

PLANAR



CHANNEL THE POWER OF THE PLANES. WITH THIS NEW CLASS
FOR THE WORLD'S GREATEST ROLEPLAYING GAME.

PLANAR

A crimson skinned tiefling holds his scimitar in one hand, standing over the body of some strange demonic entity. The tiefling's body scarred by the battle he's just endured, the blood running down his arm turns to smoke as it drips off the edge of his elbow. A dozen smaller insectoid demons rush into the fray, hungering for the tiefling's flesh. The tiefling focuses on the blade of his scimitar, and a thick, black smoke begins spewing from the pores of the metal. He strikes with ethereal force, sundering one of the demons in twain. He recovers from the slash, and the smoke pours over his body, encompassing his entire form. The demons lunge into the smoke but the tiefling has vanished in thin air.

A blonde haired elf watches the courtesan closely from the edge of the bar, she can't pinpoint it, but his behavior seems unusual to her. She focuses on his every move, word, and behavior. The words he speaks suddenly drown out, and all she hears is a deep, bassy resonance reverberating through the air. She has studied the planes extensively, and has made an oath to protect the Material Plane from extraplanar entities. A moment of clarity washes over her, as she realizes the frequency of this resonance, this being originates from the Nine Hells. She speaks an incantation softly, drawing her hand crossbow. The nocked bolt glowing with a strange, pinkish energy, as she looses the bolt into the heart of the devil.

Both of these heroes are examples of planars. Warriors who ritualistically bind themselves to one of the Planes of Existence, and draw energy from that plane to empower their attacks and cast spells. Some planars use the energy they siphon to defend the Material Plane from threats originating from the plane they're bound to, seeking to further understand the energies, and power that permeates from some of the most dangerous planes in the Multiverse.

Regardless of their goals, all planars are keen-minded warriors that study for countless years, learning to bend the planar energy of the Multiverse to their will.

BOUND CONNECTION

The ritual used to bind a planar to a plane of existence is known as the Ritual of Occult Connection, and has been passed down from planar to planar over the span of generations. The ritual requires a tuning fork with the correct resonance that is set to the plane the planar wishes to be bound to. This step of the ritual is the most hazardous, as even the slightest change in the fork's resonance may cause the planar to become bound to an unwanted Plane of Existence.

Once a planar is bound to a plane of existence, the energies begin morphing their physiology beyond repair, and nothing but death or the power of the Gods can undo the Ritual of Occult Connection.



PLANAR

—Spell Slots per Spell Level—

Level	Proficiency Bonus	Features	Conduit Points	Planar Power	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	+2	Occult Connection, Conduit Points	4	2d4	—	—	—	—	—	—
2nd	+2	Fighting Style, Energy Sense	4	2d4	—	—	—	—	—	—
3rd	+2	Unearthly Arcanum (1st level), Spellcasting	4	3d4	2	3	2	—	—	—
4th	+2	Ability Score Improvement	5	3d4	2	4	3	—	—	—
5th	+3	Extra Attack	5	3d4	2	4	3	—	—	—
6th	+3	Occult Connection feature, Obscure Inquiry	5	4d4	2	4	3	—	—	—
7th	+3	Empowered Weaponry	6	4d4	2	5	4	2	—	—
8th	+3	Ability Score Improvement	6	4d4	2	6	4	2	—	—
9th	+4	Unearthly Arcanum (2nd level)	6	5d4	2	6	4	2	—	—
10th	+4	Occult Connection feature	7	5d4	2	7	4	3	—	—
11th	+4	Extraplanar Vitality	7	5d4	3	8	4	3	—	—
12th	+4	Ability Score Improvement	7	6d4	3	8	4	3	—	—
13th	+5	Energy Sense Improvement	8	6d4	3	9	4	3	2	—
14th	+5	Occult Connection Feature	8	6d4	3	10	4	3	2	—
15th	+5	Unearthly Arcanum (3rd level)	8	7d4	3	10	4	3	2	—
16th	+5	Ability Score Improvement	9	7d4	3	11	4	3	3	—
17th	+6	Plane Step	9	7d4	3	11	4	3	3	—
18th	+6	Planar Epitome	9	8d4	3	11	4	3	3	—
19th	+6	Ability Score Improvement	10	8d4	3	12	4	3	3	1
20th	+6	Otherworldly Comfort	10	9d4	3	13	4	3	3	1

