

# UNEARTHED ARCANA 2026

## VILLAINOUS OPTIONS 2

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 *Player's Handbook*.

### WHAT'S INSIDE

This document presents three new subclasses:

- Barbarian (Path of Lament)
- Monk (Warrior of Venom)
- Warlock (Primordial Patron)

#### THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt them 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 *Dragon Delves*.

**Power Level.** The character options you read here might be more or less powerful than options in the *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!

### PATH OF LAMENT (BARBARIAN)

#### *Transform Bitter Anguish into Supernatural Rage*

Barbarians who walk the Path of Lament hone their regrets into deadly weapons and channel their deepest sorrows into rageful action. Propelled by supernatural grief, their fury grants them gifts from beyond the grave.

A Barbarian may choose the Path of Lament, but more often the path is thrust on the Barbarian by unhappy accident. At the heart of the Barbarian's rage are great trauma and unresolved grief—painful emotions fueled by haunting memories that rise to the surface during adrenaline-filled moments. You can roll on or choose a result from the Path of Lament Origins table to inspire the incident that forms the root of your despair.

#### PATH OF LAMENT ORIGINS

##### 1d6 Your Rage Stems from the Time ...

- 1 A lost loved one rose as an undead monster.
- 2 Enemies slew your animal companion.
- 3 You (and you alone) escaped brutal captors.
- 4 You found your family's charred remains.
- 5 Your decision led to a devastating shipwreck.
- 6 Your elders banished you from your home.

#### LEVEL 3: BANSHEE'S WAIL

When you activate your Rage or as a Bonus Action while your Rage is active, you can let out a doleful wail. Each creature of your choice in a 30-foot Emanation originating from you makes a Constitution saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes Psychic damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only. To determine the Psychic damage, roll a number of d12s equal to your Rage Damage bonus, and add them together.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a Long Rest. You can also regain all uses by expending a use of your Rage (no action required).

#### LEVEL 6: COMMUNE WITH THE DEAD

You can cast the *Speak with Dead* spell but only as a Ritual. Wisdom is your spellcasting ability for it.

## LEVEL 6: HORRIFYING STRIKE

Once per turn when you hit a creature with a Strength-based attack roll while your Rage is active, you can attempt to horrify the target. The target must succeed on a Wisdom saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or have the Frightened condition until the start of your next turn.

## LEVEL 10: OTHERWORLDLY ANGUISH

You draw power from a sorrow so deep it extends beyond the boundaries of the realm of the living. You gain the following benefits.

***Deathly Wail.*** If a target fails its saving throw against your Banshee's Wail and it has Hit Points equal to twice your Barbarian level or fewer, it drops to 0 Hit Points instead of taking damage.

***Impenetrable Sorrow.*** You can't be possessed.

***Resistance.*** You have Resistance to Cold and Necrotic damage while your Rage is active.

## LEVEL 14: SORROW FORM

When you activate your Rage, you can empower yourself with undeath. You gain the benefits below for 1 minute or until you drop to 0 Hit Points. Once you use this feature, you can't do so again until you finish a Long Rest.

***Immunities.*** You have Immunity to the Charmed and Frightened conditions. If you're Charmed or Frightened when you empower yourself, the condition ends on you. In addition, you can't gain Exhaustion levels.

***Life-Draining Strike.*** When a creature fails its saving throw against your Horrifying Strike, the creature takes 2d10 Necrotic damage. You regain Hit Points equal to the Necrotic damage dealt.

***Undead.*** Your creature type is Undead.

## WARRIOR OF VENOM (MONK)

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### *Channel the Cauldron of Your Own Toxicity*

Warriors of Venom pollute their internal reservoirs of power to become poison incarnate. Through years of focus and the study of poison in all its forms, these Monks learn to harness their own toxicity to impair and envenom foes. Contact with a Warrior of Venom—even the slightest touch or a single drop of blood—can be as deadly as a viper’s bite.

