



HEROES OF THE PLANES



EVERYTHING A DUNGEON MASTER NEEDS TO GET PLAYERS READY TO TRAVEL THE PLANES.

INCLUDING NEW RACES AND RACIAL OPTIONS ALONG WITH NEW CONTENT FOR DRUIDS, ROGUES, AND WIZARDS.



HEROES OF THE PLANES

All the details a hero needs to prepare for the hazards of the multiverse.

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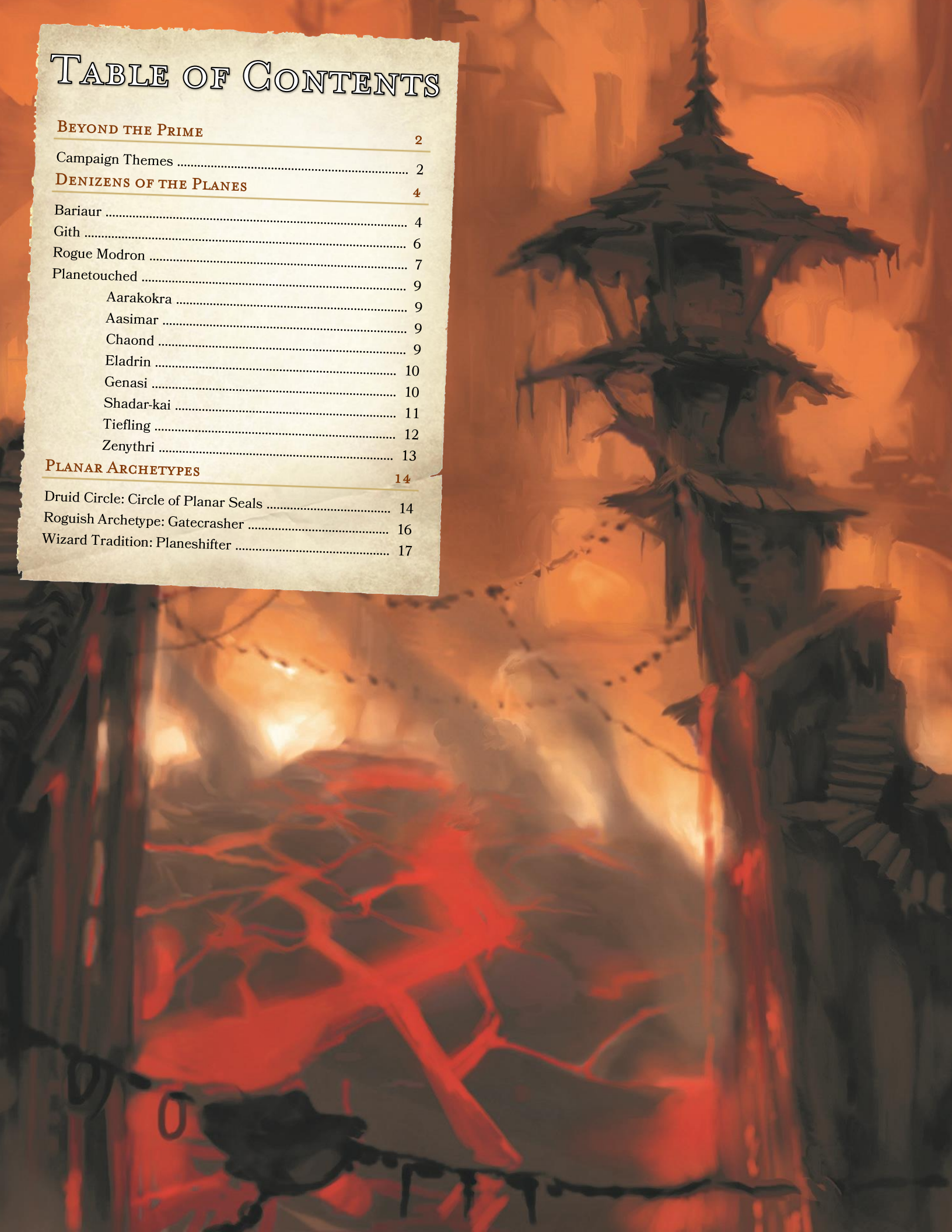
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BEYOND THE PRIME

Adventurers find themselves outside the comfort and familiarity of the Material plane for myriad reasons. Some seek the treasure rumored to be hidden in places like the City of Brass. Some are looking to recover lost knowledge from the gods. Some might even dare to plumb the depths of the Nine Hells looking to fetch back the soul of a fallen comrade. Whatever the reason, only those made of the sternest stuff are able to survive long enough to return home.

Despite these dangers, there are ways for adventurers to whet their appetites for the kind of tempting rewards scattered among the infinite planes of existence. This tome introduces motifs and campaign themes that creative DMs can use to kick-start planar adventures, even at early levels. Inside there are also chronicles for new planar natives that players can use to build characters with deep ties to the planes. The final section details new class options for characters looking to navigate, exploit, or thwart the powers that reside beyond the Prime Material.

EXPLORING THE PLANES

The planes are physical manifestations of the moral and philosophical underpinnings of existence – each plane derives its identity from how those concepts change reality as it exists within that plane. The magical forces that sustain the planes warp creatures that spend time within the plane just as they twist and bend reality to model the forces they represent. Planar adventures confront this altered reality head-on, and force adventurers to confront questions about their deeply held notions of their world. Instead of a great evil demon at the center of a planar campaign, there is likely instead to be a fundamental shift in reality that the players are trying to prevent, bring about, or simply understand. Each incremental progression they make towards their goals reveals ever more questions and pushes your heroes deeper into the web of the planes as their notions of reality unravel.

CAMPAIGN THEMES

The planes are said to expand infinitely and, while no mortal scholar can say how true this might be, those that have dared probe have found no end to their searching. Starting a planar campaign means throwing the adventurers into the planes early, usually through locations within the Feywild and Shadowfell. These planes twist only a few assumptions about the nature of reality. As players grow in power, they venture to other planes where the rules of reality that they are familiar with are bent until almost broken.

Trying to establish a functional order to this ever-deepening exploration of the planar cosmology can seem daunting to new DMs, or those not acquainted with the vast amount of lore that has accumulated around the planes over several editions of the game. The Planescape campaign setting established a perspective for planar adventures that can provide a useful lens through which to view the arc of a campaign. At its core, a planar campaign confronts the ideals that player characters hold and challenges them to mold reality after those beliefs. The typical tiers of play have a role that unfolds throughout the campaign, as described below.

Apprentice Tier: Levels 1-4 are where characters are building their values and determining what ideals they will follow. Many are just starting to use these concepts to make decisions and priorities for the first time, learning what it means to belong to a faction, follow a god, or act on their philosophies. They encounter the limits of their ideologies for the first time and learn what it can inspire them to do, giving them a chance to refine what they believe.

Heroic Tier: Levels 5-10 push your adventurers to defend their ideals. For the first time, they face enemies that are polemically opposed to their beliefs. The confrontation doesn't have to be overtly hostile, sometime an enemy might have valid points in opposing the progress of the heroes or in seeking their own goals. Ultimately, in fighting for their values the

WHAT DO YOU KNOW?

