

UNEARTHED ARCANA 2025

FORGOTTEN REALMS 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*.

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WHAT'S INSIDE

This document presents eight subclasses: revised subclasses for the Cleric (Knowledge Domain), Fighter (Purple Dragon Knight), and Wizard (Bladesinger) and new subclasses for the Bard (College of the Moon), Paladin (Oath of the Noble Genies), Ranger (Winter Walker), Rogue (Scion of the Three), and Sorcerer (Spellfire Sorcery).

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: College of the Moon, Knowledge Domain, Purple Dragon Knight, Oath of the Noble Genies, Winter Walker, Scion of the Three, Spellfire Sorcery, and Bladesinger.

COLLEGE OF THE MOON (BARD)

Inspire Allies with Primal Tales

The College of the Moon traces its origins to the ancient druidic circles of the Moonshae Isles, who entrusted the first Bards of this tradition with chronicling the stories of the islands and their people. Bards of this college draw from the isles' Fey magic and the primal power of the moonwells to bolster their allies, protect the natural world, and inspire their bardic works. Such works tend to be based on well-known Moonshae myths such as the whimsy of fairy pranksters, the viciousness of the Beast, and the mysteries of the moonwells.

LEVEL 3: MOONSHAE FOLKTALES

As a Magic action, you can invoke the power of a folktale, imbuing yourself with primal magic until you use this feature again. When you use this feature, choose which of the following folktales you invoke; your choice gives you certain benefits while this magic is active.

Tale of Life. You invoke a tale of vitality and thriving earth. When you restore Hit Points to a creature with a spell, you can expend a Bardic Inspiration die and increase the amount of Hit Points restored by a number equal to a roll of the Bardic Inspiration die. You can do this only once per turn.

Tale of Gloam. You invoke a tale of mystery and secrets. When you use a Bonus Action to give a creature a Bardic Inspiration die, you can take the Disengage or Hide action as part of that Bonus Action.

Tale of Mirth. You invoke a tale of merriment and fey guile. When an enemy you can see within 60 feet of yourself succeeds on a saving throw, you can take a Reaction to expend a Bardic Inspiration die. The creature then must roll the

Bardic Inspiration die and subtract the number rolled from the save's total, possibly causing the save to fail.

LEVEL 3: PRIMAL LORIST

You learn Druidic and one cantrip from the Druid spell list. It counts as a Bard spell for you but doesn't count against the number of cantrips you know.

Additionally, choose one of the following skills: Animal Handling, Insight, Medicine, Nature, Perception, or Survival. You have proficiency in that skill.

LEVEL 6: BLESSING OF THE MOONWELLS

You always have the *Moonbeam* spell prepared.

As a Bonus Action, you can cast *Moonbeam* without expending a spell slot. When you cast it using this feature, you glow faintly while you maintain Concentration on the spell. While glowing, you shed Dim Light out to 5 feet, and whenever a creature fails its saving throw against the effects of this *Moonbeam*, another creature of your choice that you can see within 60 feet of you regains 2d4 Hit Points.

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 3+ spell slot (no action required).

LEVEL 14: BOLSTERED FOLKTALES

The power of your Moonshae Folktales improves. When you use your Tale of Life or Tale of Mirth, you can roll 1d6 and use the number rolled in place of expending a Bardic Inspiration die, and when you use your Tale of Gloam, you can also teleport up to 30 feet to an unoccupied space you can see as part of that Bonus Action.

KNOWLEDGE DOMAIN (CLERIC)

Unearth Secrets and Master the Mind

The Knowledge Domain values learning and understanding above all. Clerics who tap into this domain study esoteric lore, collect old tomes, delve into the secret places of the earth, and examine the process of the mind itself.

Gods of knowledge vary from masters of arcane magic to patrons of craft and invention. To them, knowledge is more valuable than material wealth, and the desire to learn is an act of worship. Libraries, universities, and other

institutions dedicated to education also draw on the power of the Knowledge Domain.

