

SUBCLASSES OF THE PLANES



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NEW PLANAR SUBCLASSES FOR HEROES IN THE FORGOTTEN REALMS

Introduction: Heroes in the Forgotten Realms encounter foes from many planes of existence. Indeed, some heroes even venture beyond the material plane in their quests. A special few heroes, however, carry the influence of the planes with them on their journeys, regardless of their destination. These heroes embody a particular plane, drawing power and unique abilities from the plane with which they have a connection. Whether you visit other planes or not, these subclasses can provide a rich diversity of options for players and DMs alike!

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Subclasses of the Planes

Barbarian: Path of the Beastlands

A few isolated tribes scattered across the north revere nature and the goddess Mielikki in a distinctive way. Rather than traditional forms of worship, these barbarians embody the plane known as the Beastlands, where Mielikki's home realm can be found. When barbarians choose to walk the path of the Beastlands, they come to personify the essence of this plane, becoming master hunters and gradually embracing the beast within themselves.

Path of the Beastlands Features

Barbarian Level	Feature
3rd	Spirit of the Predator, Aspect of the Beast
6th	Beast Kinship
10th	Avatar of the Beast
14th	One with the Beastlands

Spirit of the Predator

When you begin to walk the path of the Beastlands, you embody a predatory beast, becoming a skilled hunter. Starting when you choose this path at 3rd level, you have proficiency in Survival if you did not already. When you make a Wisdom (Survival) check to track creatures, your proficiency bonus is doubled.

Aspect of the Beast

What's more, at 3rd level, you take on a bestial appearance when you rage. Choose one aspect from the list below. Each aspect grants an effect while you are raging, as well as additional effects at higher levels. Whenever you gain a Barbarian level, you may select a different beast aspect, replacing the one you previously possessed.

Bestial Senses. When you rage, your eyes take on the appearance of an owl's or cat's. You now have Darkvision to 60', if you did not already have it. If you did already have Darkvision, then its range extends an additional 60'.

Brutal Tusks. When you rage, you extrude bony, upward pointing tusks, like a great boar's, that allow you to gore a foe. These tusks are natural weapons with which you may make an unarmed strike, dealing 1d6 + your Strength modifier of slashing damage.

Hardened Scales. When you rage, your skin toughens and takes on a scaly appearance like that of a snake or crocodile. When you aren't wearing armor, your AC is 13 + your Dexterity or Constitution modifier, your choice. You can use a shield and still gain this benefit. This aspect is not compatible with Unarmored Defense.

Sharp Claws. When you rage, you sprout jagged claws the length of knives, like a great bear's. These claws are natural weapons with which you may make an unarmed strike, dealing 1d6 + your Strength modifier of slashing damage.

Vicious Fangs. When you rage, you grow sharp, downward pointing fangs that allow you to bite foes, like a saber-toothed tiger's. These fangs are natural weapons with which you may make an unarmed strike, dealing 1d6 + your Strength modifier of piercing damage.

Beast Kinship

At 6th level, you become even more attuned to the essence of the Beastlands and its denizens. You can now cast *animal friendship* and *beast bond* without material components. You may cast each of these spells once per day. Your spell save DC for the spell is 8 + your proficiency bonus + your Wisdom modifier.



Avatar of the Beast

Beginning at 10th level, your bestial nature grows to become a part of your very essence, strengthening as it does so. As a bonus action, you can now take on your chosen Aspect of the Beast, even when you are not raging. What's more, your Aspect of the Beast grants you an additional benefit, as listed below. Whenever you gain a Barbarian level, you may select a different Aspect of the Beast, replacing the one you previously possessed. You may deactivate your Aspect of the Beast at will.

Bestial Senses. Whenever you use your Aspect of the Beast, you have advantage on Wisdom (Perception) checks.

Brutal Tusks. Whenever you use your Aspect of the Beast, you can now use your tusks to charge and ram a foe. If you move at least 20 feet straight toward a target and then hit it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed back five feet. The save DC is 8 + your proficiency bonus + your Strength modifier.

Hardened Scales. Whenever you use your Aspect of the Beast and you aren't wearing armor, your AC is 14 + your Dexterity or Constitution modifier, your choice. You can use a shield and still gain this benefit. This aspect is not compatible with Unarmored Defense.

Sharp Claws. Whenever you use your Aspect of the Beast and take the attack action, you may use a bonus action to make an unarmed strike with your claws.

Vicious Fangs. Whenever you use your Aspect of the Beast and you use your fangs to make an unarmed strike, your foe must make a saving throw equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone.

One With the Beastlands

At 14th level, your connection to the Beastlands is complete. You may now cast *polymorph* on yourself without using any material components, transforming into a predatory beast. What beast forms you can adopt depends on which Aspect of the Beast you have chosen, according to the table below. When you transform into your chosen beast, your Hit Points in your polymorphed beast form equal three times your Barbarian level. While in beast form, you retain your Intelligence and the ability to speak, even though the creature you chose might not normally be able to speak. Finally, while in this form, taking damage does not trigger a concentration check. Once you have used this feature, you may not do so again until you have completed a long rest.

Aspect of the Beast	Animals for One With the Beastlands
Bestial Eyes	Giant Owl, Mastiff
Brutal Tusks	Giant Boar, Warhorse
Hardened Scales	Giant Constrictor Snake, Crocodile
Sharp Claws	Polar Bear, Panther
Vicious Fangs	Saber-Toothed Tiger, Reef Shark



Bard: College of Pandemonium

Those few bards inducted into the College of Pandemonium are a special lot, using song and magic to tap into the howling winds and maddening caverns of the plane of Pandemonium. Allegedly founded by an elven bard who had been imprisoned there for a hundred years, this college selects its members carefully, choosing only those who have the psychic fortitude to serve as conduits for the primordial power of that distant plane.

These eccentric bards can produce haunting melodies and profound oratory, in part due to their intimate connection to the raw, primordial power of Pandemonium. Their training affords them the ability to transform that desolation into something beautiful.