CLASS FEATURES

As a Planar, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Planar level

Hit Points at 1st Level: 10 + Your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per planar level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana, Athletics, History, Insight, Medicine, Nature, Religion, or Stealth

EQUIPMENT

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

- (a) leather, light crossbow, and 20 bolts or (b) a chain shirt
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) an explorer's pack, (b) a scholar's pack

QUICK BUILD

You can make a Planar quickly by following these suggestions. First, Strength should be your highest attribute, followed by Intelligence. Second, choose the sage background.

OCCULT CONNECTION

Starting at 1st level, through intense study and ritual, you have forged an occult connection to a particular plane of existence. You siphon raw, unfiltered power from the plane, and over time learn to manipulate and harness its ambient energies. There are many different planes in the Multiverse, the most common planes for a planar to be connected to are: The Abyss, The Astral Plane, The Beastlands, The Ethereal Plane, The Feywild, Mount Celestia, The Nine Hells, The Shadowfell, or Ysgard, all detailed at the end of the class description.

Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

CONDUIT POINTS

At 1st level, your body serves as a conduit for the energy from another plane of existence. Your access to this energy is represented by a number of conduit points. Your planar level determines the number of conduit points you have, as shown in the Conduit Points column of the Planar table.

You can expend these points to fuel various planar features listed within the planar class. You start knowing one such feature: *Plane Strike*. You learn more conduit point features as you gain levels in this class.

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

Conduit Point save DC: 8 + your proficiency bonus + your Intelligence modifier

You regain all expended conduit points when you finish a short or long rest.

PLANE STRIKE

Once per turn, when you hit a creature with an attack roll, you can expend 1 conduit point. The attack deals additional damage equal to the amount shown on the Planar Power column of the Planar table.

The type of damage done by this feature is determined by the plane chosen by your *Occult Connection* feature, use the following table to determine the damage type your Plane Strike will do.

Plane	Damage Type
The Abyss	Necrotic
The Astral Plane	Psychic
The Beastlands	Poison
The Ethereal Plane	Force
The Feywild	Force
Mount Celestia	Radiant
The Nine Hells	Fire
The Shadowfell	Necrotic
Ysgard	Thunder

FIGHTING STYLE

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a *Fighting Style* option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



ENERGY SENSE

At 2nd level, your body has become a reservoir of planar energy and hums with a deep supernatural resonance. You have become adept at identifying the hums of creatures that are touched by the planes.

If you spend at least 1 minute observing or interacting with another creature, you can discern whether that creature originates from another plane of existence, or if it has been to another plane of existence within the last month.

At 13th level, when you use this feature, you are able to discern what plane of existence the creature originates from, and what planes of existence the creature has visited in the last month.

SPELLCASTING

When you reach 3rd level, you have learned to use the raw planar energy coursing through you to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for your spell list.

Due to the varying nature of the different planes of existence, your spell list changes depending on the plane chosen by your *Occult Connection* feature. Use the following table to determine what spell list you use:

Plane	Spell List
The Abyss	Warlock
The Astral Plane	Wizard
The Beastlands	Druid
The Ethereal Plane	Wizard
The Feywild	Bard
Mount Celestia	Cleric
The Nine Hells	Warlock
The Shadowfell	Sorcerer
Ysgard	Cleric

Cantrips. You learn two cantrips of your choice from your spell list. You learn an additional planar cantrip of your choice at 11th level.