HERE'S THE DARK OF IT, EVERY BERK KNOWS THAT HALF OF THE RUB OF SCRAPING BY ON THE PLANES IS MAKING SURE YOUR BONE-BOX CAN RATTLE OFF ENOUGH OF THE CANT SO THAT YOU DON'T FIND ALL YOUR JINK PEELED. BEST WAY TO MAKE SURE YOU DON'T COME OFF AS A REAL LEATHERHEAD IS TO READ UP THE PLANESCAPE CAMPAIGN SETTING. LEARN THAT FORWARDS AND BACK AND YOU'LL BE A RIGHT BLOOD IN NO TIME. IT'S EITHER THAT, OR FIND YOURSELF A CHEAP BUBBER THAT'S TOO DESPERATE FOR JINK TO TURN STAG ON YOU.

player characters learn more about what is truly important to them.

Paragon Tier: Levels 11-16 are where the seeds of doubt are sown. Having defended their beliefs, the heroes are confronted with any number of complications from doing so. The things that they fought so hard for will be used by others with impure intentions. These changes might have more resonance with others than your own ideals, so it will take hard work to expunge the corruption. Everything is pushed to the limit as the core of your philosophy is tested...and its survival rests in your hands.

Epic Tier: Levels 17-20 are when the foundations of a more lasting vision of your values and ideals are established. The ramifications of doing so are enough to reshape reality – other adventurers take up your cause, institutions are built to preserve it, and social norms are changed as result.

This structure is nothing without the adventures to support it. What follows are some of the more common themes that you can use as you develop your planar campaign.

A CITY OF DOORS

The city known as Sigil stands at the figurative, and perhaps literal, center of the multiverse. Travelers from a multitude of planes pass through routinely and many beings from across the multiverse call the city home. Portals are common features and some may allow travel to previously undiscovered locations. The city could hide any number of secrets and has a rich history to explore. The City of Doors, as it is often called by those familiar with it, is also home to competitive factions that struggle to win the hearts and minds of the city's inhabitants with their quirky philosophical outlooks (you can learn more about these factions in the incredible sourcebooks from the era of D&D's 2nd edition). All of this makes Sigil the perfect place for a planar campaign. Most importantly, the city is an excellent backdrop and fixture that could be used as a point of light amid the chaos that might be brewing in the other campaign themes detailed below.

A LONG WAY FROM HOME

In this campaign, one or more of the player characters has an origin on another plane and, due to circumstances outside of his or her control, is unable to return. It is possible that this plane is another of the Prime Material worlds; a Minotaur from Krynn might find himself cast adrift in the Astral Sea of Eberron, or a Gnome from the Forgotten Realms initiated a magical explosion that deposited him on the sandy dunes of Dark Sun's Sea of Silt. Regardless of how it happened, this campaign's focus is on returning the characters to their home.

PLANAR INVASION

The Githyanki have grand ambitions as conquerors, the Modrons are renowned for their great march, and many other planar creatures are pawns of great power that seek to influence or control the Prime Material. In this campaign, one or more groups from the planes is making increasingly frequent incursions into mortal realms for reasons unknown. Finding out what lies behind the invasion and ultimately putting a stop to it will require heroes willing to brave the dangers of the planes.

SAVING A FRIEND

Heroes die often. It is an occupational hazard. Some are fortunate enough to have the funds or connections necessary to afford the powerful magic required to return them from the afterlife. In a planar campaign, the resting place of departed souls is a physical dimension that savvy travelers could potentially reach. In this campaign, the death of one of the members of the adventuring party kicks off a quest to smash down the doors of his soul's final destination and drag him back to land of the living. Obviously great peril awaits, but those that shepherd the souls of the dead might not be doing so for benign purpose...a secret that could be discovered as part of the rescue mission that sets in motion the revelation of a great divine deception.

PLANAR MONSTERS

The Monster Manual and Volo's Guide to Monsters have more than enough monsters to fulfill the needs of a planar campaign, but for some that's not enough. If you're looking for classic planar creatures you'll want to check out Chris Ramsley's *Planar Bestiary*. From demons, to devils, to additional Inevitables, the *Planar Bestiary* is full from first page to last with creatures that have distinct places in the planar ecology that harken back to past editions of the world's greatest tabletop game.



DENIZENS OF THE PLANES

Nearly every race that calls the Prime Material home can be found among the various pockets of hospitable expanse scattered across the planes.

Some of them are different only in culture or outlook, like the rough and tumble lot that call Sigil home. Dwarves, elves, halflings, humans, gnomes, and half-breeds of all sorts have established footholds in various parts of the planes. These races are the most obvious choice for a player looking to create a character that calls another plane home.

Others are touched by the influence of the planes and changed, carrying a bloodline that forever links them to some planar locale. These races are known to be found on, or make frequent trips to, the Material Plane and as such your DM might decide to allow players to create characters using these races. An optional rule presented in this section makes these planetouched races vulnerable to magic that effects outsiders, so your DM might limit their use in campaigns where characters aren't expected to be traveling the planes often.

There are also humanoid creatures native to one or another plane that can be encountered wandering across the cosmos that would make suitable choices as player races. Rogue modrons on the run from their organized brethren who brook no deviation from perfect order, herds of briaur wandering the planes in search of challenges to test their mettle, Githzerai warriors hunting illithid as part of their rmathmal. These true outsiders are subject to the full effects of spells that bar passage to the Material Plane from those not native to it, making them less suitable for more mundane campaigns. As with the planetouched, however, your DM might allow the use of such races for players in a campaign that takes place largely outside of the Material Plane.

BARIAUR

Natives of Ysgard, the bariaur are as fierce and rugged as the realm they claim as a homeland. Often mistaken for an unusual variety of centaur, the bariaur are quadrupeds with a lower body that resembles that of a wooly goat or ram, while their torso looks largely human. Adult bariaur have a large pair of curling horns atop their heads. They are a proud people, obsessing over appearance and status. Many dye and adorn their wooly pelts and ornament their auburn hair and horns. When not engaged in battle with the giants or dragons that also dwell in Ysgard, the bariaur challenge one another to feats of strength, ritualistic head-butting competitions, or deadly open combat. The magical nature of Ysgard brings the fallen back to life, so the bariaur hold little fear of death and possess an zeal for life and confrontation that other races find incomprehensible.

NOBLE ATHLETES

Bariaur love competition, seeing feats of strength and endurance in particular as distinguishing themselves and gain influence in their otherwise egalitarian social order. The nature of Ysgard is such that those slain in combat rise to live again upon the next dawn. Bariaur raised on the plane often take this for granted, throwing themselves recklessly into duels and other deadly contests without a second thought. It can be difficult for a bariaur adventurer traveling other worlds to properly recognize the gravity of threatening situations and respond sensibly to them.

UNFETTERED FREEDOM

Nothing is more valuable to a bariaur than his or her freedom. With an egalitarian society, the bariaur are largely allowed to pursue any ambition they have once they reach adulthood. This value of freedom often sees an individual bariaur intervening when the freedom of others is imperiled. This is most often the reason that bariaur become adventurers.

BARIAUR NAMES

Bariaur are named shortly after birth. Often this name is short or simple, something that can echo across the rolling hills of Ysgard when shouted. The herd that a bariaur belongs to also bears a name, which most bariaur use when dealing with outsiders or members of other herds. Herds are territorial, but not often overtly hostile towards one another, and individual bariaur are free to move between herds – keeping the name of their birth herd or adopting a new one.