Indeed, such unexpected transformations have become a hallmark of the bard of this College. Pandemonium bards are always surprising and unpredictable, as likely to inspire with their art as to unsettle or upset. When they arrive to perform in court, the effects are always memorable, but never what one expects.

The college's members rarely meet formally, as they have no hierarchy or organization to speak of. When they do, however, they are almost always a major disruption to the status quo.

College of Pandemonium Features

Bard Level	Feature
3 rd	Howling Winds, Song of Madness
6 th	Visions of Agathion
14 th	Shivering Darkness

Howling Winds

When you join the College of Pandemonium at 3rd level, you gain the ability to channel the howling winds of the plane of Pandemonium. You can now cast *gust of wind* without expending a spell slot. When you use this feature to cast this spell, you release a nightmarish howl as a part of casting the spell. Creatures who fail their Strength saving throws are also Deafened until the end of your next turn. You can use this feature a number of times equal to your Charisma modifier. You regain all expended uses of this feature when you finish a long rest.

Song of Madness

At 3rd level, you learn to produce the mad music of Pandemonium. You are now proficient in flute and pan flute, if you were not before. As a bonus action, you may expend one of your uses of Bardic Inspiration to perform the mad song of Pandemonium. When you do so, choose one creature that can hear you within



60 feet to fill with dread and confusion. The next time that creature makes an attack roll, an ability check, or a saving throw, they must roll your Bardic Inspiration die and subtract the number from their roll.

Visions of Agathion

At 6th level, you learn to project a glimpse of Agathion, the lowest level of Pandemonium, into the mind of a foe within 60 feet that you can see. As a bonus action, you may expend one of your uses of Bardic Inspiration to cast *phantasmal force* without expending a spell slot or requiring a material component, crafting an illusion of the target being trapped in the howling caverns of Pandemonium. If the target fails their saving throw, you can choose to cause psychic damage as described by the spell. The target experiences the damage as caused by the deafening winds of the plane.

Shivering Darkness

At 14th level, you can bring the essence of the windswept depths to your current plane. As a bonus action, you cast *darkness*, without expending a spell slot or requiring a material component. Creatures that begin their turn in the area of the spell or enter it for the first time must make a Wisdom saving throw against your spell save DC. On a failed save, they are driven temporarily insane and must roll on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*. If you use this feature on the plane of Pandemonium itself, the saving throw is made with disadvantage. Once you use this feature, you can't use it again until you finish a short or long rest.

Cleric: Harmony Domain

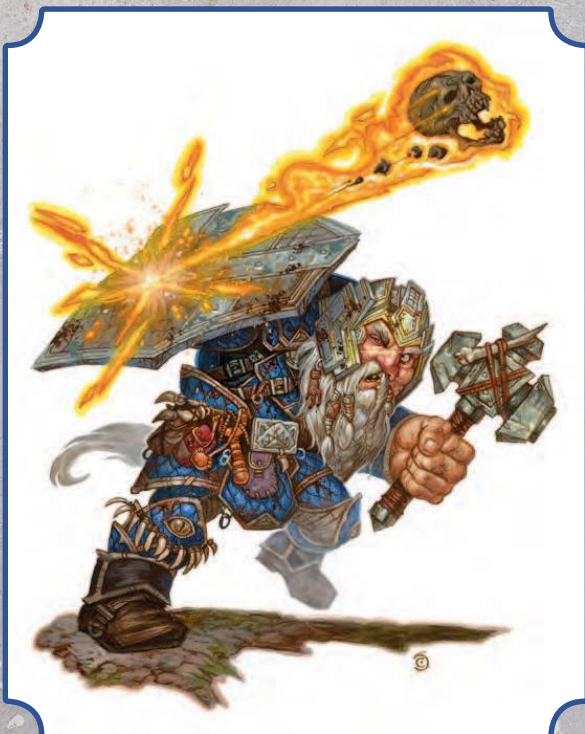
Clerics who feel the influence of the plane of Arcadia often follow the Harmony domain. The Harmony domain emphasizes the role of harmonious law, often in the pursuit of goodness, with a special appreciation for discipline and order. The gods of harmony might be warlike, wizardly, or dour, but all of them value the right and proper organization of affairs. Deities that claim influence over this domain include Azuth, Helm, Kelemvor, and Savras, all of which personify Lawful Neutrality, as well as gods of a Lawful Good alignment who favor law. In other pantheons, these include Themis and Harmonia in the Greek tradition; Concordia in the Roman; Ma'at and Anubis in the Egyptian; and Yama in the Hindu tradition.

In general, harmony clerics act to instill order, purity, and peace, putting everything where it belongs. They generally are very disciplined individuals, revering law and organization in their own lives as well as their environments.

Cleric Level	Spells
1 st	<i>Protection from evil and good, sleep</i>
3 rd	<i>Calm emotions, silence</i>
5 th	<i>beacon of hope, spirit guardians</i>
7 th	<i>Aura of purity, banishment</i>
9 th	<i>Circle of power, hold monster</i>

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and one musical instrument of your choice.



Disciplined Mind

Also starting at 1st level, your adherence to discipline and order renders you resistant to the disruptive influence of fear. You have advantage on all saving throws to resist the Frightened condition.

Channel Divinity: Turn the Outsider

Starting at 2nd level, you can use your Channel Divinity to instill harmonious law around you, pushing back those creatures that do not belong on this plane. As an action, you present your holy symbol, and each aberration, celestial, or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Harmonious Influence

At 6th level, you begin to emanate harmony, providing you and your allies a measure of protection against disruptive effects. When a creature that you can see within 10 feet of you makes a saving throw, you can use your reaction to grant that creature a bonus equal to your Wisdom modifier on the roll. You may use this feature after they have rolled but before the DM has determined the result.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Edict of Harmony

Starting at 17th level, your ability to bring harmony out of discord reaches its pinnacle. When a creature you can see within 30 of you makes an attack, you can use your Reaction to cast *calm emotions* without expending a spell slot, affecting that creature only. You may use this feature a number of times equal to your Wisdom modifier. You regain all uses once you have completed a long rest.