On Faerûn, Clerics of the Knowledge Domain worship deities of learning and ingenuity like Oghma and Gond. Other powerful deities—such as Asmodeus, Mystra, Savras, and Jergal—also count Clerics of the Knowledge Domain among their devotees, as do less-common divinities like Deneir, the Scribe of Oghma, and Azuth, servant of Mystra.

DESIGN NOTE: KNOWLEDGE DOMAIN UPDATES

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

- **Blessings of Knowledge** now gives you proficiency with a type of Artisan's Tools.
- **Knowledge Domain Spells** have been updated to include more damaging and combat-relevant options. The number of spells has also increased.
- **Mind Magic** is a new feature that allows you to expend a use of Channel Divinity to cast one of your domain spells without expending a spell slot.
- **Unfettered Mind** is a new feature that grants you telepathy and consistent Intelligence checks.
- **Divine Foreknowledge** is a new feature that allows you to gain Advantage on D20 Tests for 1 hour.

LEVEL 3: BLESSINGS OF KNOWLEDGE

You gain proficiency with one type of Artisan's Tools of your choice and in two of the following skills of your choice: Arcana, History, Nature, or Religion. You have Expertise in those two skills.

LEVEL 3: KNOWLEDGE DOMAIN SPELLS

When you reach a Cleric level specified in the Knowledge Domain Spells table, you thereafter always have the listed spells prepared.

KNOWLEDGE DOMAIN SPELLS

Cleric Level	Prepared Spells
3	<i>Command, Comprehend Languages, Detect Magic, Detect Thoughts, Identify, Mind Spike</i>
5	<i>Dispel Magic, Nondetection, Tongues</i>
7	<i>Arcane Eye, Banishment, Confusion</i>
9	<i>Legend Lore, Scrying, Synaptic Static</i>

LEVEL 3: MIND MAGIC

As a Magic action, you can expend one use of your Channel Divinity to manifest your magical knowledge. Choose one spell from the Knowledge Domain Spells table that you have prepared. As part of that action, you cast that spell without expending a spell slot or needing Material components.

LEVEL 6: UNFETTERED MIND

You gain telepathy out to 60 feet. When you use this telepathy, you can simultaneously contact a number of creatures equal to your Wisdom modifier (minimum of one).

Additionally, if your total for an Intelligence check is lower than your Wisdom score, you can use that score in place of the total.

LEVEL 17: DIVINE FOREKNOWLEDGE

As a Bonus Action, you magically expand your mind to the possibilities of the future. For 1 hour, you have Advantage on D20 Tests. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of this feature by expending a level 6+ spell slot (no action required).

PURPLE DRAGON KNIGHT (FIGHTER)

Herald the Majesty of Amethyst Dragons

The Purple Dragon Knights are paragons of valor and leadership who partner with amethyst dragons. Such knights aspire to protect the innocent and rally fellow adventurers to the causes of justice and freedom. Although the Purple Dragons were originally founded in Cormyr, new recruits are enlisted from any realms where chivalry is in abundance, including the Silver Marches, Damara, and Chessenta.

Characters with this subclass are special among the order. Unlike most Purple Dragons, who partner with amethyst dragons who've already reached adulthood, a Purple Dragon Knight character psionically bonds with an amethyst dragon hatchling. This bond irrevocably transforms both dragon and knight, allowing the dragon to grow in strength alongside its partner knight.