### LEVEL 3: ENVENOM WEAPON

At the start of your turn, you can expend 1 Focus Point to apply a toxin produced from your blood to one Monk weapon that you’re holding. A creature that takes damage from the weapon is subjected to one of the following toxin effects (choose when you apply the toxin):

**Slowing Toxin.** Until the start of your next turn, the target’s Speed is halved; it can’t take Reactions; and it can take either an action or a Bonus Action on its turn, not both.

**Venom.** The target takes Poison damage equal to two rolls of your Martial Arts die.

The toxin retains potency for 1 minute or until a creature takes damage from the weapon.

### LEVEL 3: POTENT ARSENAL

You gain a Poisoner’s Kit, and you have proficiency with it. When creating a Basic Poison, you can do so over the course of 1 day (8 hours of work). Additionally, whenever you deal Poison damage with a Monk feature or a Monk weapon, you can change that damage type to Acid.

### LEVEL 6: TOXIC TOUCH

As a Magic action, you can expend 1 Focus Point to apply a potent toxin to a creature you touch. The target makes a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute.

While Poisoned, the target is affected by one of the following effects of your choice:

**Intoxicant.** The target has the Charmed condition for the duration or until you or your allies deal damage to the target.

**Sedative.** The creature falls asleep and has the Unconscious condition for the duration. Another creature can use an action to shake it awake and remove the condition.

**Truth Serum.** The target can’t knowingly communicate a lie for the duration.

### LEVEL 11: TOXIN REFINER

Your body can filter poison. You gain Immunity to Poison damage. Whenever you are subjected to Poison damage, your Envenom Weapon options each deal extra Poison damage equal to one roll of your Martial Arts die, and you can’t gain this benefit again until the end of your next turn. In addition, whenever you ingest a poison, you regain a number of Hit Points equal to one roll of your Martial Arts die.

### LEVEL 11: TOXIC BLOOD

Enemies draw your toxic blood at their own peril. Whenever a creature hits you with a melee attack roll, the attacker takes 1d6 Poison damage. If you are Bloodied, the attacker instead takes Poison damage equal to one roll of your Martial Arts die.

### LEVEL 17: HALLUCINOGENIC BREATH

When you take the Attack action on your turn, you can expend 2 Focus Points and replace one of your attacks with an exhalation of hallucinogenic vapors at one creature you can see within 30 feet. The target must make a Constitution saving throw. On a failed save, the target takes Poison damage equal to three rolls of your Martial Arts die and has the Frightened condition for 1 minute or until the target takes damage. While Frightened, the target takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. On a successful save, a creature takes half as much damage only.

## PRIMORDIAL PATRON (WARLOCK)

### *Invoke Scions of Elemental Chaos*

Your pact draws on the Inner Planes, the realms of elemental forces and the building blocks of the multiverse. Warlocks of this pact act as heralds of ancient and destructive scions of air, earth, fire, and water—such as the Elemental Evils. These Warlocks prepare the way for their patrons’ eventual arrival on the Material Plane by creating elemental nodes, areas suffused with energy from the Elemental Planes.

When you choose this subclass, choose an element from the Primordial Patrons table, which suggests potential patrons and determines the damage type for certain subclass features.

#### PRIMORDIAL PATRONS

Element	Example Patrons	Damage Type
Air	Akadi, Yan-C-Bin	Thunder
Earth	Ogrémoch, Grumbar	Acid
Fire	Imix, Kossuth, Zaaman Rul	Fire
Water	Istishia, Olhydra	Cold

The capricious nature of elemental alliances extends to your pact. You can change your chosen element—and your patron—whenever you gain a level.

#### LEVEL 3: ELEMENTAL NODE

As a Magic action, you can create a 5-foot-radius Sphere of elemental magic centered on a point you can see within 60 feet of yourself. The magic of this elemental node resembles your chosen element. On later turns, you can take a Bonus Action to move the node up to 30 feet.