Druid: Circle of the Arboreal

Druids of the Circle Arboreal revere the great forests of Arvandor, the first layer of the plane of Arborea. They commune with the trees of Faerûn as a way to connect with the spirit of that arboreal plane. Many arboreal druids are elves, though not all are. The elves in particular favor this circle because of an elven belief that, when they die, their souls travel to Arvandor and merge with the plane. Elves who hold this belief often regard the great trees of that plane as their ancestors. Many elven arboreal druids believe that the spirits of their ancestors can be revered through the trees of Faerûn as well.

In addition to the spiritual significance of great trees, arborists, as they are called, appreciate the age, strength, and majesty of the great elder trees that anchor the forests of Faerûn, regarding them as honored personages. Such druids fight to protect the forests, seeing themselves as their spokespeople among the walking folk. Indeed, according to the arborists, they learned to revere the trees of Arvandor as the progenitors of Faerûn's forests from the trees themselves. Indeed, many arborists insist that the trees of the great forests are more cultured and wiser than even the eldest of elves.

Members of this circle who become adventurers do so to protect their beloved forests, though most recognize that any threat to Faerûn is a threat to their elder trees.



Circle of the Arboreal Features

Druid Level	Feature
2nd	Circle Spells, Rooted
6th	Tree Speaker
10th	Green Thumb
14th	Voice of the Forest

Circle Spells

Your connection to the great trees affords you a deeper insight into certain spells. At 2nd level, you learn the *thorn whip* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Arboreal Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of the Arboreal Spells

Druid Level	Spells
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, slow</i>
7th	<i>blight, grasping vine</i>
9th	<i>awaken, tree stride</i>

Rooted

Starting at 2nd level, you can call forth the strength and stability of a mighty oak. When you do not use any of your movement on a turn, you have advantage against any effect that would force movement or knock you prone.

Tree Speaker

Starting at 6th level, your connection to trees and plants becomes second nature. You can now cast *speak with plants* at will, without expending a spell slot.

Green Thumb

Beginning at 10th level, any creature of the **plant** type views you as a trusted friend, as though it were charmed by you.

Voice of the Forest

Starting at 14th level, your connection to the great trees of Arvandor is so strong that mundane trees around you stir from their slumber. As an action, you can call out to the sleeping spirit of a tree or shrub you can see within 30 feet. The tree or shrub awakens to your call, becoming an **awakened tree** or an **awakened shrub**,

for one minute. While it is awakened, the plant is friendly to you and your allies, helping you in combat or in whatever other way it can. After one minute, it falls back into its deep slumber, reverting to a mundane plant wherever it is located at the time. Once you have awakened one plant, you cannot use this feature again until you complete a long rest.

Fighter: Conquest Archetype

Fighters who adopt the conquest archetype may or may not know that their techniques derive from the endless wars that occur on the infernal battlefields of Acheron. Regardless, these methods allow them to channel the spirit of war, which flows from them and across the battlefield, strengthening their allies. This archetype is somewhat more common among those who have trained with orcs, bugbears, and hobgoblins, as their divine pantheons largely reside on Acheron, though it can be found among other folk as well. Anywhere warriors engage in battle for its own sake will fighters feel the subtle influence of Acheron.

Conquest Archetype Features

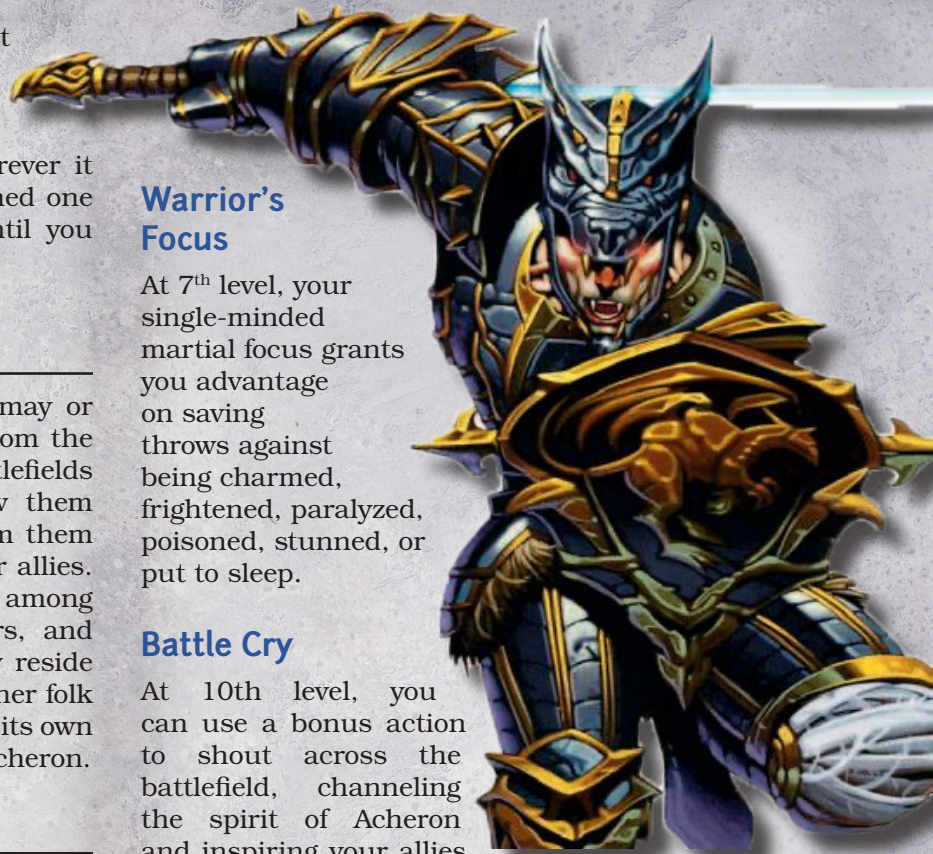
Fighter Level	Feature
3rd	Aggression of Acheron, Tactical Insight
7th	Warrior's Insight
10th	Battle Cry
15th	Counterattack
18th	God of Battle

Aggression of Acheron

Your connection to the spirit of endless battle propels you toward combat. Beginning when you choose this archetype at 3rd level, you can use a bonus action to move up to your speed toward a hostile creature that you can see.

