

PLANESWALKER CLASS

 **HOMEBREW**

These planes of existence are
more than just places

VERSION

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CREDITS

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COMMENTS

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PLANESWALKER

In the multiverse of existence, countless realms and dimensions coexist, each with its own unique set of rules, inhabitants, and powers. These planes of existence are more than just places - they are expressions of elemental forces, paradigms of morality, and domains of primal magic. Few dare to tread the paths between these realities, and even fewer survive to tell the tale. These brave or foolish souls are known as Planeswalkers.

A Planeswalker is not simply a traveler or explorer. They are students of the fundamental laws of existence and manipulators of the raw fabric of reality itself. The Planeswalker's abilities stem from an intimate understanding of the interconnections between various planes. Some are born with an innate link to a particular plane that they then nurture and grow; others study arcane texts or are blessed by extraplanar beings to acquire their powers.

Whether through birthright, arcane study, or divine gift, a Planeswalker attunes themselves to the

essence of one or more planes. This attunement forms the cornerstone of their power. They are able to call upon the elemental energies of the Elemental Chaos, the radiant might of the Celestial realms, the insidious gloom of the Shadowfell, the primal wilderness of the Feywild, or even the chaotic fury of the Abyss. As a Planeswalker grows in power, their attunement deepens, providing them with new ways to manipulate their chosen plane's energies.

Unlike wizards, who cast spells through learned formulas, or sorcerers, who draw upon an innate wellspring of magic, a Planeswalker bends the fundamental energies of existence to their will. They can tear rifts in reality to teleport across distances or even between different planes, channel the raw power of their attuned plane as a weapon or shield, and manifest aspects of their chosen plane in the mortal world. At their most powerful, a Planeswalker can shift the very nature of the reality around them, albeit temporarily, to mimic the conditions of their chosen plane.

THE COSMIC DIPLOMAT

Beneath the battle-hardened surface and arcane prowess, a Planeswalker plays another crucial role – that of an ambassador or diplomat between planes. Their intimate connection to multiple planes positions them perfectly to navigate complex relationships with extraplanar entities. They converse with celestial beings, negotiate with elemental forces, and outwit malevolent entities from the lower realms. For some Planeswalkers, their greatest weapon isn't their ability to manipulate planar energies, but their skill in diplomacy and negotiation, both of which can stave off conflicts that could devastate entire worlds.

It's not unusual for a Planeswalker to develop relationships or even alliances with creatures from the planes they're attuned to. An Elemental Attuned Planeswalker may form a pact with a mighty Efreeti or a wise Marid, while a Feywild Attuned Planeswalker might earn the favor of a powerful Archfey. These relationships often come with their own complications and moral quandaries, adding a layer of political intrigue to the life of a Planeswalker.

WARDEN OF REALITY

The power to manipulate the very fabric of existence comes with a profound sense of responsibility. Planeswalkers are often viewed, or view themselves, as wardens or guardians of the multiverse's delicate equilibrium. They actively work to maintain the balance between different planes of existence, thwarting efforts to merge planes, sealing rogue planar portals, and repelling extraplanar invasions.

For a Planeswalker, the stakes are always high. They grapple not just with localized threats, but with dangers that could impact entire planes of existence. When a demonic incursion threatens to spill from the Abyss into the Material Plane or when an elemental imbalance risks tearing the Elemental Chaos asunder, it is the Planeswalkers who step into the fray, wielding their understanding of planar energies to mend the fabric of reality.

The life of a Warden of Reality is fraught with danger and complexity, but it is a role that Planeswalkers accept with pride and determination. After all, few others are capable of comprehending, let alone addressing, the intricate challenges of planar balance. Their unique abilities make them indispensable protectors of the cosmos, ensuring the continuity of existence across myriad planes.

CREATING A PLANESWALKER

When you create a Planeswalker character, you become an embodiment of the multiverse's vast

mysteries and limitless possibilities. Whether you choose to connect with the primal elements as an Elemental Attuned Planeswalker, or opt to forge a bond with the ethereal magic of the Feywild, your character's background and motivations will significantly influence their unique planar path.

Consider what drives your Planeswalker's journey through the cosmos. Were they born with an innate connection to a plane, their spirit resonating with the primal beat of the Elemental Chaos or the serene harmony of the Celestial realms? Or did they stumble upon an ancient artifact or hidden knowledge that served as their gateway into the complex tapestry of planar existence?

Think about your character's first encounter with planar energies. Was it a moment of awe and wonder, or a struggle for survival against an overwhelming force? What feelings did it stir within them - curiosity, fear, ambition, or perhaps a sense of destiny?

Your Planeswalker's attunement is another fundamental aspect to consider. It could be a conscious choice, driven by a desire for power, knowledge, or the pursuit of a higher purpose. Alternatively, it could be an unexpected destiny, with the character finding themselves mysteriously drawn to a specific plane.