Male Names: Abas, Aegon, Aktis, Arcas, Audax, Belos, Borus, Brygos, Cilix, Cleon, Davos, Dryas, Enops, Eryx, Gallus, Hylas, Iros, Kreon, Kyknos, Lagos, Leon, Melas, Myrto, Nisas, Orion, Pallas, Skiron, Stolos, Talaus, Theos, Tiro

Female Names: Adoni, Alexa, Arria, Atia, Claudia, Chloe, Dianna, Erato, Fabia, Galla, Hagne, Helena, Iris, Junia, Kleio, Klytie, Leda, Maia, Minta, Narkissa, Phaidra, Rhea, Rhoda, Sara, Tanis, Thekla, Xenia, Zoe

Herd Names: Cloverfield, Dalewatcher, Hillwalker, Woodstrider, Widewanderers, Greenpastures, Farmountain, Openplain, Windingriver

BARIAUR TRAITS

A bariaur character has the following characteristics in common with all other bariaur.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

Age. Bariaur grow quickly and reach adulthood by age 16. They can be exceptionally long-lived, despite their tendency towards self-destructive feats of athleticism. Even apart from the influence of Ysgard, bariaur have been known to reach 120 years of age.

Alignment. Bariaur are almost never chaotic, owing to their love of freedom and their innate wanderlust. Typically, they are good or neutral, with only the most callous among their kind becoming evil.

Size. Bariaur stand between 5 ½ and 6 ½ feet tall and can weigh upwards of 300 pounds as adults. Your size is large, but you wear armor and use weapons sized for a medium creature.

Speed. Your base walking speed is 30 feet.

Outsider. You are native to the plane of Ysgard, making you vulnerable to spells that target creatures outside of their native plane.

Deft Courser. When you take the Dash action, you gain 45 feet of extra movement instead of the normal 30 feet. Any increase or decrease to your speed changes this extra movement as normal.

Natural Attacks. You have proficiency with your horns and hooves, which deal 1d6 bludgeoning damage.

Quadruped. You have disadvantage on Stealth checks because of your size and indelicate hooves. The mundane details of the structures of humanoids can present considerable obstacles for you, such as ladders and manholes, as determined by your Dungeon Master, but you can travel for 12 hours in a day without risking possible exhaustion. Additionally, armors must be modified as barding before you can wear them.

Languages. You can speak, read, and write Common and one other language of your choice.



GITH

Whatever origin and culture the Gith had before being enslaved by the Illithid has been lost to time. The techniques of torture and control used by the Mind Flayers forever altered the Gith, though eventually they freed their minds, organized their collective might, and liberated their people with the knowledge they learned as thralls and servants. Philosophically divided regarding how their race should move forward after the yoke of oppression had been thrown off, the Gith eventually splintered into two bitterly opposed factions. Generations of isolation have resulted in the existence of two distinct subraces, the war-mongering githyanki and the contemplative githzerai. Both subraces are tall and gaunt, with yellow-tinted skin and distinctive speckling along the face and upper arms, a vaguely elven appearance, and thin ruddy-brown hair.

FIERCE RIVALS

The contentious division between Zerthimon and Gith created a lasting enmity between the githzerai and githyanki. Much of this hostility is one-sided – the githyanki demand the fealty of the githzerai, believing that should the gith unite as a race once again they would be an unstoppable force to reshape the planes. The githzerai are content to retreat to their monasteries and leave the githyanki to their attempts at conquest, but fiercely defend their homes when attacked. The gith are also predator and prey for their former masters. The hunt and slaying of mind flayers is a rite of passage for githyanki and githzerai alike, and the illithid viciously decimate any gith that they find.

HIDDEN OUTPOSTS

With no homeland of their own, the illithid hunting them, and a rivalry that divided their people, the gith were forced into isolation. The githyanki found passage to the Astral Sea, resorting to raiding to replenish their resources. In that timeless place they wait and plot, but their young are raised and trained within hidden conclaves in remote parts of the cosmos. The githzerai, for their part, chose to sequester themselves in the swirling chaos of plane of Limbo, learning to turn the power of their minds into a tool to shape the plane and create monasteries where the next generation would learn the teachings of Zerthimon.

GITH NAMES

Though estranged for decades, githyanki and githzerai names come from a common heritage that existed well before they were enslaved by the mind flayers. Male names typically feature hard consonants and are shorter or more aggressive sounding, while female names tend to have a more lyrical flow.

Gith view family as subordinate to the larger culture and therefore rarely possess surnames or titles that would connect to their parentage or place of birth. Honorifics are somewhat more common, with *zert* and *cenobite* referring to a githzerai's adherence to the monastic disciplines associated with the teachings of Zerthimon and high-ranking githyanki knights being referred to as *gish*.

Male Names: Amak, Arja'rok, Dak'kon, Djakh, Djelekh, D'keth, Fri'hi, Hifek, Karath, Kars'ten, Keluk, Menyar-Ag-Gith, M'narr, Parakk, Ra'as, Retholien, Rivek, Rrek, Rr'ka, Selqant, Toryg, Try'ig'or, Vilquar

Female Names: Ach'ali, Elezpah, Harana'ii, Ji'li'kai, K'atzn'ii, Kii'na, Lar'il, Mora'an, Roj'hi, T'cha, Treena, T'shaa

NATURALLY PSIONIC

Some races, like the Gith, have a natural inclination towards harnessing the innate power of their minds. You can use the following alternative trait for races with this gift in campaign settings where it would be appropriate.

Naturally Psionic. You gain one power point that you regain on a rest after it is spent. Choose one racial ability that requires a rest to regain. When you use that ability, you must expend a power point to do so. You can exceed the normal limit on use of your chosen ability, but must spend an additional point each time you use it before completing a rest.

GITH TRAITS

A gith character has the following characteristics in common with all other gith.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Gith mature at roughly the same rate as humans, reaching adulthood by age 14, but have slightly longer lifespans. An average gith can expect to live as long as a century, with a few individuals living to be as old as 150.

Alignment. Gith tend towards chaotic alignments as a result of the environments they inhabit and the oppression of their past. Githyanki have a tendency towards evil thanks to the influence of their lich queen, while the more contemplative Githzerai are often neutral or good.

Size. Gith stand between 6 and 6 and a half feet tall and average about 175 pounds. Your size is medium.

Speed. Your base walking speed is 35 feet.

Outsider. You are native to another plane of existence, making you vulnerable to spells that target creatures outside of their native plane. Githyanki are native to the Astral Sea, while Githzerai are native to Limbo.

Danger Sense. You have advantage on initiative checks when you are surprised.

Iron Mind. You have advantage on saves against mind-controlling effects. When a spell or other effect would cause you to be charmed, you can use your reaction to ignore the charmed condition. Once you have done so, you cannot do so again until you complete a short or long rest.

Languages. You can speak, read, and write Common and Gith.

GITHYANKI

As one of the proud githyanki, you grew up in a remote military academy learning the traditions of your people, awaiting the day that you would master the mental discipline required to create your own silver sword and slay your first illithid. Only your people had the fortitude to break the chains of the illithid and you will show the world what this superiority means.