Tactical Insight

Starting at 3rd level, your intimate connection to the eternal conquests of Acheron provides you special insight into battlefield tactics, which you can share with your allies. You can use your reaction to utter a special command or warning whenever a nonhostile creature that you can see within 30 feet of you makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand you. A creature can benefit from only one such Tactical Insight die at a time.



Warrior's Focus

At 7th level, your single-minded martial focus grants you advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Battle Cry

At 10th level, you can use a bonus action to shout across the battlefield, channeling the spirit of Acheron and inspiring your allies to fight more intensely. Each creature of your choice that is within 30 feet of you, can hear you, and is not already affected by Battle Cry, gains advantage on attack rolls until the start of your next turn. You can then make one attack as a part of this bonus action. Once you have used this ability, you cannot use it again until you have finished a short or long rest.

Counterattack

Starting at 15th level, you reflect the endless back and forth of battle. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

God of Battle

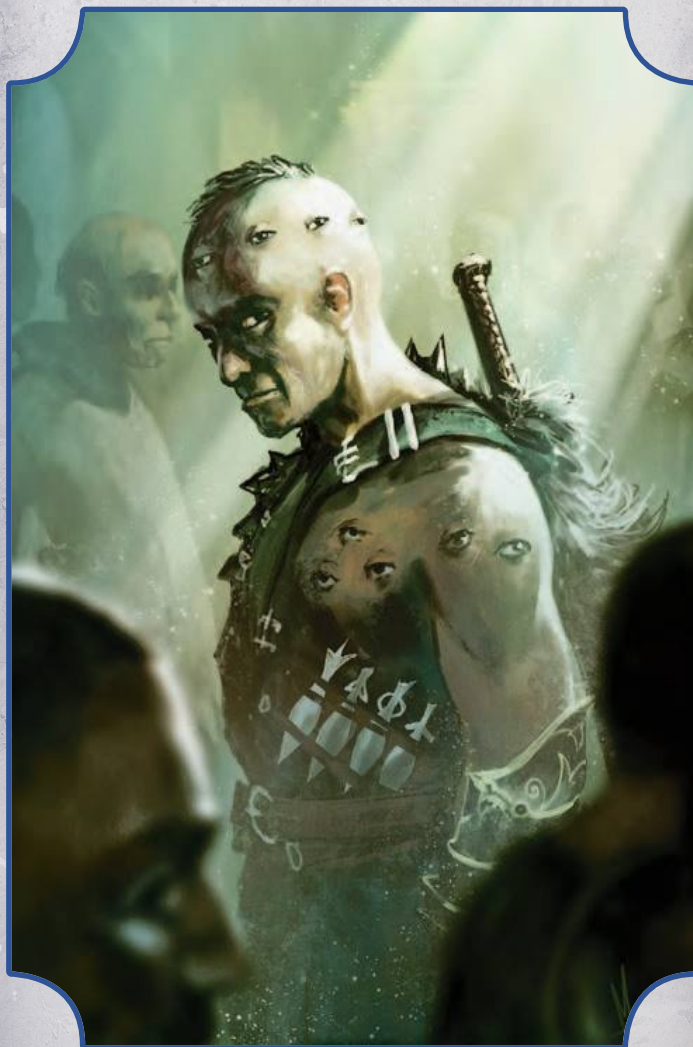
At 18th level, you embody the very spirit of the infernal battlefield of Acheron, driving your allies to fight as if they had no purpose beyond war. As a bonus action, you shout a command across the battlefield. Each creature of your choice, including you, that is within 30 feet of you and can hear you can use their Reaction to make a single weapon attack. Once you have used this ability, you cannot use it again until you have finished a short or long rest.

Monk: The Way of Chaos

Monks of the Way of Chaos both invoke chaos, but also control it around them. As a martial discipline, the way of chaos is said to originate in a Githzerai monk who traveled to Faerûn and taught the distinctive philosophy of his people to those who would learn. Through the centuries, those principles have been passed down from master to apprentice. Nowadays, those who follow the Way of Chaos are few, but their impact can be great.

A chaos monk takes self-discipline as an ideal, for they contain the chaos of the plane of Limbo within themselves. Only with strict self-discipline can they contain and direct the entropic ebb and flow of that chaotic plane. Chaos monks inflict chaos on their foes and bring tranquility to themselves.

Monk Level	Feature
3rd	Chaotic Influence, Know Thyself
6th	Ebb and Flow
11th	Trick the Mind
17th	Bend Reality



Chaotic Influence

Starting when you choose this tradition at 3rd level, your Ki flows from the chaotic plane of Limbo. You can direct this energy either to grant a variable boon to your allies or a bane to your foes, though the strength of this chaotic benefit or hindrance varies wildly. As an action, you may spend 2 Ki points to cast either *bleed* or *bane* at the 1st level, without requiring any spell components. The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

Know Thyself

At 3rd level, you have also begun the practice of controlling the chaos that flows through you, to your own personal gain. As a bonus action, you may spend 1 Ki point to cast *guidance* on yourself, without requiring any spell components.

Ebb and Flow

At 6th level, your connection to the everchanging chaos of Limbo grows. Now, whenever you spend Ki, you may use your Reaction to spend an additional 2 Ki points to tap the randomness of Limbo. Roll your Martial Arts die. On a 1-3, regain that many Ki points. On a 4-6, gain advantage on your next d20 roll. On a 7+, make a single melee attack at a target within range as a part of this reaction. If no target is within range, you may take the Dodge action as a part of this Reaction instead.

Trick the Mind

On the plane of Limbo, your exertion of will can change the perception of reality around you. At 11th level, you cloak yourself in the energies of Limbo through the expenditure of Ki, warping people's perception of reality and preventing them from seeing what is right in front of them. For 5 Ki points, you can cast *greater invisibility* on yourself at the 4th level, without requiring any spell components.