Spell Slots. The Planar table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level planar spells of your choice. The Spells Known column of the Planar table shows when you learn more planar spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the planar spells you know with another spell of your choice from your spell list.

Spellcasting Focus. You can use a weapon as a spellcasting focus for your planar spells.

Spellcasting Ability. Intelligence is your spellcasting ability for your planar spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a planar spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier.

UNEARTHLY ARCANUM

When you gain this feature, you can cast one of your 1st-level planar spells at its lowest level without expending a spell slot. Once you cast a 1st-level spell in this way, you must finish a short or long rest before you can do it again.

At 9th level, you can cast one of your 2nd-level planar spells at its lowest level without expending a spell slot. Once you cast a 2nd-level spell in this way, you must finish a short or long rest before you can do it again.

At 15th level, you can cast one of your 3rd-level planar spells at its lowest level without expending a spell slot. Once you cast a 3rd-level spell in this way, you must finish a short or long rest before you can do it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

OBSCURE INQUIRY

When you reach 6th level, you have studied tomes and texts, uncovering all the information you can about the different planes of existence. You have advantage on Intelligence checks made to recall information about different planes of existence and extraplanar creatures.

EMPOWERED WEAPONRY

Starting at 7th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EXTRAPLANAR VITALITY

Starting at 11th level, your body has begun reconstituting itself due to the constant siphoning of planar energy. You gain resistance to the same damage type as your *Plane Strike* feature, and you are immune to disease.

PLANE STEP

At 17th level, you can expend 4 conduit points to cast the *Plane Shift* spell. When you cast this spell, the only two destinations you can choose are the Material Plane and the plane chosen by your *Occult Connection* feature.

Once you cast the *Plane Shift* spell in this way, you can't cast it again until you finish a long rest.

PLANAR EPITOME

When you reach 18th level, your life-force has been completely replaced by the energy siphoned from the plane chosen by your *Occult Connection* feature. You gain immunity to the same damage type as your *Plane Strike* feature.

OTHERWORLDLY COMFORT

At 20th level, your vitality is beyond supernatural whilst you are exposed to large sums of planar energy. Whilst you have all of your conduit points remaining, you have advantage on all saving throws.

Additionally, whilst on the plane chosen by your *Occult Connection* feature, you have advantage on all saving throws.



OCCULT CONNECTIONS

Some planars manage to choose the plane they share a connection with, others accidentally bind themselves to the wrong plane. Regardless, all planars have undergone a ritual to bind their life-force to a particular plane of existence, and can draw the energy from that plane to create mystical effects.

THE ABYSS

The chaotic layers of the Abyss are an endless kaleidoscope of evil, each layer varying greatly from the previous in scenery, but all sharing the same malevolent desire for destruction. Endless hordes of demons are birthed here, bleeding into other planes like an infected wound.

Planars connected to this plane often embrace chaos and change, and are often known to have an unwavering intensity.

CHAOTIC STRIKE

When you choose this Occult Connection at 1st level, the ever-changing chaos of the abyss causes the power you channel through your *Plane Strike* to unleash odd amounts of abyssal energy.

When you hit a creature with your plane strike, you can choose to deal additional damage equal to your planar level. You can use this feature a number of times equal to half your proficiency bonus (rounded down), and regain all expended uses when you finish a long rest.

HARDENED PSYCHE

At 6th level, the constant blasts of chaotic abyssal energy would warp the minds of weak willed individuals, but this exposure has led you to develop a resistance against mind changing effects.

When you fail an Intelligence, Wisdom, or Charisma saving throw, you can spend 1 conduit point to reroll the saving throw.

TORMENTING VISAGE

At 10th level, whilst channeling energy from the abyss, you can give the target of your *Plane Strike* a glimpse into the endless layers of your bound plane.

When you hit a creature that can see you with your *Plane Strike* feature, you can expend an additional 1 conduit point to attempt to frighten that creature. That creature must succeed on a Wisdom saving throw against your Conduit Point save DC or become frightened for 1 minute.