Ability Score Increase. Your choice of either your Strength or Intelligence score increases by 1.

Tu'narath's Tutelage. You are proficient with light and medium armor, and one skill or tool of your choice, and you learn one language of your choice. In the timeless city of Tu'narath, the githyanki have an eternity to prepare for war and achieve mastery with their natural talents.

Telekinetic Leap. You treat any ability check you make to jump as if you had a running start. When you roll a natural 20 on a Strength (Athletics) check to jump, you can multiply the distance you can jump by 4. You must complete a long rest before using this trait again.

GITHZERAI

As a githzerai, you have spent countless hours in silent meditation and contemplation in an isolated monastery. Your tutors drilled the teachings of Zerthimon into your head, testing the unity of your mind and body with rigorous exercises. At the first sign of danger, your body habitually tenses for action, ever-wary for the approach of your enemies.

Ability Score Increase. Your Wisdom score increases by 1.

Intuitive Reaction. When you use your reaction to make an attack, you can choose to lose the benefits of your psychic defense so that the triggering use of your reaction does not count towards the normal limit on reactions. You cannot use this trait again until you complete a long rest and you do not regain the benefits of psychic defense until the end of your next short rest.

Psychic Defense. When you are not wearing armor or using a shield, you can use your Wisdom modifier in place of your Dexterity modifier to determine your armor class.

Precognition. When you roll a natural 20 on an initiative check, you can use the Ready action before combat begins. Once you use this trait, you must complete a long rest before using it again.

ROGUE MODRON

The unity that modrons experience through their connection to Primus can be broken when age or damage corrupts their proper functioning. Such disrepair typically renders a modron inert and its nearest compatriot promptly comes along to return the shell to the forges of Mechanus. On occasion, though, a modron experiences a loss of function that disconnects it from the One-and-Prime, transforming it into an individual. This fledgling liberty is viewed as aberrant by other modrons and these malfunctioning rogues are hunted so that the perfect order of their people is not unbalanced. The perspective to which such a rogue modron awakens is alien, intoxicating, and frightening. Some submit to the judgment of their peers, knowing their minds irrevocably broken. Others look to escape their grim fate and embrace, in one way or another, their newfound existence.

NEWLY AWAKENED

A rogue modron is used to experiencing the world through a thousand different minds from a perspective of the purity of logic and cosmic order. Separated from these forces, they are much like infants. Even familiar sights and experiences come across as new and unknown in light of their newfound individuality. Many end up fastidiously chronicling their new life, or spend uncomfortable lengths of time engaging with otherwise mundane occurrences.

ANALYTICAL LOGIC

As all modrons, a rogue possesses a mind attuned for logic. The look upon the world as being composed of stimuli from which other beings derive responses and constantly assess the motivations of those around them. For many rogue modrons, the corruption that severed them from the collective mind of their race also tainted this talent for logic. Rogues are often comically incapable of deducing causality, attributing violent emotions of jealousy to the prior day's weather, thinking that intoxication is caused by proximity to music, and many other fallacious assumptions besides.

ROGUE MODRON NAMES

Individuality is anathema to modrons when they are working properly, so the concept of a name is an alien one for rogue modrons. When confronted with other mortals that expect it to have a name, a rogue modron typically chooses some aspect of its own appearance or a unique skill it has....and often categorizes others in a similar fashion. If modrons have gender, it is an unobservable quality that never impacts what name a rogue chooses for itself.



ROGUE MODRON TRAITS

A rogue modron character has the following characteristics in common with all other rogue modrons.

Ability Score Increase. Your Intelligence score increases by 2.

Age. The modron life-cycle, such as it is understood, defies the category of age. A well-kept modron can continue to exist indefinitely, though it becomes increasingly difficult to replace worn or broken parts after a few centuries.

Alignment. Rogue modrons are almost unfailingly lawful creatures. Though their minds are no longer connected to all other modrons through Primus, they still retain an innate preference for categorical order and strict adherence to well-structured logic.

Size. Rogue modrons stand between 3 and 4 feet tall and typically weigh between 200 and 400 pounds. Your size is small.

Speed. You have a base walking speed of 30 feet. At 5th level you gain a fly speed of 20 feet.

Outsider. You are native to the plane of Mechanus, making you vulnerable to spells that target creatures outside of their native plane.

Living Construct. Even though your physical form was constructed, you are a living creature. You are immune to disease, but recover only half as many hit points from magical healing. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 6 hours each day. During this time you do not dream, but are aware of noises nearby as though using your passive perception.

Calculating Mind. You cannot escape assessing the multitude of variables involved in every situation. You have advantage on saves against illusions and Intelligence (Investigation) checks to deduce the origin of irregularities in your surroundings.

Your inflexible mind also makes it difficult for you to act quickly in complex situations. Your initiative check is always equal to $\frac{1}{2}$ your level plus your proficiency bonus (minimum 1). You do not ever roll for initiative and cannot benefit from abilities that would otherwise change your initiative. However, when you use the Ready action during combat you can also change your position in the initiative order. After you use your reaction to resolve the conditions of your readied action, your initiative changes so that you now act just before the creature that triggered your readied action.

Mechanical Physiology. Though metallic in nature, your body is not vulnerable to rust attacks or effects. You are also incredibly durable. Your hit point maximum increases by 1 point for every character level you gain and your AC equals 13 + your Dexterity modifier when you aren't wearing armor.

Languages. You can speak, read, and write Common and one other language of your choice.

ADJUDICATING BANISHMENT

The spell *banishment* is potentially terrifying to planar denizens traveling outside of their native plane, which means most of the races detailed here are potentially impacted by its effects. In most cases “native to a different plane of existence” is obvious: Modrons are from Mechanus, Bariuar from Ysgard, and so on. What of the so-called Planetouched races? Genasi can be found on both the Material plane, as well as scattered across the elemental planes, but what precisely are their origins? Does being born on the Material plane make one a native, or is the planar influence of your heritage more important?

The final call will always rest with your DM, but consider making the Planetouched races susceptible to *banishment* as well using the following variant rule. When an individual of a Planetouched race is born on the Material Plane, there is a 50% chance that the *banishment* spell sends them to a plane associated with their heritage instead of a harmless demiplane when they are targeted by the spell on any plane other than the one associated with their race. On the plane connected to their race, there is a 50% chance that they are banished to the Material Plane instead of a harmless demiplane.

Planetouched races born on the plane associated with their race are affected as other outsiders by the *banishment* spell. Use the following planes for these Planetouched races:

Aarakocra: Elemental Plane of Air

Aasimar: a randomly determined Upper Plane

Chaond: Limbo

Genasi: Elemental Plane of their type

Shadar-kai: Shadowfell

Tiefling: The Nine Hells for fiendish tieflings
The Abyss for abyssal tieflings.

Zenthryi: Mount Celestia

THE PLANETOUCHEDED

There are humanoids born as part of the typical environment of the plane, beings that exist as a part of the ecosystem of a far-flung part of existence...and then there are the Planetouched.

