

Unearthed Arcana: Light, Dark, Underdark!

This month's installment of *Unearthed Arcana* features a number of new character options ideal for an Underdark campaign.

Two new fighting styles for fighters, paladins, and rangers focus on close-quarters combat, whether defending allies or unleashing deadly ranged attacks at nearby foes. Both styles are handy for dungeon delving and for battles in the confined environments of the Underdark.

The Deep Stalker is a new ranger archetype, scouting out Underdark threats using a combination of cunning and magic. Deep Stalkers use magic and other tricks to infiltrate Underdark settlements and spy on their inhabitants. After gathering intelligence on growing threats to the surface world, they engage in hit-and-run battles to eliminate those threats.

The shadow sorcerer is a creepy spellcaster who commands the power of darkness. Though not always native to the Underdark, these sorcerers are often drawn to the dismal gloom of the world below.

Finally, the Undying Light is a new warlock patron. By forging a compact with the energy of the Positive Plane, a warlock vows to bring light into the darkest reaches of the world.

Fighting Style

The Underdark offers a distinct combat environment that fighters, paladins, and rangers can learn to use to their advantage. The following new options for the Fighting Style feature are available to those three classes.

Close Quarters Shooter

You are trained in making ranged attacks at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

Tunnel Fighter

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Ranger Archetype: Deep Stalker

Adventurers descending into the depths on desperate quests or in response to the promise of vast riches quickly come face to face with the evil that festers beneath the earth. Though many such characters are only too happy to escape back to the surface world again, rangers with the Deep Stalker archetype welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface.

Many Deep Stalkers are elves, as those folk know all too well the threat posed by the drow. Deep Stalkers scout for new passages into the Underdark, carefully mapping them and working to ensure they remain watched at all times. They venture into the depths on long, dangerous patrols, disappearing for months at a time. Many of them never return.

Deep Stalkers master spells useful in navigating the Underdark, and their combat tactics focus on ambush, surprise, and stealth. They fight alone or in small groups in hostile territory, relying on clever tactics to carry the day.

Underdark Scout

At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed. If you use the attack action on that turn, you can make one additional attack.

You gain an additional benefit on all turns after your first turn. At the end of each such turn, you can attempt to hide as a bonus action if you meet the normal requirements for hiding. Deep Stalkers often use this ability to make ranged attacks, move beyond the scope of their foes' darkvision, and then hide.

Deep Stalker Magic

From 3rd level, you have darkvision with a range of 90 feet. You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. You are always able to cast these spells, and they do not count against your number of ranger spells known.

Deep Stalker Spells

Ranger

Level	Spell Gained
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>glyph of warding</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

Iron Mind

At 7th level, you gain proficiency in Wisdom saving throws.

Stalker's Flurry

Starting at 11th level, you have the ability to ensure that your attacks count. If you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

Stalker's Dodge

At 15th level, you master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You must use this ability before you know the result of the attack.

Sorcerous Origin: Shadow

Your innate magic comes from the Shadowfell. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell

energy and transformed in some fundamental manner.

The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul. At your option, you can pick from or roll on the following table to create a unique quirk for your character.

Shadow Sorcerer Quirks

d6 Quirk

- 1 You are always icy cold to the touch.
- 2 When you are asleep, you don't appear to breathe (though you must still breathe to survive).
- 3 You don't seem to bleed, even when badly injured.
- 4 Your heart beats once per minute. This event sometimes surprises you.
- 5 You have trouble remembering that living creatures and corpses should be treated differently.
- 6 You blinked. Once. Last week.

Eyes of the Dark

From 1st level, you have darkvision with a range of 60 feet. You can cast *darkness* by spending 1 sorcery point. You can see through any *darkness* spell you cast using this ability.

Strength of the Grave

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. Whenever damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

Hound of Ill Omen

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see. The hound uses a dire wolf's statistics with the following changes:

- The hound is size Medium.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.

- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound makes opportunity attacks, but only against its target. Additionally, the target has disadvantage on all saving throws against your spells while the hound is within 5 feet of it. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

Shadow Walk

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Shadow Form

At 18th level, you can spend 3 sorcery points to transform yourself into a shadow form as a bonus action. In this form, you have resistance to all damage except force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute.

Warlock Patron: The Undying Light

Your patron is not a specific entity, but the energy that radiates from the Positive Plane. Your pact allows you to experience the barest touch of the raw stuff of life that powers the multiverse. Anything more, and you would be instantly incinerated by its energy.

Contact with the Positive Plane causes subtle changes to your behavior and beliefs. You are driven to bring light to dark places, to annihilate undead creatures, and to protect all living things. At the same time, you crave the light and find total darkness a suffocating experience akin to drowning.

As an optional way to add more flavor to your character, you can pick from or roll on the following table of flaws associated with warlocks of the Undying Light.

Undying Light Flaws

d6 Flaw

- 1 You are afraid of the dark, and must always have a light source at hand.
- 2 You have a nervous compulsion to keep a bright light in even the barest shadow.
- 3 You have a compulsion to enter and illuminate dark areas.
- 4 You have an overwhelming hatred of undead creatures.
- 5 You fidget and are irritable when you can't see the sun.
- 6 In a dark area, you always carry a lit torch or lantern. Putting it down is an unbearable thought.

Expanded Spell List

The Undying Light lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Undying Light Expanded Spells

Spell

Level	Spells
1st	<i>burning hands</i>
2nd	<i>flaming sphere</i>
3rd	<i>daylight</i>
4th	<i>fire shield</i>
5th	<i>flame strike</i>

Radiant Soul

Starting at 1st level, your link to the Positive Plane allows you to serve as a conduit for radiant energy. You have resistance to radiant damage, and when you cast a spell that deals radiant damage or fire damage, you add your Charisma modifier to that damage. Additionally, you know the *sacred flame* and *light* cantrips and can cast them at will. They don't count against your number of cantrips known.

Searing Vengeance

Starting at 6th level, the radiant energy you channel allows you to overcome grievous injuries. When you would make a death saving throw, you

can instead spring back to your feet with a burst of radiant energy. You immediately stand up (if you so choose), and you regain hit points equal to half your hit point maximum. All hostile creatures within 30 feet of you take 10 + your Charisma modifier radiant damage and are blinded until the end of your turn.

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

Radiant Resilience

Starting at 10th level, you gain temporary hit points whenever you finish a long or short rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of your rest. Those creatures gain temporary hit points equal to half your warlock level + your Charisma modifier.

Healing Light

At 14th level, you gain the ability to channel the Undying Light to heal yourself and other creatures. As a bonus action, you can touch a creature and heal it. With each touch, a creature regains from 1d6 to 5d6 hit points (your choice). You have a total pool of 15d6 you can expend. Subtract the dice you use with each touch from that total.

You regain all expended dice from your pool when you finish a long rest.