A creature frightened in this way regards you as the most horrifically frightening thing it's ever seen, and will urge others to flee from you, if it can.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ENDLESS INTENSITY

Starting at 14th level, much like the Blood War that has raged on for an eternity, a similar intensity rushes through your body. When you are reduced to 0 hit points, you can expend 1 conduit point to instead drop to a number of hit points equal to your proficiency bonus.

THE ASTRAL PLANE

The timeless, silvery void of the Astral Plane serves as a highway to all other planes of existence, it is the space between all things that connects everything together. Time doesn't flow in the Astral Plane, and the plane is dotted with portals to other planes throughout the multiverse.

Planars connected to this plane tend to embrace clear thought, and are often known for their wanderlust.

GATEWAY ENERGY

When you choose this Occult Connection at 1st level, you have learned that the Astral Plane serves as a highway to all other planes. Meaning that you siphon energy from not only the Astral Plane, but the many portals serving as gateways to other planes of existence.

When you hit a creature with your *Plane Strike* feature, you can expend 1 conduit point to change its damage type to one of the following: fire, force, necrotic, poison, radiant, or thunder.

BETWEEN TIME

At 6th level, the timeless nature of the Astral Plane allows you to slow time around you momentarily. Allowing you to move and strike as if unaffected by the flow of time.

When you take the Attack action, you can spend 1 conduit point to make an extra attack as part of that action. After you make the attack, you can move up to half your speed without provoking attacks of opportunity.

You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a long rest.

SEPERATING STRIKE

At 10th level, whilst you channel planar energy, you can push your target halfway into the Astral Plane.

When you hit a creature with your *Plane Strike* feature, you can expend an additional 1 conduit point to attempt to push that creature into the Astral Plane, leaving only a purple mist resembling their form in their place. That creature must succeed on an Intelligence saving throw against your Conduit Point save DC or become stunned until the beginning of their next turn.

Whilst stunned in this way, the creature turns into a purple mist that closely resembles their shape. The creature's statistics remain the same, but any damage done to them whilst stunned by this feature is changed to psychic damage.

ASTRAL FORM

Starting at 14th level, your body is perpetually coated in a light Astral energy.

You do not age, and you do not require food or drink.

Additionally, as a bonus action, you can expend 1 conduit point to gain a flying speed equal to 10 feet x your Intelligence modifier (minimum of 20 feet) for the next minute.

THE BEASTLANDS

The Beastlands, also known as the Happy Hunting Grounds, is a plane of abundant nature and life. All manner of beasts roam here, but unlike their kin on the Material Plane, the beasts that reside here have heightened intellect and morality.

Planars connected to this plane embrace their animalistic nature, and are known for their bestial appearance.

NATURAL SENSES

When you choose this Occult Connection at 1st level, your senses have begun heightening from the planar powers that run through your body, allowing you to take action faster.

When you roll initiative, you can expend 1 conduit point to gain a bonus to the roll equal to your proficiency bonus.

Additionally, when you spend 1 conduit point in this way, if you are affected by the surprised condition, the condition immediately ends for you.

PLANAR FANGS

At 6th level, all creatures that are exposed to the planar energy of The Beastlands begin developing animalistic features and traits.

You gain a bite attack that deals 1d8 piercing damage. This is considered a melee weapon attack for use of your *Plane Strike* feature, and the attack uses either Strength or Dexterity (your choice) for its attack roll and damage bonus. When you hit a creature with your bite attack, you can attempt to grapple that creature as a bonus action.

Additionally, you are immune to contracting lycanthropy.

HIDE OF THE BEAST

At 10th level, you can direct the bestial planar energy flowing through your blood towards your skin, causing it to harden and grow dense with fur.

At the end of a long rest, you can expend 1 conduit point to grant yourself a +1 bonus to Armor Class for the next 8 hours.

QUADRUPEDAL

Starting at 14th level, you have completely embraced the primal nature of The Beastlands, allowing its forces to warp and change your visage.