Not technically a true category, the term 'Planetouched' is frequently reserved for those races who were once not natives of the plane where they now originate. Most Planetouched bear some quality, in appearance or personality, which has been shaped by planar magic. Chaonds, Shadar-kai, and Zenythri are the best examples of this, but other races are also recognized as Planetouched; Aarakocra, Aasimar, Genasi, and Tieflings to name but a few.

Many of the planetouched races have a connection to the material plane and a few have a substantial enough presence there that their existence is known to some. This makes them easier to adapt to any campaign and the new options presented below help to reinforce the exotic nature imparted upon beings that have been touched by planar magic.

AARAKOCRA

Hidden within the swirling clouds of the elemental plane of Air, the bird-like people known as Aarakocra help safeguard the Vale of Aaqa, last-known redoubt of the mysterious Vaati.

Though they rarely stray from this safe-haven, the aarakocra have a few remote outposts on the Prime Material. For many, attaining the blessing of the Lords of Aaqa (described below) is an honor that surpasses all others. These chosen are typically the ones that are sent beyond the confines of the vale tasked with issues of paramount importance.

Favor of the Wind Dukes. You ignore the effects of even the most tempestuous winds, moving and seeing unimpeded, as if there were no wind.

Ogremoch's Bane. When you roll a 1 on a damage roll against a creature of elemental earth, you can reroll the die and use the new result. You can do this as many times as needed to obtain a result other than 1 for each of the dice you roll as part of the damage roll.

AASIMAR

The celestial powers that serve as guides to the aasimar often haughtily think themselves above the tasks given to their wards, but this has not always been the case. There was once a host of deva that grew weary of watching the aasimar fall or fail, or worse yet watching them descend into darkness. They asked the gods for a form of self-inflicted penance – they would sacrifice their immortal souls and become aasimar themselves. The gods granted this request and so were the risen aasimar born, awakening in the world of mortals as fully-formed adults with only a dim recollection of their past.

These rare few aasimar do not know death the way other mortal creatures do. Age washes over them harmlessly, though eventually their celestial will is not enough to sustain their body and they fade from the world. Upon their death, their soul returns to the god they once served, ready to be dispatched to the world once again, where they will awaken as the first did as an adult with unremembered lifetimes of memory residing within.

Their service is not without risk. Should their mortal form succumb to the worship of dark powers or pledge their service to evil in any way and perish unredeemed, their immortal soul will be reborn as one of the terrible Rakshasa.

RISEN AASIMAR

Risen aasimar are the mortal vessels of an immortal angelic soul, possessing fleeting recollections of countless lifetimes spent confronting dire evils. They differ greatly in appearance from other aasimar. Their skin is always a deep blue hue, like that of a deva, and marked with grey-white lines and glyphs, while their hair is exceptional light in color – typically a silver or golden blonde. Their physical appearance is unblemished and remains untouched by age. In temperament, they are often reserved but possessed of a keen sense of wonder and reverence having been born as an adult with a set of skills, languages, and abilities that they do not fully recall the origins for.

Ability Score Increase. Your Intelligence score increases by 1.

Memory of a Thousand Lifetimes. You can call upon the memories of past lives to aid you in a time of need. Whenever you make an ability check, you can treat your d20 result as if it were a 10 instead of rolling. You cannot use this trait again until after your next short or long rest.

Additional Languages. You can speak, read, and write two additional languages of your choice.

CHAOND

The likelihood of a host surviving the implantation of a slaadi egg is so low that most view it as an inevitable death sentence. However, a few rare souls have escaped the worst fate of being unwillingly brought into the slaadi reproductive cycle. Yet a taint remains behind and the chaond are wretched descendants of those who have been used by the slaadi. Their shapes are protean, in some respects resembling the brutal forms of the slaadi. Their blotched and bumpy flesh gradually passes through an assortment of hues over the course of a day, their nails and teeth are dark and jagged, and their eyes have a yellow, almost amphibian look. What little hair they have is often lightly colored, thin, and unkempt. With a mighty appetite for new vistas, individual chaond often wander the planes.

Few communities on the material plane willingly tolerate the chaond thanks to their appearance alone, and most are forced to places on the planes, like Sigil, that allow outcasts some measure of respite from the judgment of the ignorant.

UNPREDICTABLE AND UNRESTRAINED

Chaonds delight in new and varied experiences and have little regard for the social norms that might prevent them from feeding this appetite for experience. This proclivity for new activities often causes other to view chaonds as flighty or unreliable, but they are stalwart allies to those who have gained their trust – letting nothing stand in the way of repaying a debt or helping a friend. A typical chaond will do what she likes, when she wants to do it, with little regard for what others think. Most of the world has already shunned her, leaving her little reason to try and reign in her desires.

CHAOND NAMES

Chaonds occur rarely enough that they do not have their own communities or culture. Most often, they borrow the names of whatever civilized lands are nearest – usually human or dwarven settlements. On occasion, chaonds will choose to use a personal epithet in place of whatever name they may have had at birth, sometimes changing their name on a whim.

CHAOND TRAITS

A chaond shares the following characteristics in common with all other chaonds.

Ability Score Increase. Your Dexterity score increases by 1, and your Constitution score increases by 2.

Age. Chaonds mature quickly, reaching adulthood by around 10 years old, and have overall lifespans that are nearly as long as most humans.

Alignment. Chaonds have an obvious and strong inclination towards chaos. Few take brazenly towards evil, but those that do can become fearsome engines of destructions wreaking havoc across the planes.

Size. Chaonds stand between 4 and a half and 5 feet tall and average about 180 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Chaotic Resistances. You have a natural resistance to the elements that unpredictably changes. At the end of a rest roll a d10 and consult the following table. You gain resistance to the specified source of damage until the end of your next rest.

d10	Resistance	d10	Resistance
1	Acid	6	Lightning
2	Bludgeoning	7	Piercing
3	Cold	8	Poison
4	Fire	9	Slashing
5	Force	10	Thunder

Naturally Destructive. You have advantage on ability checks made to break objects, and attack rolls against objects and constructs. When you deal damage to an object or construct, you deal the maximum amount of damage for your attack.

Languages. You can speak, read, and write Common and one other language of your choice.

ELF, ELADRIN

In a bygone age, the first elves departed the feywild to claim kingdoms within the Prime Material. Not all were so ambitious as to think they need to conquer another world, and others, finding the mortal realms already largely under the control of mighty giants and terrible dragons, eventually retreated to the feywild in defeat. Over time the elves of the material plane lost some measure of the otherworldly connection they had, or perhaps those that stayed behind grew more strongly connected. Whatever happened, the elves of the feywild, now known as eladrin, became a distinct branch of the elven lineage. Their attitudes more closely aligned with the nobility of the fey courts and their interests rarely looking beyond the bright borders of their plane and their vibrant cities built in places where the veil between worlds was thinnest.

ELADRIN

As an eladrin, you share an affinity for grace, skill, and learning that is the birthright of all your people.

Ability Score Increase. Your choice of either your Charisma or Intelligence score increases by 1.

Eladrin Education. You have proficiency with the longsword and your choice of one of the following skills: arcana, history, or nature.

Faerie Heritage. You are considered a fey creature for the purpose of adjudicating the effects of spells. A successful *banishment* spell sends you to the Feywild.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long or short rest.