Bend Reality

By 17th level, you are able to bring the plane of Limbo with you wherever you go. By channeling your Ki, you may warp reality around you as though you were in the plane of Limbo itself. As an action, you may spend 8 Ki points to cast *reverse gravity* or *mirage arcane*, without requiring any spell components.

Alternatively, you may open a small portal to a demiplane in Limbo, fashioned to your liking. You may spend 8 Ki points to cast *Mordenkainen's magnificent mansion*, without requiring any spell components. If you use these features on the plane of Limbo itself, they only cost 2 Ki points.



Paladin: Oath of Ysgard

The Oath of Ysgard is a dedication to the principles of the plane of Ysgard, where gods such as as Odin, his son Thor, his wife Frigga or Freya, her brother Freyr, as well as Idun and Tyr dwell, not to mention Selúne and Annam the All-Father. The principles that govern these gods and their home plane inspire many paladins to devote themselves to their service, as the prospect of a glorious death in battle, an honorable life of sacrifice, and a life full of joy and celebration is appealing indeed.

Tenets of Ysgard

Bravery. To die in battle is not to be feared, but welcomed.

Honor. To live honorably is second after death in battle.

Sacrifice. An honorable life is one lived for others, and death in battle for one's fellows or people is best of all.

Vitality. When not in battle or fulfilling one's duty, live well and fully – eat, drink, and be merry!

Oath of Ysgard Features

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Endurance (10 ft.)
15th	Glorious Death
18th	Aura of the Endurance (30 ft.)
20th	Hero of Valhalla

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Ride of the Valkyrie. You can use your Channel Divinity to conjure a Valkyrie, a spectral warrior who rides a flying horse into battle and attacks your foes. Each round that the Valkyrie is present, you can use your action to direct the spectral warrior to attack a creature within 10 feet of you that you can see. The creature must succeed on a Wisdom saving throw or have disadvantage on its attack rolls, skill checks, and saving throws until the end of your next turn. Once a creature makes its Wisdom save against the Valkyrie, it is immune to the effect for 24 hours. Each subsequent round on your turn, you can specify the same or a new target for the Valkyrie to harry. If there are no available creatures within its range, the Valkyrie circles you until you direct it to attack an available foe. The Valkyrie returns to Valhalla after 1 minute.

Giant's Foe. You can use your Channel Divinity to utter an Ysgardian oath that frightens giants and their kin. As an action, you present your holy symbol, and each creature of the Giant type within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Ysgard Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Ysgard Spells

Paladin Level	Spells
3 rd	<i>heroism, thunderous smite</i>
5 th	<i>magic weapon, warding bond</i>
9 th	<i>call lightning, spirit guardians</i>
13 th	<i>death ward, Mordenkainen's faithful hound</i>
17 th	<i>circle of power, cone of cold</i>

Aura of Endurance

Starting at 7th level, you and friendly creatures within 10 feet of you gain temporary hit points equal to your Charisma modifier (minimum of +1). They gain these temporary hit points whenever they start their turn within ten feet of you and lose them if they leave that range.

At 18th level, the range of this aura increases to 30 feet.

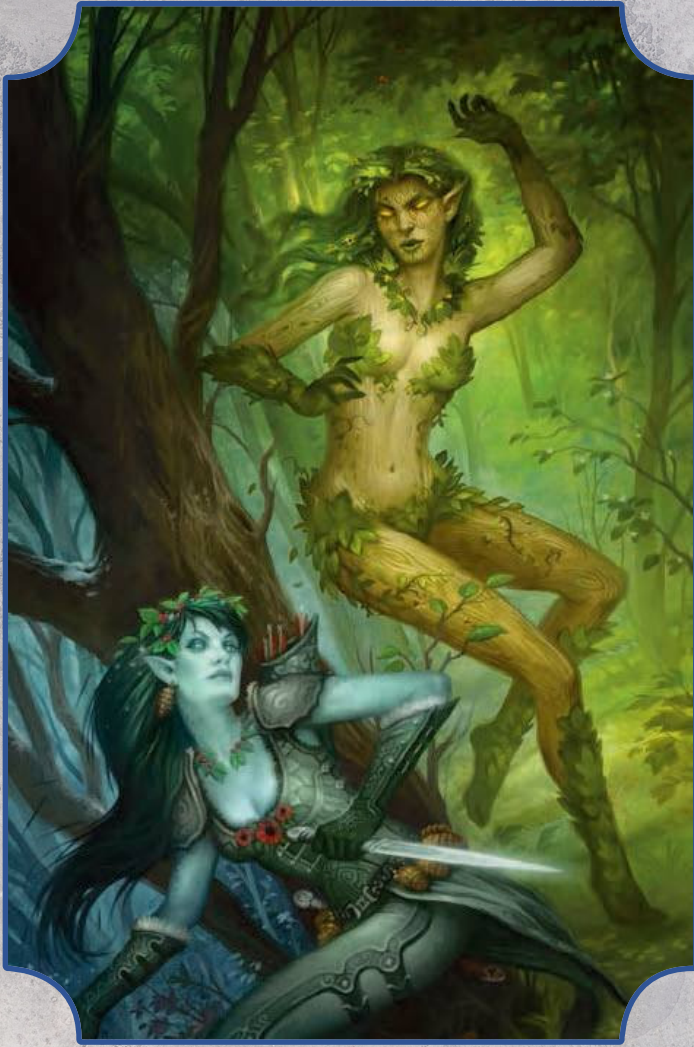
Glorious Death

Starting at 15th level, you welcome the prospect of a glorious death on the battlefield. Whenever a creature hits you with a critical hit, you may use your Reaction to make a melee attack against any creature of your choice within range, as long as you're not incapacitated before the critical hit strikes you. If the critical hit drops you to zero hit points, you may still use your Reaction to make this melee attack before you fall unconscious.