#### ELEMENTAL SPELLS

Warlock Level	Primordial Spells	Air Spells	Earth Spells	Fire Spells	Water Spells
3	<i>Chromatic Orb, Darkvision</i>	<i>Feather Fall, Shatter</i>	<i>Entangle, Knock</i>	<i>Burning Hands, Heat Metal</i>	<i>Alter Self, Ice Knife</i>
5	<i>Elemental Weapon</i>	<i>Fly</i>	<i>Plant Growth</i>	<i>Fireball</i>	<i>Water Walk</i>
7	<i>Summon Elemental</i> (the spirit’s element matches your chosen element)	<i>Freedom of Movement</i>	<i>Vitriolic Sphere</i>	<i>Wall of Fire</i>	<i>Control Water</i>
9	<i>Commune with Nature</i>	<i>Steel Wind Strike</i>	<i>Wall of Stone</i>	<i>Flame Strike</i>	<i>Cone of Cold</i>

When the node appears, each creature other than you in the node makes a Dexterity saving throw against your spell save DC, taking 1d6 damage of your chosen element’s type on a failed save or half as much damage on a successful one. A creature also makes this save when the node moves into its space and when it enters the node or ends its turn there. A creature makes this save only once per turn.

The node lasts for 1 minute, until you dismiss it (no action required), or until you use this feature to create another node. Once you use this feature, you can’t use it again until you complete a Short or Long Rest unless you expend a Pact Magic spell slot (no action required) to restore your use of it.

The node’s damage increases by 1d6 when you reach Warlock levels 6 (2d6) and 14 (3d6).

#### LEVEL 3: ELEMENTAL SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Elemental Spells table, you thereafter always have the listed primordial spells prepared, along with the spells corresponding to your chosen element.

#### LEVEL 6: ELEMENTAL HAVEN

Your Elemental Node shields you from harm. You gain the following benefits.

**Elemental Protection.** While you’re within your node, you have a bonus to AC equal to your Charisma modifier (minimum of 1).

**Elemental Teleport.** As a Bonus Action, you can teleport into your node or the nearest unoccupied space within 5 feet of it. You can use this benefit 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 10: PRIMEVAL PROTECTION

You gain the following benefits.

**Elemental Fortitude.** You have Resistance to your chosen element's damage type. Additionally, while within your Elemental Node, you have Immunity to that damage type.

**Node Improvement.** Your Elemental Node is now a 10-foot-radius Sphere.

## LEVEL 14: ELEMENTAL HARBINGER

Your Elemental Node can usher in the mightiest of elementals, granting you the following benefits.

**Elemental Vortex.** Whenever you expend a Pact Magic spell slot while you're within your Elemental Node, you can attempt to pull a creature into the node. One creature you choose within 30 feet of the node must succeed on a Strength saving throw or be pulled up to 15 feet toward the node's center.

**Node Improvement.** Your Elemental Node now lasts for up to 1 hour.

**Primordial Herald.** While you're within your node's area, you can cast the *Planar Ally* spell without expending a spell slot. When you cast the spell in this way, you speak the name of your patron. Once you use this benefit, you can't use it again until you finish 2d4 Long Rests.

## ELDRITCH INVOCATIONS

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The following two Eldritch Invocations complement the Primordial Patron.

### ELEMENTAL OVERFLOW

*Prerequisite: Level 5+ Warlock*

Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder. Whenever you cast a spell that deals the chosen damage type, you can cause elemental energy to wreath you until the end of your next turn. For the duration, whenever a creature within 5 feet of you hits you with a melee attack roll, that creature takes 1d4 damage of the chosen damage type.

**Repeatable.** You can gain this invocation more than once. Each time you do so, choose a different damage type.

### ELEMENTAL TRANSMUTATION

*Prerequisite: Level 2+ Warlock*

Choose a damage type: Acid, Cold, Fire, Lightning, or Thunder. Once per turn, whenever you deal damage of any of the above types, you can deal the chosen damage type instead.