GENASI

The genasi encountered on the Prime Material are but one example of their kind. Those that dwell in places like the City of Brass or deep within the Elemental Plane of Earth vary greatly in their physical appearance, often bearing exotic features that give away their elemental heritage at a glance. They might have dancing flames, rippling water, or glittering crystal instead of hair. Their skin might shine with an inner radiance, have the gritty texture of unworked stone, or be covered with iridescent scales. Those that are the descendants of noble lineages of genasi are often marked by szuldar – lines of elemental energy that run across their skin like tattoos, bearing arcane shapes which can denote their clan or kinship to the learned. Due to

their proximity and exposure to the planes, these genasi are very nearly true elementals and the *banishment* spell affects them as such. They also often display unique abilities not witnessed among more common genasi. Should your Dungeon Master allow, you can use the following alternative racial traits for your genasi character.



AIR GENASI

Storm Rider. You can sense oncoming storms and inclement weather that will occur within five miles of your location within the next 24 hours. In an area of strong winds, storm, or gale, you can use an action to fly up to your speed. You fall, and take damage from falling, if you end this movement still aloft. You cannot use this trait again until you finish a short or long rest.

This trait replaces Mingle with the Wind.

EARTH GENASI

Earthglide. You can use an action to gain a burrow speed of 30 feet until the start of your next turn. Once you have used this trait you must complete a long rest before using it again.

This trait replaces Merge with Stone.

FIRE GENASI

Control Flames. You learn the *control flames* cantrip. Constitution is your spellcasting ability for this cantrip. Additionally, you can affect a number of 5-foot cubes equal to $\frac{1}{2}$ your level (minimum one 5-foot cube) when you cast the spell. At 3rd level, you can cast *control flames* as a bonus action.

This trait replaces Reach to the Blaze.

WATER GENASI

Fluid Grace. You can squeeze through any space that is large enough for a tiny creature to pass through. While squeezing through a space, you do not need to expend extra movement and you do not have disadvantage on Dexterity saving throws.

This trait replaces Acid Resistance.

SHADAR-KAI

In the distant past the shadar-kai were humans that, for reasons lost to history, settled in an area of the Shadowfell. Over time, the ennui that suffuses that dreary plane warped the descendants of those poor souls, leaving the shadar-kai an emotionally empty and tortured race. They seem incapable of sustaining emotion for long – the taint of shadow steals their sensations and swallows them in darkness.

MUTED SENSATIONS

Minor emotions like amusement, jealousy, or boredom, barely register with shadar-kai. Likewise, a gentle breeze or a whisper are sensations that often go unnoticed. Even strong emotions and injuries are felt only briefly, leading the shadar-kai down a path of self-destruction. They are known mostly for the variety of body piercings that they adorn themselves with. These piercings are designed to cause constant discomfort – a reminder to the shadar-kai of all the sensations that they are not otherwise able to feel or recognize.

SHADAR-KAI NAMES

Shadar-kai names are one of the few remaining vestiges of the culture they had before they were twisted by shadow, harkening back to a culture they shared when they first arrived in the Shadowfell.

Male Names: Albrek, Baden, Codren, Emul, Horiam, Hutahn, Ioan, Lucyan, Mahahn, Niku, Ovid, Petru, Razvahn, Serbahn, Shathys, Teodahr, Vasylay, Zahar

Female Names: Afyn, Anka, Bahnka, Codruta, Doru, Dyon, Floahr, Ghita, Helayna, Ioana, Jenit, Katryn, Lucya, Markella, Nadya, Roduka, Sahyeh, Tabita, Yalda, Zyna

SHADAR-KAI TRAITS

A shadar-kai character has the following characteristics in common with all other shadar-kai.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Shadar-kai mature somewhat more slowly than humans, reaching adulthood at 22. Their lifespan is typically short, owing to their constant pursuit of stimulation. Most adults die violent deaths before reaching 40, though the cautious can live to be 80 years old if they do not fade into shadow before then.

Alignment. Most shadar-kai tend toward neutrality. They lack the passion or motivation to strongly adhere to any alignment.

Size. Shadar-kai can stand between 5 and 6 and a half feet tall and average about 160 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the gloomy darkness of the Shadowfell, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Bitter Indifference. You have advantage on saving throws to maintain concentration when taking damage. Additionally, you have disadvantage on Charisma (Diplomacy) and Wisdom (Insight) checks.

Shadar-kai Weapon Training. You have proficiency with the spiked chain.

Shadow Jaunt. As an action, you can teleport 15 feet if you are in an area of dim light or darkness. Your destination space must also be a space of dim light or shadows, and at the end of this movement you are insubstantial until the start of your next turn. You cannot use this trait again until after a long rest.

Languages. You can speak, read, and write Common and one other language of your choice.



SHADES

The shadar-kai's desperation to experience pain and emotion is driven by a desperation to avoid being drawn further into the darkness. Some that have allowed themselves to be ruled by their ennui have found that over time their physical substance fades to almost nothing – they have become a shade. Other races have fallen to shadow in such a way, most notably the Netherese shadovar who willingly forsook their humanity to become shades.

Should your Dungeon Master allow it, you can play a shade character by replacing the *Bitter Indifference* and *Shadar-kai Weapon Training* traits of the Shadar-kai with the following shade racial abilities.

Frail Mortality. You do not add your Constitution modifier to your hit point total and have disadvantage on rolls you make when spending a hit dice. Additionally, you must roll a 12 or greater to succeed on a death saving throw.

One with Shadows. You are proficient with the Dexterity (stealth) skill.

SPIKED CHAIN

The shadar-kai gravitate toward the spiked chain as their culturally preferred weapon because the weapon can wound around their bare flesh so that its many points and barbs constantly bite into their skin.

The spiked chain has sharp hooks or barbs along most of the length of both ends of the weapon. An attack with either end of this cruel weapon deals 1d6 piercing damage. It can be used either as a one-handed weapon with the reach property, or two-handed as a light weapon with attacks able to be made with either end of the chain. A spiked chain is a martial melee weapon that weighs 8 lbs and typically costs 75 gold pieces.

TIEFLING

Mad wizards, once-powerful nations, and many others besides have turned to demonic pacts and devilish experimentation throughout the history of the realms. The existence of the tieflings all but confirms many of these tales, and within their bloodlines the abyssal contaminations are myriad. Sometimes the legacies carried in the comingled bloodlines of the tieflings emerges in rare individuals whose appearance then varies dramatically from what most associate with tieflings. While often rare on the Prime Material, these deviant tieflings can be found in places like Sigil, where many unusual races find common cause to tolerate one another where few others would.

Should your Dungeon Master allow, you can use the following optional rules with the Abyssal Tiefling variant to create characters that bear a somewhat different stain upon their soul than the typical tiefling. Replace the *Abyssal Arcana* trait and replace it with the traits for one tiefling variant as shown below.

FEY'RI

In the dawn of elven civilization on Faerun there were a series of passionate and deadly conflict between the early subraces of the elves. These Crown Wars, as they would come to be called, nearly led to the utter ruin of the elven people. In an attempt to bolster the bloodline of the sun elves, House Dlardrageth engaged in dark dalliances with the demonic tanar'ri. Eventually hunted to extinction, the taint of these daemonfey lives on in some tieflings that bear a distinctly elven appearance and a pair of massive, leathery wings that sprout from their backs.