As an action, you can expend 2 conduit points, allowing you to drop to all fours and assume a quadrupedal stance for the next hour. Whilst in this stance, your walking speed becomes 60 feet, and you have advantage on Strength and Dexterity saving throws. Whilst in a quadrupedal stance, you can't make any weapon attacks that require your hands. You must have both hands free in order to assume this stance, and can stand back up as a bonus action.

THE ETHEREAL PLANE

The Ethereal plane is the home to ghosts and other incorporeal beings, it's an endless expanse of obscuring mists and haze. One of the more mysterious planes of existence, the fog-like mist that permeates the plane obscures all vision within, but allows travelers to float as if unaffected by gravity.

Planars connected to this plane tend to embrace illusiveness, and are often known for their mysterious nature.

DISTORTIONS

When you choose this Occult Connection at 1st level, the pulses of ethereal energy coursing through your veins cause your image to distort.

You can spend 1 conduit point when you start moving to cause your image to blur and warp until you stop moving. A creature that attempts to make an attack of opportunity against you must first succeed on a Wisdom (Perception) check against your Conduit Save DC. On a failed save, their attack automatically misses.

BREATH OF MIST

At 6th level, the mist-shrouded nature of the plane allows you to breath forth a plume of obscuring fog. As an action on your turn, you can expend 1 conduit point to spew forth a plume of white mist from your mouth. The mist originates out from you in a line, which is 10 feet high, 5 feet wide, and a number of feet long equal to 10 x your proficiency bonus.

You are able to see through the mist created by this feature, but the area is heavily obscured for everyone else. The mist lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can use this feature once, and regain the ability to do so after finishing a short or long rest.

ETHER JAUNT

When you reach 10th level, whilst you are channeling ethereal energy, you can leap through the Border Ethereal to a location nearby.

When you hit a creature with your *Plane Strike* feature, you can expend an additional 1 conduit point to teleport to a location you can see within 60 feet of the target.

INCORPOREAL

At 14th level, you can distribute half of your physical form into the Ethereal Plane, causing yourself to become ghostly.

As a bonus action, you can expend 2 conduit points to cause yourself to take on a ghostly form. For the next hour, you float 4 inches off the ground, meaning you can cross or stand on nonsolid or unstable surfaces, such as water or crumbling earth.

Additionally, whilst in this form you have advantage on Dexterity (Stealth) checks.

THE FEYWILD

The Plane of Faerie is overflowing with unusually potent magics, serving as a beautiful echo of the Material Plane. Although the Feywild is fantastic and gorgeous, it is equally as dangerous.

Planars connected to this plane tend to embrace whim and desire, and are often known for their unending passion.

CAPTIVATING CHARM

When you choose this Occult Connection at 1st level, you can captivate the attention of someone around you with your voice alone.

You gain proficiency in the Performance skill, and as a reaction when a creature within 30 feet of you begins moving, you can expend 1 conduit point to attempt to captivate the creature with a charming song.

If the creature can hear you, it must make a Wisdom (Insight) check opposed by your Charisma (Performance) check. If it fails, the creature is considered charmed by you until it finishes its movement. Whilst charmed in this way, the creature must use its movement to get as close to you as it possibly can.

The creature avoids obvious dangers, like pits, or your allies.

You can use this feature once, and regain the ability to do so after finishing a short or long rest.

MAGICAL POTENCY

At 6th level, you have learned to channel the abundant magical power of the Feywild into your spells, increasing their potency.

When you deal damage with a planar spell, you can cause the spell to deal an additional 1d10 damage. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses after finishing a short rest or long rest.

MIEN OF BEAUTY

At 10th level, you can channel the beauty of the Feywild into your charms, creating a powerful bond between yourself and the target.

When you target a creature with a planar spell that would charm them, you can expend 1 conduit point to empower the charm. The creature has disadvantage on their saving throw against the spell. If the creature fails their saving throw, the duration of the spell lasts for an additional number of hours equal to your proficiency bonus.