Hero of Valhalla

At the 20th level, you exemplify the spirit of combat that pervades the plane of Ysgard. As an action, you call forth an unstoppable battle fury. For 1 hour, you are resistant to bludgeoning, piercing, and slashing damage, are immune to the Charmed, Paralyzed, Petrified, and Stunned conditions, and have advantage on death saving throws.





Ranger: Feywilder

Feywilders are rangers who either have traversed the strange lands of the Feywild or, at least, have fallen under that plane's influence. Perhaps you encountered a fey crossroad and glimpsed the vivid hues of the plane of Faerie, and felt a surge of emotion within you. Or perhaps you have fey ancestry and your connection is stronger than most others of your kind.

You may feel a closer kinship to the Seelie Court, with its summery hues and harmony with light, or the Unseelie court, cloaked in darkness. Or you may feel no special connection for either court, being drawn instead to the vital and chaotic energies that surge across the plane.

Whatever the source of this connection or its nature, you have a deep connection to the plane of the fey, which grants you some fey-like abilities. What's more, your energy has drawn to you a faerie companion, whether you want it or not!

Feywilder Features

Ranger Level	Feature
3 rd	Feywilder Magic, Faerie Companion, Fey Sense
7 th	Magic Resistance
11 th	Boon of the Seelie Court
15 th	Unseelie Strike

Feywilder Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Feywilder Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Feywilder Spells

Ranger Level	Spell
3 rd	<i>faerie fire</i>
5 th	<i>misty step</i>
9 th	<i>aura of vitality</i>
13 th	<i>polymorph</i>
17 th	<i>mislead</i>

Faerie Companion

At 3rd level, your connection to the Feywild manifests in the form of a faerie companion who accompanies you on your adventures. You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: **blink dog**, **boggle**, or **sprite**. Regardless of form, this companion has the Fey creature type.

In addition, whenever you take the attack action, you can forgo one of your own attacks to allow your familiar to make one attack with its reaction.

Fey Sense

At 3rd level, you gain an intuitive sense for when the fey are near. As an action, you can open your awareness to detect the fey. Until the end of your next turn, you know the location of any fey within 60 feet of you that is not behind total cover. You also know the alignment of any being whose presence you sense with this feature, but not its identity.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.



Magic Resistance

At 7th level, your connection to the Feywild grants you some of the fey's natural resistance to magic. You have advantage on saving throws against spells and other magical effects.

Boon of the Seelie Court

Starting at 11th level, you and friendly creatures within 30 feet of you can't be charmed or put to sleep through magical means while you are conscious.

Unseelie Strike

Starting at 15th level, you can pass momentarily through the Feywild as you attack your foes. When you take the attack action, you may cast *misty step* as a part of one of your attacks, without expending a spell slot. When you do so, you have advantage on your next attack roll that turn, as your foe momentarily loses sight of you. On a hit, your attack does an additional 3d8 necrotic damage, as you endow your strike with the energies of the unseelie court.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

Rogue: Ethereal Marauder

You'd always been aware of something, just outside of your field of view. You'd ignored it in the past, but, as you develop your rogue abilities, the awareness has grown. Now you know what it is you are sensing: the Border Ethereal, the area of the Ethereal plane just on the other side of a thin membrane between the real world and its ghostly flipside. Your increasingly sharp rogue senses and agility now allow you to see and move into and out of this strange, misty backstage of the world. Thus far you haven't been able to spend any significant time there, and you haven't encountered any ethereal beings, but these new abilities allow you some unique advantages in your rogue work. Eventually, perhaps, you'll be able to look directly at this strange shadow of our world and even, one day, journey there.

Ethereal Marauder Features

Rogue Level	Feature
3 rd	Ethereal Step, Swirling Mists
9 th	Ethereal Sight
13 th	Planar Strike
17 th	Otherworldly Journey

Ethereal Step

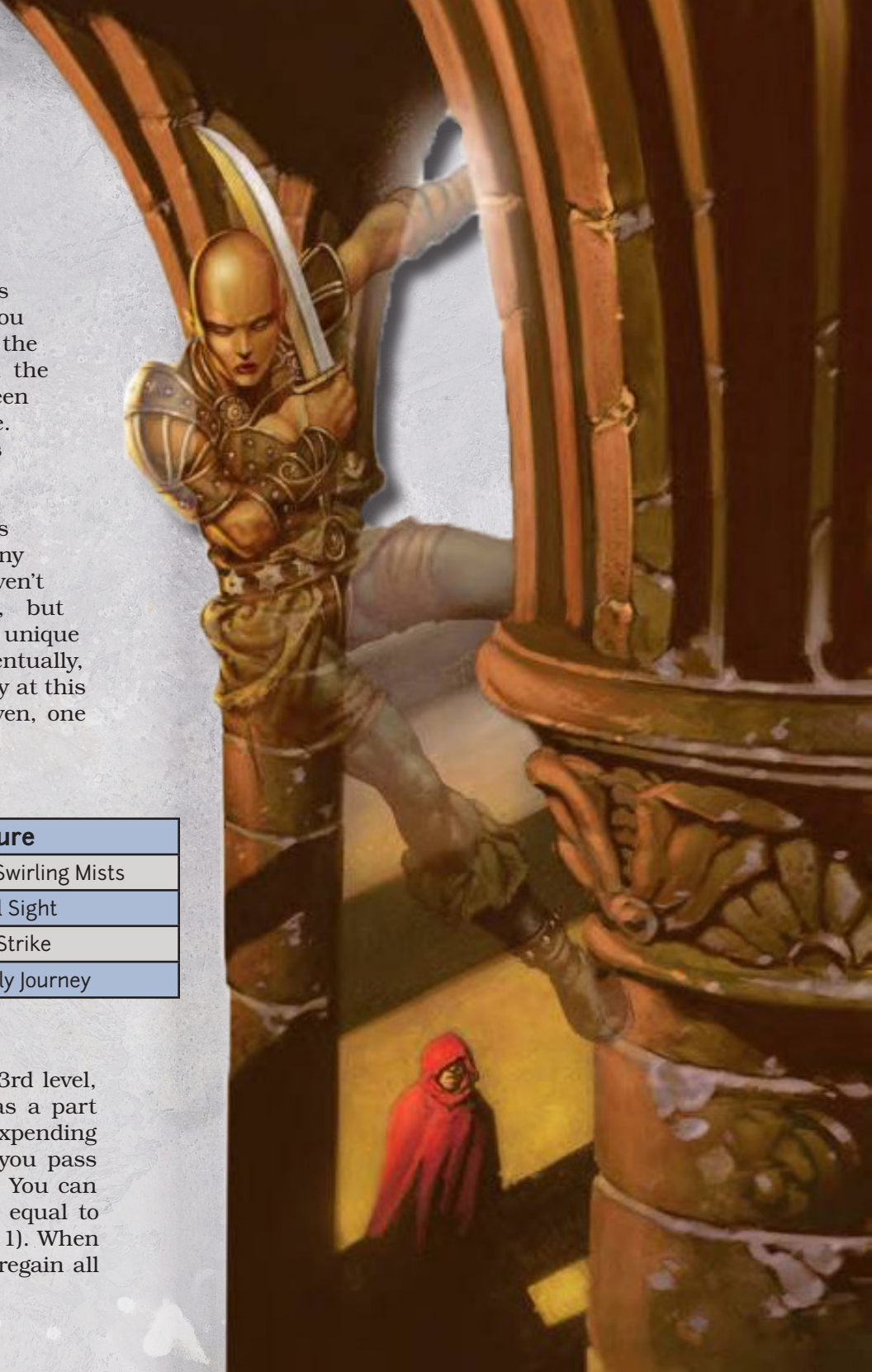
When you choose this archetype at 3rd level, you may cast the *misty step* spell as a part of your Cunning Action, without expending any spell slots. When you do this, you pass briefly through the Border Ethereal. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). When you finish a short or long rest, you regain all expended uses.