DESIGN NOTE: PURPLE DRAGON KNIGHT UPDATES

Here are the main updates in this subclass since its appearance in *Sword Coast Adventurer's Guide*:

- **Knightly Envoy** (formerly Royal Envoy) has been moved to level 3. It now lets you learn an additional language and cast the *Comprehend Languages* spell as a Ritual.
- **Purple Dragon Companion** is a new feature that gives the Purple Dragon Knight a dragon companion.
- **Dragon Rider** is a new feature that improves the dragon companion, allowing you to heal it with your Second Wind and ride it in a limited capacity.
- **Rallying Surge** (formerly Inspiring Surge) now lets you choose up to three creatures within a more limited radius. It also gives chosen creatures a retreat option.
- **Amethyst Pinnacle** is a new feature that again improves your dragon companion, allowing you to ride it unrestricted and attack in tandem.
- **Enduring Commander** is a new feature that grants both you and your dragon companion Resistances.

LEVEL 3: KNIGHTLY ENVOY

You learn one language of your choice, which you choose from the language tables in the *Player's Handbook*.

Additionally, you can cast the *Comprehend Languages* spell but only as a Ritual. Intelligence is your spellcasting ability for it.

LEVEL 3: PURPLE DRAGON COMPANION

You are bonded with an amethyst dragon hatchling that serves as your purple dragon companion and uses the **Purple Dragon Companion** stat block. The purple dragon is Friendly to you and your allies and obeys your commands.

The Dragon in Combat. In combat, the dragon acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. If you have the Incapacitated condition, the dragon acts on its own and isn't limited to the Dodge action.

Resurrecting the Dragon. If the dragon companion has died within the last hour, you can take a Magic action to touch the dragon and expend a use of your Second Wind. The dragon returns to life after 1 minute with all its Hit Points restored.

Otherwise, you can perform a 1-hour ceremony to resurrect the dragon; this ceremony can be performed as part of a Short or Long Rest.

PURPLE DRAGON COMPANION

Small Dragon, Neutral

AC 13 + your Intelligence modifier

HP 4 plus four times your Fighter level (the dragon has a number of Hit Dice [d6s] equal to your Fighter level)

Speed 30 ft., Fly 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 16	+3	+3	Dex 16	+3	+3	Con 12	+1	+1
Int 8	-1	-1	Wis 13	+1	+1	Cha 10	+0	+0

Senses Darkvision 60 ft.; Passive Perception 11

Languages Understands the languages you know; telepathy 30 ft.

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

TRAITS

Amphibious. The dragon can breathe both air and water.

Stalwart Bond. Add half your Proficiency Bonus (round down) to any ability check or saving throw the dragon makes.

ACTIONS

Rend. *Melee Attack Roll:* +3 plus your Intelligence modifier, reach 5 ft. *Hit:* 1d6 plus your Intelligence modifier Force damage.

Gravity Breath (2/Day). *Constitution Saving Throw:* DC 8 plus your Proficiency Bonus plus your Intelligence modifier, each creature in a 15-foot Cone. *Failure:* The target is either pulled up to 15 feet straight toward the dragon or pushed 15 feet straight away from the dragon (your choice).

LEVEL 7: DRAGON RIDER

You and your purple dragon gain the following benefits.

Dragon Mount. The dragon grows to Medium size. You can use the dragon as a mount if you are Medium or smaller, but while you're riding it, the dragon falls at the end of a turn if it's airborne and the only thing holding it aloft is its Fly Speed. It takes you only 5 feet of movement to mount or dismount the dragon.

Improved Gravity Breath. The dragon's Gravity Breath becomes a 30-foot Cone. When a creature fails its saving throw against that Gravity Breath, the creature also takes 2d6 Force damage.

Shared Second Wind. When you use your Second Wind to regain Hit Points, the dragon also regains Hit Points equal to 1d6 plus your Fighter level, and it regains one use of its Gravity Breath.

LEVEL 10: RALLYING SURGE

When you use your Action Surge, you can choose up to three allies within a 30-foot Emanation originating from you. Each ally can take a Reaction to use one of the following options.

Advance. The ally makes one attack with a weapon or an Unarmed Strike. If your purple dragon is one of the allies using Advance, the dragon can make one Rend attack.

Retreat. The ally moves up to half its Speed without provoking Opportunity Attacks.

