

PLANESWALKERS & THE MULTIVERSE

This is a guide put together in order to help add the concept of the multiverse from the Iconic Magic, The Gathering to the world of Dungeons and Dragons.

This system is meant to be ran in addition to D&D 5e rulings to help enhance the player experience to that of a Planeswalker.

THE SPARK

Creatures around the Multiverse awaken from a latent power that dwells within them. A burning power fills the creature with the core essence of the leylines and the mana surging within them. A planeswalker comes into its existence through a massive trauma that has pushed their physical or mental capacity to it's ultimate breaking point. This has not known to be a genetic trait passed through lineage but something from within the very soul and essence of the being. Some with the gift may never become awoken to their abilities if they live their lives within peace and prosperity.

The origin of the spark is unknown as well as why only certain individuals carry the power. It is thought that the purpose of a planeswalker may relate to the their awakening, as a Planeswalker comes to a life of power and integrity these would be one of few who may be able to balance the scales across the multiverse.

GAINING PLANESWALKING

You gain a new skill called Planeswalking. This ability directly relates to your Constitution Ability score. You gain proficiency with this ability when you reach 10th level.

LEARNING TO PLANESWALK

The ability to traverse the blind eternities between the planes can be very taxing on a walker but is one of the few things that sets them separate than others among the multiverse.

As **an action** you can initiate a planeswalk, forming a bridge through the blind eternities. The travel becomes instantaneous fully transition into the Aether of the blind eternities. You are able to take objects you are wearing or carrying with you while you planeswalk, but not other people.

Once having traveled through the blind eternities a Planeswalker **must complete a short or long rest** before being able to do so again. Attempting to do so before, finishing a short or long rest automatically fails.

PLANESWALKER LEYLINE CONNECTION

The connection to the leylines is what feeds a Planeswalker's abilities and magics. While planeswalking the blind eternities drains you of any mana accumulated unless granted by a planeswalker item and your attunement to any leyline is severed. Once within the new plane a planeswalker must attune to a new leyline in order to fill any mana charge available.

PLANESWALKING ACCURACY

A planeswalker can use the knowledge of their own travels to travel to an approximate point within a **place they have already trekked**. Gaining the ability to planeswalk accurately takes time and effort to complete accurately if a guide is not present. A new walker may end up within a 20 mile radius of the targeted location where as a veteran walker may be able to exit the walk within inches of the targeted location.

A GUIDED PLANESWALK

The walk between planes leaves a slowly fading aura of the walker that can be followed. For the **next minute** if a planeswalker travels between [or within] the planes you can follow that creature to a spot it has once traveled.

TRAVELING WITHIN THE PLANES

Planeswalking is like riding the rapids of a heavy flowing river, the travel across is taxing but achievable. The ability to cross and land on the same spot on the other side can be dangerous and normally improbable such as attempting to planeswalk within the same plane is usually avoided by most walkers. If travel is attempted within the same plane the planeswalker must make a **Planeswalking Skill Check**. On a success the planeswalker arrives within a 5 mile radius of the targeted area it has been before but must roll 1d4 and gains that many Exhaustion levels.

INSTINCT OF A PLANESWALKER

A planeswalker gains the knowledge that it can use this to help get them to a safe place in a pinch. If a planeswalker is killed instantly [*please see rulings on "Instant Death" - PHB pg. 197*] than the planeswalker ability triggers instinctively. This trigger **automatically planeswalks you to the last place you completed a long rest, where you arrive unconscious at 0 HP and stable**. Roll 1d4 and you remain asleep for that many hours before regaining 1 HP and awakening. This time does not count toward a short or long rest. Once this ability has triggered it **can not be triggered again for another 10 days**.

LEYLINES & MANA

Leyline Color Attunement

- Planeswalkers take **one minute** to attune to a Leyline color. Each color represents different abilities associated with its alignment. This attunement does not count toward your total magical item attunement slots.

Mana Charges

- Each planeswalker gains a mana charge at 4th level then again at 8th, 12th, 16th and 19th level. Once a planeswalker has attuned with a leyline they may use **an action** to pull mana from the leyline in order to fill a Mana Charge of the attuned color.

When a planeswalker takes a rest or is **unconscious for more than one hour** such as a long rest [including *elven trance* or *Warforge inert states*], a planeswalker loses their attunement or any mana charges stored and must re-attune to a leyline to restore the attunement or charges lost.

NATURAL MANA ABILITIES

- You may spend a **free action** to grant a +1 to *any one weapon attack* for each mana charge imbuing the hit. This attack becomes magical if it is not already.
- You may spend a **free action** to add your *Character level* to any damage roll for each mana charge spent.
- Using your **reaction** you may add a +1 to your AC *against one attack* for each mana charge spent.
- Using your **reaction** you may add a +1 to any Saving Throw for each mana charge spent.
- Using a **free action** and one mana charge you may deal magical damage aligned with your attuned leyline's primary damage type instead of the normal weapon or spell damage *until the end of the turn*. If you spend two or more mana charges you may change the damage type of your attuned leyline's secondary damage type.
- If your *Hit Point total* is less than *four times your character level*, you can use **an action** to spend one mana charge to roll up to your total hit dice. This counts towards your current hit dice total and adheres to the hit dice ruling otherwise. [please see ruling on "Resting" - PHB pg. 186]

LEYLINE DAMAGE ASSOCIATION

Leyline Color	Damage Type 1	Damage Type 2
White	Cold	Radiant
Blue	Lightning	Psychic
Black	Acid	Necrotic
Red	Fire	Force
Green	Poison	Thunder

Dungeon Master Note

The following additional abilities are optional!