What does your character hope to achieve as a Planeswalker? Do they seek to master the raw power of the planes, using it as a tool to shape reality to their will? Are they explorers and diplomats, seeking to understand and interact with the diverse entities across the planes? Or do they see themselves as wardens, shouldering the responsibility of maintaining the delicate balance of the multiverse?

Understanding the root of their planar connection and their motivations for embracing the Planeswalker path will help define your character's goals, values, and personal growth as they traverse the boundless tapestry of the multiverse.



THE PLANESWALKER

Level	Proficiency Bonus	Features	Planar Step Travel
1st	+2	Planar Attunement, Planar Step	1
2nd	+2	Rift Strike	1
3rd	+2	Planar Awareness	1
4th	+2	Ability Score Improvement	1
5th	+3	Planar Ward	2
6th	+3	Planar Attunement feature	2
7th	+3	Improved Rift Strike	2
8th	+3	Ability Score Improvement	2
9th	+4	Planar Sight	3
10th	+4	Planar Attunement feature	3
11th	+4	Planar Step (2)	3
12th	+4	Ability Score Improvement	3
13th	+5	Rift Blast	4
14th	+5	Planar Attunement feature	4
15th	+5	Planar Lock	4
16th	+5	Ability Score Improvement	4
17th	+6	Planar Step (3)	5
18th	+6	Planar Mastery	5
19th	+6	Ability Score Improvement	5
20th	+6	Planar Apex	5

QUICK BUILD

You can make a Planeswalker quickly by following these suggestions. First, make Wisdom your highest ability score, as this fuels the potency of your planar abilities and your class features depend on it. Your second-highest score should be Constitution or Dexterity, depending on whether you want to focus more on durability or agility.

Next, choose the Hermit background, as it provides valuable skill proficiencies and reflects the solitary wandering nature of a Planeswalker. For starting equipment, a quarterstaff and the explorer's pack are fitting choices for a wandering Planeswalker.

When choosing your first plane to attune to with the Planar Step feature, consider your character's backstory and the campaign setting. If your character has a connection to a specific plane or if a particular plane is important in the campaign, that might be a good choice. If you're unsure, the Material Plane is a safe option that offers useful mobility and survival benefits.

Finally, when choosing your Planar Attunement at 1st level, consider the overall theme and style of your character. The Leyline Attunement might be suitable for a Planeswalker with a more scholarly or mystical focus, while the Void Attunement might fit a character who embraces the unknown and the unfathomable.



CLASS FEATURES

As a Planeswalker, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Planeswalker level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Planeswalker level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, shortswords

Tools: Navigator's tools

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Nature, Survival, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor, a dagger, a tome of planar knowledge, a bottle of black ink, a quill, and a planar compass

If you forgo this equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

MULTICLASSING PLANESWALKER

If your group uses the optional rule on multiclassing in the Rulebook, here's what you need to know if you choose to multiclass into the Planeswalker class. To qualify for a new class, you must meet the ability score prerequisite for your current class and the new one. For the Planeswalker, the minimum Wisdom score to multiclass in or out of this class is 13. You gain the Planeswalker's proficiencies in light armor, simple weapons, shortswords, navigator's tools, and two skills of your choice from the class's skill list when you multiclass into the Planeswalker class.

PLANAR SAVE DC

Several of your Planeswalker features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Planar save DC = 8 + your proficiency bonus + your Wisdom modifier

PLANAR ATTUNEMENT

At 1st level, your bond with the planes allows you to tune yourself to specific aspects of planar energy,

choosing an Attunement that best suits your chosen path as a Planeswalker. This deeper connection to the planes' intricate workings shapes your abilities and the way you interact with planar energies, thus defining your subclass.

You can choose one of the following Planar Attunements: the Leyline Attunement, the Void Attunement, or the Singularity Attunement. Each Attunement is detailed at the end of the class description.

- **Leyline Attunement:** Leylines are magical currents flowing between different points of power across the planes. As a Planeswalker of the Leyline Attunement, you have learned to tap into these lines of power, drawing from them to bolster your abilities. This connection allows you to manipulate the lines of power, altering the flow of magic around you, and even disrupting other spellcasters.
- **Void Attunement:** The Void is the empty space between planes, an endless expanse of nothingness that can be as dangerous as any elemental plane. As a Void Attunement Planeswalker, you have learned to endure its harsh nature and draw strength from it. You are adept at using the Void to distort reality, manipulate gravity, and create small pockets of nothingness that you can use to your advantage.
- **Singularity Attunement:** Singularities are points of infinite density in space-time, typically found at the heart of black holes. By attuning yourself to these powerful phenomena, you have learned to warp space-time around you. As a Singularity Attunement Planeswalker, you can create gravitational anomalies, manipulate time, and even briefly summon black holes to devastate your foes.