LEVEL 15: AMETHYST PINNACLE

You and your purple dragon gain the following benefits.

Superior Mount. The purple dragon grows to Large size, and both its Speed and its Fly Speed increase to 40 feet. Additionally, the dragon no longer falls at the end of a turn if airborne while you're riding it.

Tandem Attack. When you take the Attack action on your turn, you can forego one of your attacks to command the dragon to make one Rend attack. Alternatively, you can forego two of your attacks to command the dragon to use Gravity Breath.

LEVEL 18: ENDURING COMMANDER

You and your purple dragon have Resistance to Force and Psychic damage.

OATH OF THE NOBLE GENIES (PALADIN)

Brandish the Elemental Splendor of Genies

Paladins sworn to the Oath of the Noble Genies revere the forces of the Elemental Planes. Through taking this oath, Paladins draw power from the four different types of genies—dao, masters of earth; djinn, masters of air; efreet, masters of fire; and marids, masters of water—to create splendid and destructive displays of elemental might.

On Faerûn, many Paladins who swear this oath hail from Calimshan, a land rife with genie-kind. Despite their strong local ties, these Calishite Paladins often undertake quests that take them

all over the Realms and across the multiverse—including, naturally, the Elemental Planes.

These paladins share the following tenets:

- Beget creation with destruction.
- Lead with splendor and grace.
- Respect the elements, and fear their wrath.

LEVEL 3: ELEMENTAL SMITE

Immediately after you cast *Divine Smite*, you can expend one use of your Channel Divinity and invoke one of the following effects.

Dao's Crush. The target has the Grappled condition (escape DC equal to your spell save DC). While Grappled, the target has the Restrained condition.

Djinni's Escape. You teleport to an unoccupied space you can see within 30 feet of yourself and take on a mist-like form, which lasts until the end of your next turn. While in this form, you have Immunity to the Grappled, Prone, and Restrained conditions.

Efreeti's Fury. The target takes an extra 2d4 Fire damage.

Marid's Surge. The target and each creature of your choice in a 10-foot Emanation originating from you makes a Strength saving throw against your spell save DC. On a failed save, the creature is pushed 15 feet straight away from you and has the Prone condition.

LEVEL 3: GENIE SPELLS

When you reach a Paladin level specified in the Genie Spells table, you thereafter always have the listed spells prepared.

GENIE SPELLS

Paladin Level	Spells
3	<i>Chromatic Orb, Elementalism, Thunderous Smite</i>
5	<i>Mirror Image, Phantasmal Force</i>
9	<i>Fly, Gaseous Form</i>
13	<i>Conjure Minor Elementals, Summon Elemental</i>
17	<i>Banishing Smite, Contact Other Plane</i>

LEVEL 3: GENIE'S SPLENDOR

When you aren't wearing Medium or Heavy armor, you gain a bonus to your AC equal to your Charisma modifier (minimum of +1).

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

LEVEL 7: AURA OF ELEMENTAL SHIELDING

Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder damage. You and your allies have Resistance to that damage type while in your Aura of Protection.

At the start of each of your turns, you can change the damage type affected by this feature to one of the other listed options (no action required).

LEVEL 15: ELEMENTAL REBUKE

When you are hit by an attack roll, you can take a Reaction to halve the attack's damage against yourself (round down) and force the attacker to make a Dexterity saving throw against your spell save DC. On a failed save, the attacker takes damage equal to 4d10 plus your Charisma modifier; the damage is one of the following types (your choice): Acid, Cold, Fire, Lightning, or Thunder. On a successful save, the attacker takes half as much damage.

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 20: NOBLE SCION

As a Bonus Action, you gain 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).

Flight. You have a Fly Speed of 60 feet and can hover.

Minor Wish. When you or an ally in your Aura of Protection fails a D20 Test, you can take a Reaction to make the D20 Test succeed instead.