If you cast a charm spell in this way, it ignores a creature's immunity to the charmed condition.

Once you use this feature, you must finish a long rest before you are able to use it again.

FAERIE-DUST STORM

Starting at 14th level, you expel a glittering dust from your pours, the dust fills the area around you and enables magical levitation to creatures touched by the faerie-dust.

As an action, you can expend 2 conduit points, creatures of your choice within 30 feet of you must succeed on a Constitution saving throw against your Conduit Save DC. On a failed save, the creature rises 20 feet vertically, and remains suspended there for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, falling to the ground on a success.

MOUNT CELESTIA

Mount Celestia appears to be an impossibly high mountain, blue skies are endless and tiny white clouds dot the horizon. Mount Celestia is the realm of all that is good and lawful, and many good aligned deities and celestial beings make their homes here.

Planars connected to this plane tend to embrace law and justice, and are often known for their giving nature.

SOUL OF GOLD

When you choose this Occult Connection at 1st level, the celestial warmth of Mount Celestia runs through your body, allowing you to channel its planar energy into healing power, as well as destructive power.

When you hit a creature with your *Plane Strike* feature, you can expend 1 conduit point, any allies within 5 feet of the target regain a number of hit points equal to half the radiant damage done by the *Plane Strike*.

POSITIVE CONDUIT

At 6th level, your connection to the positive plane of Mount Celestia grants you more potent healing power whilst channeling its planar energy.

When you cast a planar spell that causes a target to regain hit points, you can expend 1 conduit point. When you do so, they are also cured of any disease or condition affecting them, as if targeted by the *Lesser Restoration* spell.

SILVER TIDE

At 10th level, you have learned to channel the energy of the Silver Sea of Mount Celestia, creating silvery, gossamer waves of radiance in an area you choose.

As an action, you can expend 1 conduit point to create a 20-foot radius sphere of helpful silver radiance at a point you can see within 100 feet. For the next minute, when a creature enters the radiance for the first time, you can choose to have them succeed on a Charisma saving throw against your Conduit Save DC. On a failure, the creature is unable to enter the area.

Additionally, when an allied creature in the area regains hit points, they regain additional hit points equal to your proficiency bonus.

ARCHON OF INSPIRATION

At 14th level, the radiating warmth of your planar energy benefits not only yourself, but your allies as well.

At the end of a long rest you can expend 2 conduit points, yourself and a number of creatures you can see equal to your proficiency bonus gain temporary hit points equal to 4 x your proficiency bonus.



THE NINE HELLS

The Nine Hells are home to the conniving and plotting devils. The hells are ruled over by Asmodeus, who holds a strict and cruel stranglehold over the layers of The Nine Hells.

Planars connected to the hells tend to embrace conquest and domination, and are often known for their cruelty.

HELLFIRE STRIKE

When you choose this Occult Connection at 1st level, you can expel pure hellfire through your *Plane Strike* ability, that causes long-lasting, searing pain.

When you hit a creature with your *Plane Strike* ability, you can choose to have the creature make a Constitution saving throw against your Conduit Save DC. On a failed save, the creature takes additional fire damage equal to your proficiency bonus at the start of each of their turns for the next minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you use this feature, you must finish a long rest before you are able to use it again.

ENDLESS CONQUEST

At 6th level, you expend 1 conduit point to instill yourself with an infernal drive for domination. For the next minute, as a bonus action, you can move up to your speed towards an enemy creature you can see. Whilst moving in this way, you have resistance to any damage you take from attacks of opportunity.

DEVILISH PACT

At 10th level, your ability to manipulate the hellish planar energies of the plane has granted you a knowledge of creating pacts.

You can expend 1 conduit points to cast the *Geas* spell. When you cast the spell using conduit points, instead of its normal damage, it deals fire damage.

SCREAMING SOULS

At 14th level, you harness energy from not only the plane itself, but the souls of the damned trapped within the plane.