Your choice grants you features at 1st level, and again at 6th, 10th, and 14th level. These Attunements offer diverse ways for a Planeswalker to harness planar energy, providing them with unique abilities that can shape their experiences within the multiverse.

PLANAR STEP

At 1st level, you gain the ability to open a portal to another plane of existence, step through it, and re-emerge in a different location in the material plane. As an action, you can teleport up to a distance equal to your speed to an unoccupied space you can see. This teleportation is a brief journey through another

plane, not an instantaneous shift. You open a portal in your current location, move through it into another plane, then open a second portal in the destination plane that leads back to the material plane.

While inside another plane, as a bonus action, you can attune yourself to the inherent energies of that plane. This attunement gives you a special feature that lasts until the end of your next turn. The exact feature depends on the plane you traveled through.

You can only exist temporarily within another plane during this brief journey. If you end your turn inside a plane, you're pushed back out to the nearest unoccupied space on the material plane and you take force damage equal to twice your Planeswalker level.

Your portals are not stable or large enough for other creatures to pass through. If another creature tries to enter the portal, it is pushed back and takes force damage equal to your Planeswalker level.

Starting at 5th level, you can choose to traverse more than one plane with a single use of your Planar Step. The number of planes you can travel through in this way is determined by your "Planar Step Travel" in the Planeswalker table. When you use your bonus action while within these planes, you gain the features associated with all the planes you've traveled through until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after a long rest. Starting at 11th level, you can use your reaction to allow an allied creature within 5 feet of you to traverse the planes with you using its reaction. Starting at 17th level, any ally that travels through the planes alongside you also benefits from the attuned effects of those planes

Astral Plane. *Astral Freedom* - The timeless, weightless nature of the Astral Plane provides you with unmatched mobility. Until the end of your next turn, you gain a flying speed equal to your movement speed and you can hover. If you are already capable of flying, your flying speed increases by 20 feet.

Celestial Plane. *Radiant Aura* - Drawing power from the Plane of Celestials, you radiate a divine light. Until the end of your next turn, your attacks deal extra radiant damage equal to your proficiency bonus. In addition, creatures of your choice within 10 feet of you also gain temporary hit points equal to your proficiency bonus at the start of your turn.

Ethereal Plane. *Ghostly Phasing* - In tune with the Ethereal Plane, you gain the ability to phase through physical matter. Until the end of your next turn, you can move through other creatures and objects as if they were difficult terrain. If you end your turn inside an object, you are shunted to the nearest unoccupied

space and take force damage equal to your Planeswalker level.

Feywild. *Feywild Quickness* - The feywild's whimsical and unpredictable nature enhances your reflexes. Until the end of your next turn, your movement speed increases by 15 feet, you gain advantage on Dexterity saving throws, and opportunity attacks against you are made with disadvantage.

Nine Hells. *Infernal Retribution* - Borrowing from the Nine Hells' ruthless justice, you mark your foes for retribution. Until the end of your next turn, the first time each turn a creature hits you with an attack, that creature takes fire damage equal to your proficiency bonus.

Plane of Air. *Zephyr's Grace* - The Plane of Air makes you as elusive as the wind. Until the end of your next turn, ranged attacks against you have disadvantage, and you can use a reaction to halve the damage of any successful ranged attack that hits you.

Plane of Earth. *Stone's Endurance* - Attuning to the Plane of Earth grants you the density and resilience of stone. Until the end of your next turn, you gain temporary hit points equal to twice your Planeswalker level and have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Plane of Fire. *Flame's Embrace* - While attuned to the Plane of Fire, your body radiates intense heat. Until the end of your next turn, any creature that starts its turn within 5 feet of you or hits you with a melee attack takes fire damage equal to your proficiency bonus.

Plane of Water. *Flowing Form* - Attuning to the Plane of Water grants you its fluidity and adaptability. Until the end of your next turn, you gain a swimming speed equal to your walking speed, can breathe underwater, and have resistance to fire damage due to the chill of the water plane.

Shadowfell. *Shadow Cloak* - Drawing from the Shadowfell's gloom, you become one with the shadows. Until the end of your next turn, you become heavily obscured to others as shadows wrap around you. Attacks against you have disadvantage, and you have advantage on Stealth checks.

RIFT STRIKE

Starting at 2nd level, your mastery of planar energies allows you to infuse your strikes with the raw essence of different planes, creating powerful effects. When you make a weapon attack, you can choose to imbue it with the energy of the planes you've traveled to using your Planar Step feature. This is known as a Rift Strike.

The planes you can channel for your Rift Strike correspond to those you've attuned to using your Planar Step feature. If your Planar Step feature enables you to traverse more than one plane, you can combine the effects of each plane into a single potent Rift Strike:

Astral Plane. Your weapon glows with the silver light of the Astral Plane. On a hit, the target takes an additional 1d6 radiant damage, and you can teleport up to 10 feet to an unoccupied space you can see.