WINTER WALKER (RANGER)

Withstand the Horrors of Frigid Wastelands

Winter Walkers hone their craft in the bleak and frozen wilds of places like Icewind Dale. Rimed with ice, these ruthless Rangers hunt the monsters that haunt arctic wastelands, eventually becoming frigid terrors themselves.

More so than any other Rangers of Icewind Dale, Winter Walkers are known to be well

versed in the paranormal phenomena specific to the realm, including the latent magic of fallen Netherese cities, endemic monsters like yetis and crag cats, and the rising threat of Underdark invaders. In exchange for their cold pragmatism, terrifying magic, and mastery of the region, these Winter Walkers are regarded with equal parts respect and fear.

Ten-Towns citizens say that it is Winter Walkers' frequent exposure to malignant entities that gives them their fearsome powers. Many Reghed nomads, on the other hand, believe that nature spirits bestow Winter Walkers with a unique curse.

LEVEL 3: FRIGID EXPLORER

You gain the following benefits.

Frost Resistance. You have Resistance to Cold damage.

Polar Strikes. When you hit a creature with a weapon, you can deal an extra 1d4 Cold damage to the target, which can take this extra damage only once per turn. This extra damage ignores Resistance to Cold damage. When you reach Ranger level 11, this extra damage increases to 1d6.

LEVEL 3: HUNTER'S RIME

Ice rimes you and your prey, protecting you and slowing them. When you cast *Hunter's Mark*, you gain Temporary Hit Points equal to 1d10 plus your Ranger level.

Additionally, while a creature is marked by your *Hunter's Mark*, it can't take the Disengage action.

LEVEL 3: WINTER WALKER SPELLS

When you reach a Ranger level specified in the Winter Walker Spells table, you thereafter always have the listed spells prepared.

WINTER WALKER SPELLS

Ranger Level	Spell
3	<i>Ice Knife</i>
5	<i>Pass Without Trace</i>
9	<i>Remove Curse</i>
13	<i>Ice Storm</i>
17	<i>Cone of Cold</i>

LEVEL 7: FORTIFYING SOUL

Your experience surviving harrowing environments allows you to bolster your allies in

addition to yourself. When you finish a Short Rest, you can choose a number of creatures you can see equal to your Wisdom modifier (minimum of one). A chosen creature regains Hit Points equal to 1d10 plus your Ranger level and has Advantage on saving throws to avoid or end the Frightened condition for 1 hour.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 11: CHILLING RETRIBUTION

When a creature hits you with an attack roll, you can take a Reaction to force the creature to make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Frightened condition until the end of your next turn. While Frightened, a target's Speed is reduced to 0 feet.

You can use this Reaction 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 15: FROZEN HAUNT

When you cast *Hunter's Mark*, you can adopt a ghostly, snowy form. This form lasts until the spell ends, and while you are in this form, you gain the following benefits. Once you use this feature, you can't use it again until you finish a Long Rest unless you expend a level 4+ spell slot (no action required).

Frozen Soul. You have Immunity to Cold damage. When you first adopt this form and at the start of each of your subsequent turns, each creature of your choice in a 15-foot Emanation originating from you takes 2d4 Cold damage.

Partially Incorporeal. You have Immunity to the Grappled, Prone, and Restrained conditions. You can move through creatures and objects as if they were Difficult Terrain, but you take 1d10 Force damage if you end your turn inside a creature or an object. If the form ends while you are inside a creature or an object, you are shunted to the nearest unoccupied space.

SCION OF THE THREE (ROGUE)

Become a Gruesome Agent of Malice

A Scion of the Three draws power from a group of malevolent gods known as the Dead Three: Bane, deity of tyranny; Bhaal, deity of violence and murder; and Myrkul, deity of death. While some Rogues of this subclass pledge themselves

ardently to those three macabre gods, others find themselves thrust on this path by a curse. Either way, a scion's power manifests as various occult gifts, as well as an uncanny talent for striking and terrifying foes.