Swirling Mists

Starting at 3rd level, you can channel the swirling mists of the Deep Ethereal around you, though your eyes can pierce the fog you create. As an action, you can cast *fog cloud* without expending any spell slots or needing any material components. For you, the area is only lightly obscured. You may use this feature once and regain its use when you finish a short or long rest.

Ethereal Sight

At 9th level, your connection to the Border Ethereal strengthens, allowing your sight to bypass physical obstacles momentarily. As an action, you can now see through solid objects to a range of 30 feet. Furthermore, you have darkvision within that range if you don't already have it. This ethereal sight lasts for 1 minute or until your concentration ends (as though



you were concentrating on a spell). For the duration, you see objects as transparent, gray images. Once you use this feature, you can't use it again until you finish a short or long rest.

Planar Strike

Starting at 13th level, your Ethereal Step ability allows you to attack unseen. Now, if you use your Cunning Action to cast *misty step* and then immediately make a melee or ranged attack upon arriving at your destination, you attack with advantage.

Otherworldly Journey

Starting at 17th level, you can step into and out of the Border Ethereal with ease. Once a day, you may cast *etherealness* at its lowest level, without expending a spell slot. You regain this ability when you finish a long rest.

Sorcerer: The Great Machine

Sorcerous Origin

Whether they had been caught up in the great Modron March or happened to pass through a portal into the plane of Mechanus, an ancestor of all sorcerers who bear this bloodline has been touched by that clockwork plane of existence. Now that influence has arisen in you, providing you sorcerous powers derived from the magical gears and engines of multiverse's greatest machine. For the plane of Mechanus is not only a place, but it is also a massive and complex machine, with continent sized gears grinding out some infinite formula for eternity. This great power of orderliness, logic, and law pervades the machine, its plane, and all who fall under its influence, including the Machinist Sorcerer.

Machine Sorcery Features

Sorcerer Level	Feature
1st	Like Clockwork, Machine Mind
6th	Summon Modron, Rigorous Logic
14th	Mechanistic Soul
18th	Machine Flesh

Like Clockwork

Starting when you choose this origin at 1st level, you innately channel the orderly reliability that defines the plane of Mechanus. You can substitute a 10 for any attack roll, saving throw, or ability check required of you. You must choose to do so before the roll, and you can replace a roll in this way only once. You regain this ability when you complete a short or long rest.



Machine Mind

Starting at 1st level, your connection to the plane of the Great Machine grants you an intuitive connection to manufactured devices. You have proficiency with Tinker's Tools. Furthermore, whenever you make an Intelligence check related to mechanisms or technological devices, you do so with advantage. Finally, you now know the *mending* cantrip, which does not count against your total number of cantrips known.

Summon Modron

At 6th level, you can now call upon the natives of Mechanus to come to your aid. As a bonus action, you can spend 3 sorcery points to magically summon a **quadrone** to a location you can see within 30 feet of you. The quadrone is friendly to you and your companions. Roll initiative for the quadrone, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise take no actions. When it drops to zero hit points or after 10 minutes, the quadrone returns to Mechanus.

Rigorous Logic

At 6th level, the orderly nature of Mechanus has structured your mind. You can no longer be charmed.

Mechanistic Soul

Starting at 14th level, your connection to the Great Machine strengthens. You can substitute a 10 for any attack roll, saving throw, or ability check required of you. You must choose to do so before the roll. You may use this feature only once each round.

Machine Flesh

At 18th level, you can choose to embody the Great Machine itself. You can spend 6 sorcery points as a bonus action to magically transform yourself into an animated machine. In this form, you have the Construct creature type, as your skin becomes metallic, with strange, complex gears and cogs moving beneath the surface. You have resistance to all damage except lightning and psychic damage. Your AC becomes 16 + your Dexterity bonus (max 2) and you are immune to Exhaustion and the Frightened, Paralyzed, and Poisoned conditions. Any such conditions you have are suppressed when this feature is in effect and return as they were before once you resume your natural form. While in this form, you do not need to breathe, eat, or drink, and cannot be put to sleep.