Celestial Plane. Your weapon radiates with the divine energy of the Celestial Plane. On a hit, the target takes an additional 1d6 radiant damage, and you or a creature you can see within 30 feet of you regains hit points equal to the radiant damage dealt.

Ethereal Plane. Your weapon's strike becomes ghostly and partially ethereal. On a hit, the target takes an additional 1d6 force damage, and it can't take reactions until the start of your next turn.

Feywild. Your weapon gleams with mischievous fey magic. On a hit, the target takes an additional 1d6 psychic damage and must succeed on a Wisdom saving throw against your Planar save DC or be charmed by you until the end of your next turn.

Nine Hells. Your weapon is cloaked in the infernal energy of the Nine Hells. On a hit, the target takes an additional 1d6 fire damage, and must succeed on a Wisdom saving throw against your Planar save DC or be frightened of you until the end of your next turn.

Plane of Air. Your weapon crackles with the swift and unpredictable power of the Plane of Air. On a hit, the target takes an additional 1d6 lightning damage, and it can't take reactions until the start of your next turn. Additionally, you can use your reaction to move up to 10 feet without provoking opportunity attacks.

Plane of Earth. Your weapon becomes as unyielding as the solid stone of the Earth Plane. On a hit, the target takes an additional 1d6 bludgeoning damage, and must succeed on a Strength saving throw against your Planar save DC or be knocked prone.



Plane of Fire. Your weapon flares with intense heat. On a hit, the target takes an additional 1d6 fire damage and must succeed on a Constitution saving throw against your Planar save DC or be set on fire. Until someone takes an action to douse the fire, the target takes 1d6 fire damage at the start of each of its turns.

Plane of Water. Your weapon drips with the crushing pressure of the Plane of Water. On a hit, the target takes an additional 1d6 cold damage, and must succeed on a Constitution saving throw against your Planar save DC or have its speed halved until the start of your next turn, as its movements become sluggish and stiff.

Shadowfell. Your weapon drips with shadowy energy. On a hit, the target takes an additional 1d6 necrotic damage, and its speed is reduced by 10 feet until the start of your next turn.

PLANAR AWARENESS

Beginning at 3rd level, your continuous travel between planes heightens your senses, making you more aware of the interconnecting energies of the multiverse. You gain the following benefits:

Planar Sense. You can sense the presence of planar portals within 60 feet of you. This sense gives you a general direction of the portal but doesn't reveal the exact location.

Planar Knowledge. Whenever you make an Intelligence (Arcana) check related to the planes of existence, you can add twice your proficiency bonus, instead of any proficiency bonus you would normally apply.

Planar Resistance. Choose one plane of existence you've traveled to using your Planar Step feature. You gain resistance to the same type of damage associated with that plane that is dealt by your *Rift Strike* feature. See the *Rift Strike* feature descriptions for the corresponding damage type.

PLANAR WARD

At 5th level, your experience traversing the planes of existence grants you the ability to create temporary wards fueled by planar energy. As an action, you can create a magical ward that lasts for 1 minute or until you're incapacitated. The ward is an invisible, cube-shaped field of magic that is 10 feet on each side and centered on a point you can see within 60 feet.

You choose one plane of existence that you've visited using your Planar Step feature when you

create the ward. The ward radiates the energy of that plane, providing a specific effect:

Astral Plane. The ward shimmers with the silver light of the Astral Plane. Any creature of your choice that makes an attack roll or a saving throw inside the ward can add a d4 to its roll.

Celestial Plane. The ward radiates with the divine energy of the Celestial Plane. When a creature of your choice within the ward regains hit points, it regains additional hit points equal to your Wisdom modifier (minimum of 1).

Ethereal Plane. The ward appears ghostly and partially ethereal. Any creature of your choice in the ward has half cover.

Feywild. The ward shimmers with mischievous fey magic. Creatures of your choice within the ward have advantage on saving throws against being charmed or frightened.

Nine Hells. The ward cloaks in the infernal energy of the Nine Hells. Hostile creatures that start their turn within the ward must succeed on a Wisdom saving throw or be frightened until the end of their next turn.

Plane of Air. The ward crackles with the swift and unpredictable power of the Plane of Air. When a creature of your choice within the ward is hit by an attack, you can use your reaction to push the creature up to 10 feet away from the attacker.

Plane of Earth. The ward becomes as unyielding as the solid stone of the Earth Plane. When a creature of your choice inside the ward is hit by an attack, you can use your reaction to give the creature resistance to the bludgeoning, piercing, or slashing damage dealt by that attack.

Plane of Fire. The ward flares with intense heat. Any creature that starts its turn in the ward or enters it for the first time on a turn must make a Constitution saving throw or take 2d6 fire damage.

Plane of Water. The ward swirls with the crushing pressure of the Plane of Water. Any creature of your choice in the ward gains a swimming speed equal to its walking speed and can breathe underwater.