Scions of the Three are most common in Baldur's Gate, where the Dead Three have long competed for influence over mortal hearts. Underground cults to Bane, Bhaal, and Myrkul often count Scions of the Three among their most useful agents. Outside Baldur's Gate, secular thieves' guilds such as the Shadow Thieves of Amn or Xanathar's guild in Waterdeep might cautiously call on a Scion of the Three to undertake an especially violent contract.

LEVEL 3: BLOODTHIRST

If your Sneak Attack hits a Bloodied creature, the target takes extra damage of the weapon's type equal to half your Rogue level (round up).

In addition, when an enemy you can see is reduced to 0 Hit Points, you can take a Reaction and teleport to an unoccupied space you can see within 30 feet of yourself. You can then make one melee attack. You can use this Reaction a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 3: DREAD ALLEGIANCE

Choose one of the Dead Three: Bane, Bhaal, or Myrkul. You gain Resistance to one type of damage and the ability to cast a cantrip, as detailed in the table below; Intelligence is your spellcasting ability for this cantrip. When you finish a Long Rest, you can change your choice.

God	Damage Resistance	Cantrip
Bane	Psychic	<i>Minor Illusion</i>
Bhaal	Poison	<i>Blade Ward</i>
Myrkul	Necrotic	<i>Chill Touch</i>

LEVEL 9: STRIKE FEAR

You gain the following Cunning Strike option.

Terrify (Cost: 1d6). The target must succeed on a Wisdom saving throw, or it has the Frightened condition for 1 minute. The Frightened target repeats the save at the end of each of its turns, ending the effect on itself on a success.

LEVEL 13: AURA OF MALEVOLENCE

You radiate malignant power associated with one of the Dead Three. At the start of each of your turns, each creature of your choice within a 10-foot Emanation originating from you takes damage equal to your Intelligence modifier (minimum of 1); the damage type is the same as the damage Resistance granted by your choice in the Dread Allegiance feature.

Damage dealt by this aura ignores Resistance. The aura is inactive while you have the Incapacitated condition.

LEVEL 17: DREAD INCARNATE

You gain the following benefits.

Battle Tyrant. You have Advantage on attack rolls against any creature with the Frightened condition.

Murderous Intent. When you roll for your Sneak Attack damage, you can treat a roll of a 1 or 2 on the die as a 3.

SPELLFIRE SORCERY (SORCERER)

Radiate Raw Magic Potential

Your innate power stems from the source of magic itself: the Weave. This connection manifests as a rare ability known as spellfire, and you surge with radiant bursts of this raw magic. Your talent with spellfire allows you to heal allies, sear enemies, and absorb powerful spells.

Wielders of spellfire tend to be adventurous souls with penchants for wandering. Many travel between cosmopolitan settlements, such as those along the Sword Coast, and wield their magic in service of the common good. Others prioritize the realization of their own strange powers by roaming equally strange lands, from the magic-blasted wastes of the Anauroch Desert to the god-touched wilds of the Old Empires. Wherever they go in the Realms, spellfire Sorcerers are often courted by factions with interests in the arcane arts, such as the Harpers and the Cult of the Dragon.

LEVEL 3: SPELLFIRE BURST

When you spend at least 1 Sorcery Point as part of the Magic action or a Bonus Action on your turn, you can unleash one of the following magical effects of your choice. You can do so only once per turn.

Bolstering Flames. You or one creature you can see within 30 feet of yourself gains Temporary Hit Points equal to 1d4 plus your Charisma modifier.

Radiant Fire. One creature you can see within 30 feet of yourself must succeed on a Dexterity saving throw against your spell save DC or take 1d6 Fire or Radiant damage (your choice).

