primal Awareness Spells

Ranger Level	Spell
3rd	<i>detect magic, speak with animals</i>
5th	<i>beast sense, locate animals or plants</i>
9th	<i>speak with plants</i>
13th	<i>locate creature</i>
17th	<i>commune with nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can’t do so again until you finish a long rest.

Fade Away

10th-level ranger feature (replaces Hide in Plain Sight)

You can use a bonus action to magically become invisible, along with any equipment you are

wearing or carrying, until the start of your next turn.

Once you use this feature, you can’t use it again until you finish a short or long rest.

Ranger Companion Options

3rd-level Beast Master feature (enhances Ranger’s Companion)

While wandering the wilds, a ranger encounters many sorts of animals, some of which the ranger might befriend. This friendship can arise from successful use of the Animal Handling skill or the *animal friendship* spell. If the resulting bond is strong enough, the animal might join the ranger on adventures.

A ranger who has the Beast Master archetype can form an even stronger bond, feeling almost like a sibling to an animal. A special type of beast awaits a Beast Master in the wilds, a creature whose lineage stretches back to the beginnings of the world: a primal beast known as a Beast of the Air or a Beast of the Earth. Such a creature seeks out the type of companionship that a Beast Master offers, ready for the two of them to battle the imbalances in the natural world.

The primal beast is a special creature that a Beast Master can choose for the Ranger’s Companion feature. When choosing such a creature, you decide whether it is a Beast of the Air or the Earth, and you determine its appearance. Stories describe primal beasts that mystically change form to align with the spirit of their companion.

When a primal beast is met apart from a Beast Master, the creature takes the form a regular beast of challenge rating 1/4 or lower, as determined by the DM.

Beast of the Air

Small beast, neutral

Armor Class 13

Hit Points equal the beast’s Constitution modifier + your Wisdom modifier + five times your ranger level (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	13 (+1)	8 (–1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +3, Wis +4

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its shred attack or to Hide.

Actions

Shred. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage.

Beast of the Earth

Medium beast, neutral

Armor Class 12

Hit Points equal the beast's Constitution modifier + your Wisdom modifier + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft., climb or swim 40 ft. (your choice when you bond with the beast)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +4, Con +4, Wis +4

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages you speak

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. The DC equals your spell save DC. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Rebirth. If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

Ready Companion. As a bonus action, you can command the beast to make its maul attack or to Hide.

Actions

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

Rogue

A rogue has access to the following feature.

Cunning Action: Aim

2nd-level rogue feature (enhances Cunning Action)

You gain an additional way to use your Cunning Action: carefully aiming your next attack. As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Sorcerer

A sorcerer has access to the following features.

Sorcerer Spells

1st-level sorcerer feature (enhances Spellcasting)

The following spells expand the sorcerer spell list.

Cantrips (0 Level)

Primal savagery (Xanathar's Guide)

1st Level

Grease

Protection from evil and good

2nd Level

Flame blade

Flaming sphere

3rd Level

Vampiric touch

4th Level

Fire shield

6th Level

Flesh to stone

8th Level

Demiplane

9th Level

Foresight

Spell Versatility

1st-level sorcerer feature (enhances Spellcasting)

Whenever you finish a long rest, you can replace one spell you learned from this Spellcasting feature with another spell from the sorcerer spell list. The new spell must be the same level as the spell you replace.

Font of Magic Options

2nd-level sorcerer feature (enhances Font of Magic)

When you gain the Font of Magic feature, you get access to the following ways to spend your sorcery points.

Empowering Reserves

When you make an ability check on your turn, you can spend 2 sorcery points to gain advantage on the check.

Imbuing Touch

As an action, you can touch one nonmagical weapon and spend 2 sorcery points to imbue it with magic for 1 minute. For the duration, the weapon is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

Sorcerous Fortitude

As an action, you can spend any number of sorcery points to roll a d4 for each point expended. You gain a number of temporary hit points equal to the total rolled.

Metamagic Options

3rd-level sorcerer feature (enhances Metamagic)

When you choose Metamagic options, you have access to the following additional options.