Shadowfell. The ward shrouds in shadowy energy. Any creature of your choice that starts its turn in the ward has disadvantage on attack rolls until the start of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You

regain all expended uses when you finish a long rest. The ward effect for any additional planes would match the corresponding Rift Strike effect for that plane.

IMPROVED RIFT STRIKE

At 7th level, your understanding of the planes grows stronger, allowing you to harness more potent power from your Rift Strike feature.

When you use your Rift Strike, the extra damage you deal increases to 2d6. Additionally, the first time you hit with a Rift Strike on your turn, you can choose to exert one of the following effects on the target:

- **Planar Dislocation.** You briefly dislocate the target to a plane of your choice. It reappears at the start of its next turn in the space it previously occupied or the nearest unoccupied space. Until then, it is considered incapacitated and does not provoke attacks of opportunity.
- **Planar Disruption.** You destabilize the connection between the target and its native plane. Until the end of your next turn, the target has disadvantage on all attack rolls, ability checks, and saving throws.
- **Planar Echo.** You create an echo of the target in a nearby plane. Until the end of your next turn, the target takes additional damage equal to your Wisdom modifier each time it takes damage.

Once you use one of these effects, you can't use it again until you finish a short or long rest.

PLANAR SIGHT

At 9th level, your frequent travels through the planes have heightened your senses to detect the faintest traces of planar energy.

You can spend 10 minutes focusing your senses to perceive the presence of planar portals or gates within 1 mile of you. You can determine the general direction and distance to each detected portal or gate, as well as the plane (if any) it is currently connected to.

Furthermore, as an action, you can focus your senses on a creature you can see within 60 feet of you, discerning traces of planar energy it may carry. You learn the following information about the target:

- Any plane of existence the creature has visited within the last 24 hours.
- Any active planar effects on the creature, such as spells like *banishment* or *plane shift*.
- If the creature is native to a different plane of existence than the one you are currently on.

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

“The moment I opened my eyes, it was as if the universe unveiled itself in its unending entirety. Stars did not simply twinkle in the black canvas of night; they pulsed with life and purpose. I saw the veils between realms ripple like mirages, and the echoes of ancient planes touched my senses, as real as the wind through the trees. I was no longer simply observing the world... I was truly seeing it.”

— Elindra Starsight



RIFT BLAST

At 13th level, you gain the ability to open a brief, unstable rift to a plane, channeling its raw energy into a devastating blast.

As an action, you can open a rift connected to a plane you've visited with your Planar Step feature. The rift appears at a point you choose within 60 feet of you and lasts for the current turn. Each creature within a 30-foot-radius sphere centered on that point must make a Dexterity saving throw against your Planar save DC. A creature takes damage on a failed save, or half as much damage on a successful one. The type of damage is the same as associated with that plane through your Rift Strike feature.

The damage equals 1d12 for each point of your Wisdom modifier (minimum of 1d12).

Once you use this feature, you must finish a long rest before you can use it again.

PLANAR LOCK

At 15th level, you gain the ability to temporarily seal the connections between planes, impeding interplanar travel around you.

As an action, you can create a Planar Lock. For the next hour or until you dismiss it (no action required), the area within a 30-foot radius of you becomes warded against planar travel. Creatures can't teleport into the area or use portals, such as those created by the spell *gate*, to enter the area. Creatures within the area can't teleport or use portals to leave the area. Spells like *blink*, *dimension door*, *plane shift*, or other magical effects that allow planar travel fail to work within the area of your Planar Lock.

Creatures can enter or leave the area by non-magical means. Once you use this feature, you can't use it again until you finish a long rest. This feature does not impede your own use of Planar Step or Rift Strike features.

PLANAR MASTERY

At 18th level, your mastery over planar energies becomes so profound that you can manifest echoes of other planes in the Material Plane.

As an action, you can choose a plane you have visited with your Planar Step feature and manifest a 20-foot-radius echo of it centered on a point you can see within 60 feet of you. The echo lasts for 1 minute or until you lose concentration (as if you were concentrating on a spell). Each plane you manifest has a different effect:

- **Astral Plane:** The area becomes difficult terrain for creatures other than you as it fills with a silvery mist.

- **Celestial Plane:** At the start of each of your turns, you and your allies within the echo regain hit points equal to your Wisdom modifier (minimum of 1).
- **Ethereal Plane:** Attacks made by creatures other than you within the echo have disadvantage.
- **Feywild:** At the start of each of your turns, you can choose a creature within the echo. That creature must succeed on a Wisdom saving throw against your Planar save DC or be charmed until the start of your next turn.
- **Nine Hells:** At the start of each of your turns, all other creatures in the echo take fire damage equal to your Wisdom modifier (minimum of 1).
- **Plane of Air:** Ranged attacks made by you and your allies within the echo have advantage.
- **Plane of Earth:** You and your allies within the echo have advantage on Strength saving throws and Strength (Athletics) checks.
- **Plane of Fire:** At the start of each of your turns, you can choose a creature within the echo. That creature must succeed on a Constitution saving throw against your Planar save DC or catch fire.
- **Plane of Water:** You and your allies within the echo have advantage on Constitution saving throws.
- **Shadowfell:** At the start of each of your turns, you can choose a creature within the echo. That creature must succeed on a Wisdom saving throw against your Planar save DC or be frightened until the start of your next turn.