LEVEL 3: SPELLFIRE SPELLS

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

SPELLFIRE SPELLS

Sorcerer Level	Spells
3	<i>Cure Wounds, Guiding Bolt, Lesser Restoration, Scorching Ray</i>
5	<i>Aura of Vitality, Dispel Magic</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Greater Restoration, Flame Strike</i>

LEVEL 6: ABSORB SPELLS

You always have *Counterspell* prepared.

Additionally, whenever a target fails the saving throw against a *Counterspell* you cast, you regain 1d4 Sorcery Points.

LEVEL 14: HONED SPELLFIRE

Your Spellfire Burst improves. You add your Sorcerer level to the Temporary Hit Points gained from Bolstering Flames, and the 1d6 of Radiant Fire increases to 3d6.

LEVEL 18: CROWN OF SPELLFIRE

As a Bonus Action, you gain the following benefits for 1 minute. Once you use this Bonus Action, you can't use it again until you finish a Long Rest unless you spend 7 Sorcery Points (no action required) to restore your use of it.

Burning Life Force. Once per turn when you are hit by an attack roll, you can expend a number of Hit Dice, up to a maximum equal to your Charisma modifier (minimum of one). Roll the expended dice and reduce the amount of damage from that attack equal to the total rolled plus your Sorcerer level.

Flight. You gain a Fly Speed of 60 feet and can hover.

Spell Avoidance. When you're subjected to a spell or magical effect that allows you to make a saving throw to take only half damage, you

instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this benefit if you have the Incapacitated condition.

BLADESINGER (WIZARD)

Wield Sword and Sorcery in Elegant Tandem

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. In combat, a Bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the Bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a Bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

Bladesinging is strongly associated with the ancient elven societies that first mastered the art and coined the term. Even today, most Bladesingers still hail from old elven realms, such as Cormanthyr, or from non-elven societies that share land and history with elves, such as the Silver Marches. Wherever they hail from, Bladesingers are known for taking their talents all across the Realms in order to help common people and perform heroic deeds. Few communities greet the arrival of a Bladesinger as anything but a good omen.

DESIGN NOTE: BLADESINGER UPDATES

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Bladesong** now allows you to use your Intelligence modifier for attack and damage rolls while the song is active. The number of uses is now tied to your Intelligence modifier.
- **Training in War and Song** now grants you proficiency in a skill chosen from a list of options. Expanded weapon proficiencies have replaced armor training, and you can now use a weapon as a Spellcasting Focus.
- **Song of Victory** now allows you to make a weapon attack as a Bonus Action after casting a spell with an action.

LEVEL 3: BLADESONG

As a Bonus Action, you invoke an elven magic called the Bladesong, provided you aren't wearing armor or using a Shield.

The Bladesong lasts for 1 minute and ends early if you have the Incapacitated condition, if you don't have armor or a Shield, or if you use two hands to make an attack with a weapon. You can dismiss the Bladesong at any time (no action required).

While the Bladesong is active, you gain the following benefits. You can invoke the Bladesong a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Agility. You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1), and your Speed increases by 10 feet.

Bladework. Whenever you attack with a weapon with which you have proficiency, you can use your Intelligence modifier for the attack and damage rolls instead of using Strength or Dexterity.

Focus. When you make a Constitution saving throw to maintain Concentration, you can add your Intelligence modifier to the total.

LEVEL 3: TRAINING IN WAR AND SONG

You gain proficiency with all Melee Martial weapons that don't have the Two-Handed or Heavy property. You can use a Melee weapon with which you have proficiency as a Spellcasting Focus for your Wizard spells.

You also gain proficiency in one of the following skills of your choice: Acrobatics, Athletics, Performance, or Persuasion.

LEVEL 6: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your Wizard cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 10: SONG OF DEFENSE

When you take damage while your Bladesong is active, you can take a Reaction to expend one spell slot and reduce the damage taken by an amount equal to five times the spell slot's level.

LEVEL 14: SONG OF VICTORY

After you cast a spell that has a casting time of an action, you can make one attack with a weapon as a Bonus Action.