You remain in this form for 1 minute. The transformation ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Warlock: Elemental Patron

You have made a pact with a lord of one of the elemental planes, a being that supremely embodies Air, Earth, Fire, or Water. This pact realizes itself in your close connection to and harmony with that particular element. This elemental lord likely wants you simply to spread the use and dominance of their particular element on the material plane in exchange for power over it, though in many cases the true intentions and desires of such alien and mighty beings are inscrutable to mere mortals. The planes from which these beings hail are pure instantiations of their energies and, so, they are quite alien from mortals of the material plane.

Elementalist Features

Warlock Level	Feature
1 st	Elemental Link, Expanded Spell List
6 th	Boon of the Inner Planes, Enhanced Link
10 th	Scion of the Four Elements
14 th	Elemental Form



Elemental Link

When you form your elemental pact, choose one of the four elemental planes with which to have a connection: Air, Earth, Fire, or Water. Many of the Elementalist features below are determined by your particular elemental link.

Your elemental link provides you with a bonus cantrip. This cantrip does not count against your total number of cantrips known. Finally, your elemental link grants you resistance to related damage types, according to the table below:

Elemental Link	Resistance to Damage Types	Bonus Cantrip
Air	Lightning, Thunder	<i>shocking grasp</i>
Earth	Bludgeoning, Poison	<i>thorn whip</i>
Fire	Fire	<i>produce flame</i>
Water	Acid, Cold	<i>ray of frost</i>

Expanded Spell Lists

The Elementalist lets you choose from an expanded list of spells when you learn a warlock spell. Which spell list you use depends upon your Elemental Link. If you chose the plane of Fire for your elemental link, for example, then you use the Fire spell list, below. The following spells are added to the warlock spell list for you.

Elementalist Expanded Spells

Air

Spell Level	Spells
1 st	<i>feather fall, fog cloud</i>
2 nd	<i>gust of wind, warding wind</i>
3 rd	<i>call lightning, gaseous form</i>
4 th	<i>freedom of movement, ice storm</i>
5 th	<i>cloudkill, steel wind strike</i>

Earth

Spell Level	Spells
1 st	<i>catapult, grease</i>
2 nd	<i>barkskin, earthbind</i>
3 rd	<i>meld into stone, slow</i>
4 th	<i>stone shape, stoneskin</i>
5 th	<i>passwall, wall of stone</i>

Fire

Spell Level	Spells
1 st	<i>burning hands, hellish rebuke</i>
2 nd	<i>flaming sphere, scorching ray</i>
3 rd	<i>fireball, haste</i>
4 th	<i>fire shield, wall of fire</i>
5 th	<i>flame strike, immolation</i>

Water

Spell Level	Spells
1 st	<i>create or destroy water, ice knife</i>
2 nd	<i>lesser restoration, Melf's acid arrow</i>
3 rd	<i>sleet storm, water breathing</i>
4 th	<i>blight, control water</i>
5 th	<i>antilife shell, cone of cold</i>

Boon of the Inner Planes

Starting at 6th level, you can summon forth elemental energy from the plane of your elemental link, infusing it into your attacks. Once on each of your turns, you may add damage equal to your Charisma modifier to one damage roll of a weapon attack. The damage is of the type of elemental energy listed in your elemental link.

Enhanced Link

Also at 6th level, whenever you cast a spell that deals damage of the type associated with your elemental link, you can add your Charisma modifier to one damage roll of that spell.

Scion of the Four Elements

At 10th level, your connection to your patron and its home plane strengthens significantly. You are now immune to the damage types related to your elemental link. Whenever you would have taken damage of that elemental type, you instead receive temporary hit points equal to your Charisma modifier.

Elemental Form

Starting at 14th level, you can truly embody your elemental plane. As an action, you can cast *polymorph* on yourself to transform into an elemental of your chosen elemental link: Air, Earth, Fire, or Water. Unlike the normal spell, however, when you use this feature to cast *polymorph*, you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. You also retain the benefit of any features from your class, race, or other source and can use them if the elemental is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your elemental form also has that sense.

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

Wizard: Astral Magic

Few rare wizards forego the traditional schools of magic to instead study the mysterious Astral Plane. Indeed, according to these practitioners, the astral is in fact the source of all magic. When an arcane caster draws on magical power, these wizards believe, they draw energy from the astral plane. So why not go straight to the source and study the astral plane itself?

The astral plane is the space between, the road to all places, though not truly a place itself. As such, the astral magic wizard can access it wherever they are, gaining not only a keen insight into magic, but even being able to draw forth the mists of that eerie plane to serve them. Astralists of exceptionally high power can even visit the plane easily, the better to pursue their obscure studies.

Astral Magic Features

Wizard Level	Feature
2nd	Arcane Insight, Astral Oddity
6th	Timeless Self
10th	Psychic Wind
14th	Astral Visit

Arcane Insight

Starting at 2nd level, your studies of the astral plane and its magical properties provide you deep insights into the nature of magic. You become proficient in Arcana and your proficiency bonus is doubled for any ability check you make that uses this skill.

Astral Oddity

At 2nd level, you can focus your tenuous connection to the astral plane, partially obscuring yourself with astral mists. As an action, you can cast *sanctuary* on yourself, without expending a spell slot, as though it were a wizard spell, using your wizard spell save DC. Once you use this feature, you can't use it again until you finish a short or long rest.

Timeless Self

At 6th level, your continued contact with the astral plane has lent you a small amount of its strange power. You no longer age and no longer need food or water. Though this is true of all creatures on the astral plane, you instantiate these features on any plane of existence.

Psychic Wind

Beginning at 10th level, you can open a portal to the astral plane and tap the psychic winds that rage there. As an action, you summon these psychic winds, which whip across the battlefield around you. Each

creature of your choice within 30 feet of you must make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is Stunned until the end of your next turn. Once you have used this feature, you may not do so again until you finish a long rest.

Astral Visit

At 14th level, you can cast the plane shift spell on yourself alone, without using a spell slot or needing material components. Once you have used this feature, you may not do so again until you finish a long rest.

Furthermore, once you are able to cast *astral projection*, you do not need material components if you cast it on yourself alone.