Once you use this feature, you must finish a long rest before you can use it again.

PLANAR APEX

At 20th level, your control over planar energies has reached its zenith, allowing you to temporarily merge with the essence of a plane of existence, transcending your mortal form.

As a bonus action, you can become an embodiment of a plane you've visited using your Planar Step feature. This transformation lasts for 1 minute, during which time you gain the following benefits based on the plane you chose:

- **Astral Plane:** You become a silvery, ethereal figure. You gain a flying speed equal to your walking speed and can hover. You also become resistant to all damage types, and your melee attacks deal an additional 2d6 radiant damage.
- **Celestial Plane:** Your form radiates with divine energy. At the start of each of your turns, you regain hit points equal to your Wisdom modifier, and your melee attacks deal an additional 2d6 radiant damage.

- **Ethereal Plane:** You partially phase into the Ethereal Plane. You gain resistance to all damage except force damage, and your attacks ignore half and three-quarters cover.
- **Feywild:** You take on a fey-like appearance, becoming vibrant and mischievous. Creatures of your choice that start their turn within 10 feet of you must make a Wisdom saving throw against your Planar save DC or be charmed until the start of your next turn.
- **Nine Hells:** You take on a fiendish appearance, becoming wreathed in infernal flames. At the start of each of your turns, each creature of your choice within 10 feet of you takes fire damage equal to your Wisdom modifier.
- **Plane of Air:** You become a swift, crackling force of nature. You gain a flying speed equal to twice your walking speed and can hover. You also gain resistance to lightning damage, and your melee attacks deal an additional 2d6 lightning damage.
- **Plane of Earth:** Your form becomes as solid and unyielding as stone. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. You also gain a burrowing speed equal to your walking speed.
- **Plane of Fire:** You become an avatar of flame. At the start of each of your turns, each creature within 10 feet of you takes fire damage equal to your Wisdom modifier. You also gain resistance to fire damage, and your melee attacks deal an additional 2d6 fire damage.
- **Plane of Water:** Your form takes on the appearance of flowing water. You gain a swimming speed equal to twice your walking speed and can breathe underwater. You also gain resistance to cold damage, and your melee attacks deal an additional 2d6 cold damage.
- **Shadowfell:** Your form becomes a shadowy wisp. You gain resistance to necrotic damage, and your attacks deal an additional 2d6 necrotic damage. Additionally, if a creature hits you with a melee attack while you're in this form, that creature's speed is reduced by 10 feet until the start of your next turn.

Once your transformation ends, you can't use this feature again until you finish a long rest. Furthermore, you suffer one level of exhaustion and it can't be removed until you finish a long rest.





LEYLINE ATTUNEMENT

As a Planeswalker of the Leyline Attunement, you have learned to tap into the leylines that thread through the planes of existence, drawing from their raw power to bolster your abilities.

LEYLINE CONNECTION

1st-level Leyline Attunement feature

You gain a deeper connection with the leylines of the planes. When you finish a long rest, you can attune yourself to a specific leyline, gaining a special ability based on the chosen leyline until your next long rest.

- **Arcane Leyline:** You draw upon the concentrated magical energy flowing through this leyline. Whenever you deal damage with your Rift Strike, you can regain hit points equal to half the damage dealt.
- **Celestial Leyline:** You channel the divine energy coursing through this leyline. As an action, you can touch a creature and allow it to regain hit points equal to your Wisdom modifier. Once you use this feature, you can't use it again until you finish a long rest.
- **Chaos Leyline:** You tap into the unpredictable energy of this leyline. When you roll damage for a Rift Strike, you can reroll any number of the damage dice. You must use the new rolls.
- **Elemental Leyline:** You can channel raw elemental energy. Whenever you use your Rift Strike feature, you can change the damage type to fire, cold, lightning, or acid.
- **Life Leyline:** You can harness the vital energy flowing through the multiverse. As a bonus action, you can spend one use of your Planar Step feature to heal yourself or a creature within 30 feet. The amount healed is equal to a roll of a d8 for each Planeswalker level you have + your Wisdom modifier in hit points.
- **Nature Leyline:** You harness the life-giving energy of the natural world. You can communicate with beasts, and they recognize you as a friend. As an action, you can touch a plant and ask it one question, which it answers to the best of its ability.
- **Shadow Leyline:** You can tap into the leylines of shadow and mystery. You gain advantage on all Stealth checks and saving throws against abilities that would reveal your location.