As an action you can expend 2 conduit point to release a swarm of screaming souls in a 30-foot cone to batter your foes. Creatures within the area must make a Wisdom saving throw against your Conduit Save DC, or be frightened for 1 minute and take psychic damage equal to the amount on the Planar Power column of the Planar table. On a successful save, the creature takes half damage and is not frightened.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you use this feature, you must finish a long rest before you are able to use it again.

THE SHADOWFELL

The Shadowfell is a dark mirror of the Material Plane. Negative and necrotic energies replace life and growth, and planar travelers that aren't cautious may find their mind altered by the dark apathy that emanates through the plane.

Planars connected to the Shadowfell tend to embrace secrecy and slyness, and are often known for their subterfuge.

SHADOW WALKER

When you choose this Occult Connection at 1st level, the darkness permeating through your body draws you to the shadows. Whilst in an area of dim light or darkness, you can take the Hide action as a bonus action.

Additionally, you can expend 1 conduit point whilst taking the Hide action to gain advantage on the roll.

NECROTIC RELIEF

At 6th level, you can cause the negative planar force of the Shadowfell to funnel into your fallen enemies.

When you reduce a humanoid to 0 hit points with your *Plane Strike* feature, you can expend 1 conduit point as a reaction to cast the *animate dead* spell, turning them into a *Zombie* under your command.



SILENCE OF THE NIGHT

At 10th level, when you start your turn in an area of dim light or darkness, your attack rolls score a critical on a roll of 19 or 20.

DARK HYSTERIA

At 14th level, you can spread negative energy through the air, seeding dark thoughts in the mind of a creature you choose nearby.

As an action, you can expend 2 conduit points to attempt to cause madness in one creature's mind you can see within 60 feet of you. The creature must make an Intelligence saving throw against your Conduit Save DC or gain one kind of short-term madness.

YSGARD

Ysgard is a plane of endless battle, the spirits of warriors come to test their might on its eternal battlefields, and against the many terrible creatures that call Ysgard home.

Planars connected to Ysgard tend to embrace valor and honor, and are often known for their bravery.

WARRIOR STRENGTH

When you choose this Occult Connection at 1st level, the vigor of battle runs through your blood, your strength heightened by the energy you siphon from Ysgard.

When you hit a creature with your *Plane Strike* feature, you can expend 1 conduit point, the target must make a Strength saving throw against your Conduit save DC or be knocked prone.

EAGER SOLDIER

At 6th level, the sounds of swords clanging and axes swinging run through your head constantly, you are always eager to enter battle. On your first turn in combat, your walking speed is doubled, and you gain a +10 bonus to any damage dealt with a melee weapon.

BATTLE CRY

At 10th level, you let roar a thunderous battle cry, inspired by the valor of Ysgard.

As an action, you can expend 1 conduit point to inspire a number of allies within 30 feet of you equal to your proficiency bonus. If an ally can hear you, they can add your proficiency bonus to all attack and damage rolls they make until the beginning of your next turn.

ONE THOUSAND WAR EFFORT

At 14th level, you can channel the exhaustion of fighting one thousand wars into one creature you can see.

As an action, you can expend 2 conduit points to attempt to exhaust a creature within 30 feet of you. The creature must succeed on a Constitution saving throw against your Conduit Save DC. On a failed save, the creature gains one level of exhaustion at the beginning of each of their turns for the next minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success and removing any levels of exhaustion caused by this feature.

Once you use this feature, you must finish a long rest before you are able to use it again.

PLANAR MULTICLASSING PREREQUISITES

ABILITY SCORE MINIMUMS

Intelligence 13, and Dexterity 13 or Strength 13

PLANAR MULTICLASSING PROFICIENCIES

PROFICIENCIES GAINED

Light armor, medium armor, simple weapons, martial weapons



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**SPECIAL THANKS TO THE UNEARTHED ARCANA
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