Seductive Presence. You know the *friends* cantrip. Once you reach 3rd level, you can cast the *charm person* spell once per day as a 2nd level spell. Charisma is your spellcasting ability for these spells.

Shapechanger. You can cast *disguise self* at will, without expending a spell slot. You can only use this trait to take on the appearance of an elf.

Winged. You have a fly speed of 25 feet. To use this speed you must not be wearing medium or heavy armor. You also cannot fly when you have used your shapechanger ability to adopt the appearance of an elf.

TANARUKK

The result of the influence of Baphomet upon an unborn generation of orcs, the tanarukk are a savage and demonic blight that wantonly spreads carnage and ruin. The rapacious intent of these vile forces sometimes leaves behind a co-mingled legacy of orcish ferocity and abyssal taint that surfaces in some tieflings. These savage individuals are sometimes mistaken for half-orcs, but bear many demonic features that mark them as something other.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice once additional time and add it to the extra damage of the critical hit.



ZENYTHRI

One could be forgiven for mistaken a typical zenythri for an aasimar. Born to parents that have been exposed to the planar energies of lawful, orderly planes like Bytopia and Mount Celestial, their heritage gives them a celestial appearance. Zenythri have a strange and unearthly symmetry in their physical features, giving them an alien kind of beauty. Often their parents were adventurers, or came from families with a history of such pursuits, imparting upon many zenythri a hereditary affinity for dungeon delving and other noble or dangerous pursuits.

COMPULSIVE ORGANIZERS

Most zenythri bristle at the sight of clutter and disorganization. They attempt to alphabetize bookshelves, organize cutlery by size, and even attempt to plan buildings with carefully planned symmetry. Most zenythri are unaware of this proclivity, but their friends and companions recognize it quickly. Some find it tiresome, but others grow to appreciate the meticulous attention to detail the zenythri possess.

ZENYTHRI NAMES

Unlike many of the other kinds of planetouched, Zenythri have something akin to a homeland on the material plane. The influence of the gods of ancient Mulhorand seeded those lands with zenythri who borrowed their names from among those common to the Mulan and Turami.

ZENYTHRI TRAITS

A zenythri character has the following characteristics in common with all other zenythri.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Age. Zenythri age at a rate comparable to humans, the only noticeable difference being that their unnaturally perfect appearance tends to make them look much younger.

Alignment. Zenythri are almost universally lawful, with an inclination towards good.

Size. Zenythri stand between 5 and a half and 6 and a half feet tall and average about 175 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Impose Order. Your presence can bring order to the chaotic events around you. When you or any other creature within 30 feet of you takes an action that has it roll a die, you can use your reaction to cause the result of the roll to be the average for that die before it is rolled. Once you have done so, you cannot use this trait again until you complete a short or long rest.

Stoic Repose. You have advantage on saves against fear effects.



PLANAR ARCHETYPES

Creating a character capable of venturing out into the uncharted expanse of the planes is easy when you have the right resources to work with. This section provides new options for existing classes, allowing you to build a multitude of characters that have abilities that equip them to deal with the difficulties of planar travel and the terrible creatures that dwell outside the Prime Material. Dungeon Masters can also offer most of these options in a standard campaign to bring some of the exotic nature of the planes into contact with the characters without needing to have them travel to these remote locations.

DRUID CIRCLES

The perspective that most druid espouse is one that encompasses the vast scope of nature in its entirety. The various traditions that arise from how individual druids interact with that perspective are as varied as the druids that gather together in circles. Few of these traditions give much weight to planes beyond the Material, but those that do carry with them a pragmatic sense of importance.

CIRCLE OF PLANAR SEALS

The druids of the Circle of Planar Seals ensure the continuation of ancient wards that safeguard the mortal world from the intrusion of the Far Realm. They seek out places where the veil between worlds is thin, recover lost knowledge of secret portals, and forcibly return extraplanar creatures to their homes.

NATURE'S BALANCE

When you choose this circle at 2nd level, you learn to use the natural energies of the material plane to deal with invading outsiders. While you are in a beast shape adopted by your wild shape ability, your natural attacks deal extra damage to aberrations, celestials, elementals, fey, and fiends equal to your

PLANAR DRUIDS

There are some druids that are not content to divide reality into broad categories like “inside” and “outside.” To these individuals, reality is fundamentally unified and every plane a part of the various forces of nature they desire to protect. Fanatical planar explorers, these Heirophant Sectors are drawn from all walks of druidism and the following feat establishes their unique power.

Gatekeeper Heirophants embrace the unity of the planes, but view aberrations as having origins from the Far Realms, a place outside the normal bounds of reality and posing an unconscionable threat to every plane. They travel the planes seeking to maintain that order, treating creatures not native to the places they visit as other druids might treat invasive species – they look for peaceable means to return them to where they belong.

Any druid with this feat makes for an able companion when venturing outside the Material Plane.

HEIROPHANT SECTOR

Prerequisite: Druid class

You have studied the nature of the inner planes and come to a unique understanding of the interconnectedness of all reality that alters your druid abilities in the following ways:

- The following spells are added to your druid spell list and can be prepared when you have spell slots of the spell's level: *astral projection*, *etherealness*, *gate*, *teleport*, and *teleportation circle*.
- You can use the Nature skill to make checks related to planar environments and creatures and add twice your proficiency bonus to the attempt.
- You can use your Wild Shape ability to assume the shape of any creature with the celestial, fey, fiend, or elemental type. The chosen creature must be of a CR equal to or lower than that allowed by your Wild Shape ability for your level.

Wisdom modifier and you have advantage on saving throws against spells and abilities originating from aberrations.

At 7th level, you can expend a use of your wild shape ability to cast the spell *banishment*, targeting a single creature of the aberration type.



GATEKEEPERS

On Eberron, druids of the Circle of Seals are commonly known as Gatekeepers. The circle was founded by the orcs of the Shadow Marshes some fifteen thousand years ago, based on the teachings of the dragon Vvaraak. Vvaraak had seen portents of what was to be an invasion of the daelkyr. The Gatekeepers eventually sealed the passages to Xoriat, but at great loss. The surviving druidic tradition aims to preserve as much of its founding lore as possible, holding that the Gatekeepers are of preeminent importance should the seals barring passage to Xoriat ever fail and the daelkyr be allowed to return.

PLANAR SEALS

Beginning at 6th level, you learn the *seal of closure*, the first of three seals you will come to know that allow you to inhibit magic that aberrations use to travel the planes. You learn the *seal of binding* at 9th level and the *seal of interdiction* at 12th level. You can use any of the seals that you know, in any combination, a number of times equal to your Wisdom modifier before you must complete a long rest to use them again. Casting a spell with one of your seals requires the same amount of time as specified in the spell's description, during which time you trace the magical runes of the seal on the spell's target. Unless otherwise noted, spells cast with your seals duplicate all the standard effects of the spell.

Seal of Closure. You cast the spell *magic circle*, affecting aberrations in addition to the normal creature types. Additionally, you can target one portal or planar breach less than 20 feet in diameter. Creatures of the types affected by the spell cannot enter such a warded portal.

Seal of Binding. You cast the spell *hallow*, affecting aberrations in addition to the normal creature types. You can only use the extradimensional interference secondary effect for the spell.