- **Time Leyline:** You manipulate the currents of time flowing through this leyline. You can take an additional action on your turn. Once you use this feature, you can't use it again until you finish a long rest.

LEYLINE DISRUPTION

6th-level Leyline Attunement feature

You can disrupt the flow of magical energy around you. As a reaction when a creature you can see within 60 feet of you casts a spell, you can force the creature to make a Wisdom saving throw against your Planar save DC. On a failed save, the creature's spell fails and has no effect.

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

LEYLINE EMPOWERMENT

10th-level Leyline Attunement feature

Your attunement to the leylines becomes so strong that it empowers your planar abilities. When you use your Planar Step feature, you can choose two benefits from your Leyline Connection feature instead of one.

LEYLINE ERUPTION

14th-level Leyline Attunement feature

You learn to overload the connection between yourself and the leylines, causing a dramatic eruption of planar energy. As an action, you can channel the power of your attuned leylines and create an effect within a 30-foot radius centered on yourself, based on the leyline you are currently connected with.

- **Arcane Leyline:** All creatures of your choice within the area regain hit points equal to 2d6 + your Wisdom modifier.
- **Celestial Leyline:** All hostile creatures within the area must make a Wisdom saving throw against your Planar save DC or be blinded until the end of their next turn.
- **Chaos Leyline:** You can reroll any number of damage dice once when you determine the damage for the explosion. You must use the new rolls.
- **Elemental Leyline:** All creatures of your choice within the area must make a Dexterity saving throw or take 4d6 damage of the type you chose (fire, cold, lightning, or acid) on a failed save, or half as much damage on a successful one.
- **Life Leyline:** You release a wave of vital energy. All creatures of your choice within the area regain a number of hit points equal to 2d6 + your Wisdom modifier.

- **Nature Leyline:** All allied creatures within the area gain temporary hit points equal to 2d6 + your Wisdom modifier, and they have advantage on saving throws against spells and other magical effects until the start of your next turn.
- **Shadow Leyline:** All creatures of your choice within the area must make a Constitution saving throw or take 4d6 psychic damage and be stunned until the end of their next turn on a failed save, or half as much damage and not be stunned on a successful one.
- **Time Leyline:** All allied creatures within the area can immediately use their reaction to take one action, as if they were using the Ready action.

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





VOID ATTUNEMENT

The Void Attunement represents a Planeswalker who has studied and become linked to the Void, a plane of absolute emptiness and desolation that exists outside of the conventional multiverse. This connection confers strange and powerful abilities.

VOID AFFINITY

1st-level Void Attunement feature

You can tap into the otherworldly essence of the Void to evade harm and distort your enemies' perception. When you are targeted by an attack, you can use your reaction to shroud yourself in a veil of void energy, making your form shift and ripple as though seen through a distorted lens. This causes the attacker to reroll the attack roll, taking the lower result as a consequence of the disorienting influence of the Void. If the new attack roll misses, the creature attacking you takes force damage equal to your Planeswalker level. Once you use this feature, you must finish a short or long rest before you can use it again, as sustaining the connection to the Void requires a degree of mental and physical recuperation.

EMBRACE THE VOID

6th-level Void Attunement feature

Your connection to the Void allows you to temporarily exist in a state between planes. As an action, you can enter the Void. While in this state, you are invisible and intangible, but you can't attack, cast spells, or affect the material plane in any way. This state lasts until the start of your next turn or until you end it as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

VOID STRIKE

10th-level Void Attunement feature

Your Rift Strike and Rift Blast features can pull the destructive energy of the Void. When you use Rift Strike or Rift Blast, you can choose for it to deal force damage instead of its normal damage type. If either of the feature hits, the target must also succeed on a Strength saving throw against your Planar save DC or be pulled 15 feet toward you.

MASTER OF THE VOID

14th-level Void Attunement feature

You have achieved a profound connection with the Void. Your time spent in the Void when you use your Embrace the Void feature no longer counts against the amount of time you can hold your breath, and you can move up to your speed while in the Void. Additionally, when you use your Void Affinity feature, the attack doesn't consume a use if the attack misses.

“There are realms where the fabric of reality frays and the cosmic curtain parts to reveal the great Void. I've stood at the precipice, my foot hovering over the gaping maw of nothingness, a starless chasm unbound by the constraints of time and space. It is a realm of profound quiet, a serene abyss echoing with the silent screams of oblivion.

Its vast expanses of silence are not empty but brimming with potential, teetering on the precipice of creation and destruction. I've gazed into the abyss, and in its inscrutable depths, I've seen worlds yet unborn, and shadows of realms long forgotten. It whispered to me in a silent language that tickles the edges of my understanding, a secret tongue spoken by the stars and understood by the cosmos.