Elemental Spell

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, thunder.

Seeking Spell

When you cast a spell that requires you to make a spell attack roll or that forces a target to make

a Dexterity saving throw, you can spend 1 sorcery point to ignore the effects of half- and three-quarters cover against targets of the spell.

Unerring Spell

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the attack roll. You must use the result of the second roll.

You can use Unerring Spell even if you have already used a different Metamagic option during the casting of the spell.

Warlock

A warlock has access to the following features.

Spell Versatility

1st-level warlock feature (enhances Pact Magic)

Whenever you finish a long rest, you can replace one spell you learned from this Pact Magic feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

Warlock Spells

1st-level warlock feature (enhances Pact Magic)

The following spells expand the warlock spell list.

1st Level

Thunderwave

2nd Level

Knock

3rd Level

Animate dead

Life transference (Xanathar's Guide)

4th Level

Greater invisibility

Phantasmal killer

5th Level

Mislead

Modify memory

Planar binding

Teleportation circle

6th Level

Create homunculus (*Xanathar's Guide*)
Magic jar

7th Level

Project image

8th Level

Abi-Dalzim's horrid wilting (*Xanathar's Guide*)

9th Level

Gate
Shapechange
Weird

Eldritch Invocation Options

2nd-level warlock feature (enhances Eldritch Invocations)

When you choose eldritch invocations, you have access to the following options.

Bond of the Talisman

Prerequisite: 12th level, Pact of the Talisman feature

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of existence. The wearer of your talisman can do the same thing, using their action to teleport to you.

Chain Master's Fury

Prerequisite: 9th level, Pact of the Chain feature

As a bonus action, you can command your familiar to make one attack.

Eldritch Armor

Prerequisite: Pact of the Blade feature

As an action, you can touch a suit of armor that isn't being worn or carried by anyone and instantly don it, provided you aren't wearing armor already. You are proficient with this suit of armor until it's removed.

Eldritch Mind

Prerequisite: Pact of the Tome feature

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

Far Scribe

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of 1).

You can cast the *sending* spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching the name on it.

Gift of the Protectors

Prerequisite: 9th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of 1).

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching the name on it.

Investment of the Chain Master

Prerequisite: Pact of the Chain feature

When you cast *find familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- The familiar no longer needs to breathe.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Protection of the Talisman

Prerequisite: 9th level, Pact of the Talisman feature

When the wearer of your talisman makes a saving throw in which they lack proficiency, they can add a d4 to the roll.

Rebuke of the Talisman

Prerequisite: Pact of the Talisman feature

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your Charisma modifier (minimum of 1 damage) and push it up to 10 feet away from the talisman's wearer.

Pact Boon Option

3rd-level warlock feature (enhances Pact Boon)

When you choose your Pact Boon feature, the following option is available to you.

Pact of the Talisman

Your patron gives you a special amulet, a talisman that can aid you, or anyone else who wears it, when the need is great. When the wearer makes an ability check with a skill in which they lack proficiency, they can add a d4 to the roll.

If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet.

The talisman turns to ash when you die.

Wizard

A wizard has access to the following feature.

Cantrip Versatility

1st-level wizard feature (enhances Spellcasting)

Whenever you gain a level in this class, you can replace one cantrip you learned from this Spellcasting feature with another cantrip from the wizard spell list.

Wizard Spells

1st-level wizard feature (enhances Spellcasting)

The following spells expand the wizard spell list.

2nd Level

Augury (divination, ritual)

Enhance ability (transmutation)

3rd Level

Speak with dead (necromancy)

4th Level

Divination (divination, ritual)

Fighting Styles

Here are new ways to use the Fighting Style feature of the fighter, paladin, and ranger.

Martial Versatility

Fighter, paladin, and ranger feature (enhances Fighting Style)

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class. This change represents a shift of focus in your martial training and practice, causing you to lose the benefits of one style and gain the benefits of another style.

Style Options

Fighter, paladin, and ranger feature (enhances Fighting Style)

When you choose a fighting style, the following styles are added to the list of options.

Blind Fighting

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

Interception

When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.