Some campaign settings are set up in a low magic environment and these abilities may grant a level of magics too high for your campaign.

Additionally, this type of setup for the players takes a large amount of time to balance abilities with mechanics. Some Dungeon Masters may not have the time or availability to customize these abilities.

Please discuss this with your Dungeon Master and players to determine the best setting for your game.

PLANESWALKER TRAINING

Being a Planeswalker isn't all about the power over the multiverse but learning how to manipulate its Aether and Mana.

Each Planeswalker is different in their own way, giving each Planeswalker a unique innate ability that sets them apart from all others. Becoming a planeswalker at 3rd level [or before depending on backstory] you will obtain an innate ability in which you can use at will as though a cantrip [using an action where appropriate]. This ability will need to be discussed between the player and DM for the DM to determine if the ability is custom built or something of a cantrip already available.

Through the rigorous training of a planeswalker you can work with your DM to take the mana charges for altering spells and abilities of your planeswalker. Granting the ability to enhance current abilities using the mana charges or altering them to fit a specific purpose.

A Planeswalker will obtain additional abilities as they grow in power at 5th, 9th, 13th, 17th levels.

PLANESWALKER UNIQUE ABILITIES

Planeswalker each have their own special abilities that make them different from other planeswalkers.

These abilities can be as simple as an innate ability such as the iconic Chandra Nalaar. Such as the ability to ignite her hair, hands and eyes on fire. This innate ability may grant an ability to have the spell 'Continual Flame'. Yet may have the potential of turning into flame by using mana and dealing damage within an area or upon a strike.

Other abilities can be found through rigorous training and enhanced through the mana network. If a planeswalker has the ability to case a 'Flame Breath' ability such as a natural red dragonborn they might be able to have it as an ability gained at 5th level but allows for an increase of damage when used to add an additional 1d8 to its damage.

Planeswalker abilities should show the increased knowledge of the primary attuned leyline and their ability to manipulate the effect it may have granting increases to the ability as the walker progresses through its levels.



A DUNGEON MASTER NEVER SLEEPS

Throughout this creation I have been playing with a group to help me better understand the concept of letting my players play as planeswalkers. At times some seemed too over powered and at others under powered. Over the last year I have strived to build a system and environment that will help accommodate both the roleplay loving players (and Dungeon Masters) along with the battle enthusiasts. I hoping to have found a nice balance of all here within.

If you have any ideas, suggestions or comments on this build please contact me at [/u/techie624](#)

CREDITING

All rights to the **Dungeons and Dragons, Magic, The Gathering** and **Planeshift** resources are owned by [Wizards of the Coast](#)

Thank you to Natural Crit for providing a great resource for putting this system into an amazing Player's Handbook Format. [Natural Crit \(Homebrewery\)](#)

Special Thanks

These are people I would like to point out have been a tremendous help in getting this system built and in place for my group to run!

I appreciate all the time my local group has spent playing through my sandbox to help build this.

- [/u/zrinja101](#): System Building and flavor
- [/u/lemiel14n3](#): Additional System comparison between variant mechanics.

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Image Credits

- Wiki User [Gwiz665](#): Color Wheel

I APPRECIATE YOU!

CHANGELOG

Current Version: Version: 0.2.0-10092017

- *Version: 0.2.0-10092017* - Larger update with mechanical changes to the damage types associated with the leylines as well as the planeswalker natural hit dice ability. Added loss of leyline connection on sleep.

- *Version: 0.1.6-10032017* - Updated Leyline attunement and mana charge mechaanic to be lost after a long rest and must be re-attuned. Set damage primary and secondary damages aligned with leyline colors and updated abiltiy that changes damage types under *Planeswalker Natural Abilities*

- *Version: 0.1.5-09282017* - Updated to have "*Instinct of a Planeswalker*" sent back to the last place you took a long rest. Additionally changed the name of "*Mana Slots*" to "*Mana Charges*".

- *Version: 0.1.4-09272017* - Updated with origins of a spark. Updated the name of the normal mana abilities to "Natural Mana Abilities"

- *Version: 0.1.3-09222017* - Corrected grammar and spelling. Added in Player's Handbook Page reference for easier rule verification. Updated "*Instinct of a Planeswalker*" to rule to last place the planeswalker had walked to.

- *Version: 0.1.2-09172017* - Updated Credits credits. Added spelling corrections and descriptor of travel time through blind eternities.

- *Version: 0.1.1-09152017* - Added Reddit names to credits