The Void is not just absence but also presence. Its tendrils writhe with the raw energy of uncreation, the primordial chaos that existed before the first light of the cosmos was kindled. In its depths, I've beheld colors unknown to mortal eyes and tasted the tang of forgotten realities.

In the realm where existence and non-existence dance their eternal waltz, I've touched the echo of my own end and beginning. I've walked the paths of impossibility, wandering the infinite expanse of a realm that is everywhere and nowhere at once.

Most regard the Void with fear, a yawning terror that threatens to swallow all of creation. But in its unending depths, I see not just an end, but also a beginning. The Void is not our doom; it is the cradle of all potential, the canvas upon which reality is etched. It is the nexus of destruction and creation, death and rebirth. The Void is the heartbeat of the multiverse, a silent pulse that echoes through all existence.”

– Catherina Blackwood.





SINGULARITY ATTUNEMENT

Planewalkers who align themselves with the Singularity Attunement have chosen to bond with the profound, celestial entities known as singularities. These enigmatic voids of the cosmos are a symbol of ultimate destruction and rebirth. Manipulating the immense gravitational forces they possess, these Planewalkers have learned to control the forces of space and time around them. Such control allows them to warp the very fabric of reality, making their enemies' attacks slip into nothingness and giving them a solid footing even on the most unstable grounds. A Planewalker with this attunement can disrupt the flow of enemy forces and impose their own momentum on the battlefield.

SINGULARITY AFFINITY

1st-level Singularity Attunement feature

You form an attunement to the cosmic forces of singularity, harnessing the absolute gravity of a black hole. You can use your action to force a creature you can see within 30 feet to make a Strength saving throw against your Planar save DC. On a failure, the creature is pulled 10 feet towards you. This feature

can be used a number of times equal to your Wisdom modifier (minimum of once), and all expended uses are restored after completing a long rest.

ORBITAL STABILITY

6th-level Singularity Attunement feature

Your connection to singularities imbues you with a sense of profound stability, making it difficult for others to move you against your will. You have advantage on saving throws against effects that would knock you prone or move you against your will. Additionally, your movement is not hampered by difficult terrain.

GRAVITATIONAL PULL

10th-level Singularity Attunement feature

Your affinity with singularities allows you to bend the battlefield to your will. As an action, you can create a gravitational field in a 20-foot radius centered on a point you can see within 60 feet. All creatures in the area must succeed on a Strength saving throw against your Planar save DC or be pulled up to 10 feet towards the center. The field lasts until the end of your next turn.

EVENT HORIZON

14th-level Singularity Attunement feature

You can unleash the full power of a singularity. As an action, you can force all creatures of your choice that you can see within 60 feet of you to make a Constitution saving throw against your Planar save DC. On a failure, a creature takes 10d6 force damage and is pulled up to 20 feet towards you. On a success, a creature takes half as much damage and isn't pulled. Once you use this feature, you can't use it again until you finish a long rest.

"I had the misfortune, or perhaps the privilege, of witnessing a Planeswalker harnessing the Singularity Attunement in combat. It was unlike anything I had ever seen before, a demonstration of power both terrifying and awe-inspiring.

The Planeswalker stood, unyielding, as the horde charged towards them. There was a pause in the world, as though time itself held its breath. And then it happened. A faint shimmering in the air, like the heat haze of a desert, but this was colder, harsher, unforgiving.

Suddenly, space seemed to fold onto itself around the Planeswalker. Reality warped, twisted, like a tapestry being pulled at its corners. It was as if an unseen force was dragging everything towards a single, inescapable point.

The monstrous horde charging the Planeswalker... stopped. Not out of choice, but because they simply couldn't proceed. Their roars of anger and anticipation turned to cries of fear and confusion. It was as if they were running headlong into an invisible barrier, a force holding them in place, turning their own momentum against them.

I saw one, a massive beast, a fearsome leader of the pack, lift a colossal foot to step forward and then... nothing. It simply couldn't. The harder it tried, the more it was held back, its efforts seeming to feed the very force resisting it. It was maddening, bewildering.

The air around the Planeswalker darkened. It was a void from which nothing could escape. This wasn't just magic, this was a violation of the laws of nature. It was as though the Planeswalker had torn a hole in reality and all that rushed towards them was swallowed in its depth.

In that moment, I knew. The title of 'Planeswalker' isn't just an acknowledgement of their ability to traverse the planes of existence. It's a testament to their ability to control the very fabric of reality, to command the uncommandable. It's a title that carries with it a weight of power, a burden of responsibility, and a touch of terror.

And as I stood there, a spectator to this display of unimaginable power, I couldn't help but be reminded of a line from an old tale: 'Do not go gentle into that good night.' For I had seen the night, and it was anything but gentle."

– Gilead Ironfoot, Dwarf Scholar, Witness of the Singularity