Seal of Interdiction. You can cast the spell *forbiddance*, adding aberrations to the list of creatures that you can choose to damage with the spell.

DISRUPT OUTSIDER

Starting at 10th level, your attunement to the material plane allows you to channel the energies of nature in such a way as to quickly lay low creatures from other planes. As an action you can expend a spell slot and choose one aberration, celestial, elemental, fey, or fiend within 60 feet that you can see. The creature must make a Wisdom saving throw against your spell save DC. Failure means that the creature is stunned until the end of its next turn and could be destroyed if the spell slot you expend is high enough, as shown in the table below.

DISRUPT OUTSIDER

Spell Slot Level	Destroys aberrations of CR...
4 th	½ or lower
5 th	1 or lower
6 th	2 or lower
7 th	3 or lower
8 th	4 or lower
9 th	5 or lower

Once you use this feature, you must complete a short or long rest before you can use it again.

EXPUNGE CORRUPTION

At 14th level, when you banish a creature from the material plane with the spell *banishment*, the creature cannot return until one year has passed on the material plane. Additionally, once you reach 17th level you can expend a use of your wild shape ability to cast the spell *imprisonment* against a target of the aberration, celestial, elementals, fey, or fiend types.

ROGUISH ARCHETYPES

There are a multitude of ways that the skills of any rogue can be used beyond the Material Plane; picking locks in the City of Doors, negotiating with the efreet rulers of the City of Brass, even skulking past the unblinking sentries of Mechanus. However, it takes a special kind of rogue to learn the ins-and-outs of portals and grow accustomed to the rigors of constant adventure among the myriad planes of the multiverse.

GATECRASHER

You feel no challenge attempting to bypass mundane locks, no thrill in petty larceny, and no reward from mere extortion. Instead, you crave challenges not found on the Material plane. Exotic substances far more valuable than gold exist among the far-flung locales of existence and there are often literal doorways that open directly to these wonders. You are determined to figure out how to control those paths, because possessing the only key to a door is as good as owning whatever is behind it.

APPRAISE PORTAL

When you choose this archetype at 3rd level, you have used enough portals that, with enough time and patience, you can probe them to learn what it takes to open them. During a short rest, you can learn what it takes to make one portal you can see operate. This knowledge is not specific – for example, you could determine that a portal opens at random times, but not specifically when it opens, or that it needs a key, but not what that key is or looks like. However, if a time, situation, or random requirement would be met within the next 24 hours, you are aware that the portal will soon be open. Additionally, you can tell if an object within 60 feet of a portal functions as a key.

RESOURCEFUL JAUNT

Starting at 3rd level, your experience with the unpredictable eddies of portals lets you exploit smaller local pockets of planar energy to quickly step between worlds and take up a better position on the battlefield. You can use your Cunning Action to teleport up to 10 feet. If you teleport adjacent to a creature, you have advantage on your next attack against that creature.

CRACK PORTAL

Beginning at 9th level, you can leverage what you know about the functioning of portals to temporarily circumvent conditions that would otherwise bar your use of a portal. You can spend a short rest tinkering with a portal to remove one condition of your choice that must normally be met for the portal to open (see page 45 of the *Dungeon Master's Guide*). At 18th level you can remove two requirements from a portal.

For the next 24 hours, that requirement no longer needs to be met for the portal to operate. If there are no remaining requirements, you can use an action to activate or close the portal. Once you have cracked a portal, it cannot be cracked again for 2d6 days.

SABOTAGE PORTAL

Starting at 13th level, you know enough about the workings of portals that you can temporarily modify them and create dangerous traps for your foes. It takes one hour to modify a

portal and the modification lasts for 24 hours. You are only able to modify a single portal at a time. When you modify a portal, choose one of the effects listed below. Any creature other than yourself that uses the portal is the target of the effect you impart upon the portal. A modified portal can only have one active effect each time you use this ability. If the effect calls for a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

Imprisonment. The target must succeed on a Wisdom saving throw or be subjected to the *Hedged Prison* form of the *imprisonment* spell. The target is released when the modification to the portal ends, but the duration can be extended by modifying the same portal again. The effect can imprison a maximum of five creatures, after which no other creature that uses the portal can be affected by this ability. All targets are imprisoned within the same demiplane.

Locked. While the portal is sabotaged it cannot be opened by any means.

Psychic Dissonance. Choose one type of creature. Creatures of that type that use the portal must make succeed on a Wisdom saving throw or suffer psychic damage equal to your sneak attack damage dice.

Random Destination. The destination of the portal shifts randomly each time it is used. The target rolls on the following table to determine what plane they are shunted to, arriving at whatever teleportation circle on the plane has the fewest creatures within 60 feet.

RANDOM DESTINATION

d100	Destination
01 – 03	Astral Plane
04 – 06	Ethereal Plane
07 – 11	Feywild
12 – 16	Shadowfell
17	Plane of Air
18	Plane of Earth
19	Plane of Fire
20	Plane of Water
21 – 49	Material Plane
50 – 54	Mount Celestia
55 – 59	Bytopia
60 – 64	Elysium
65 – 69	The Beastlands
70 – 74	Arborea
75 – 79	Ysgard
80 – 85	Limbo
86 – 88	Pandemonium
89	The Abyss
90	Carceri
91	Hades
92 – 93	Gehenna
94	The Nine Hells
95 – 96	Archeron
97 – 98	Mechanus
99 – 100	Arcadia

Temporal Delay. On a failed Constitution save, the target exits the portal at its destination 5d8 minutes after they would have normally arrived.

HIJACK TELEPORTATION

At 17th level, you are a relentless pest to those that teleport near you. When a creature within 60 feet of you teleports, you can use your reaction to teleport to a space of your choice adjacent to the triggering creature and can make a melee attack. If there is no free space for you to occupy, this feature has no effect. You must complete a short or long rest to use this feature again.

ARCANE TRADITIONS

Every novice wizard is taught that their spells draw some of the fundamental energies out of various planes as part of their casting. Even a simple fireball has at its center some of the everlasting flame from the Plane of Fire. Few are creative enough to think to understand and exploit how their spellcasting achieves this, but a planeshifter knows that this knowledge is the surest path to ultimate power.

PLANESHIFTER

You have dedicated your studies to understanding the forces that underpin the cosmos. There are few mortals that know half as much as you have read about the planes. Eventually, you will use this knowledge to bend the cosmos to your will and reshape it to suit your needs. Until then, there are a near-infinite number of places you must visit and learn from.

LOCATION MASTERY

When you choose this tradition at 2nd level, your fledgling knowledge of the planes lets you block some forms of unwanted teleportation. You and any ally within 30 feet of you cannot be teleported against your will.

PLANAR SCHOLAR

Starting at 2nd level, your intense focus on planar cosmology makes you an unrivaled expert on such matters. You acquire a planar sextant, gaining proficiency with this tool (see the planar sextant sidebar below), and have advantage on any intelligence checks you make to identify features or locations on the planes, identify creatures native to the planes.

Additionally, the gold and time you must spend to copy a spell into your spellbook is halved for any of the following spells: *arcane gate*, *astral projection*, *banishment*, *blink*, *conjure elemental*, *conjure minor elementals*, *contact other plane*, *dimension door*, *etherealness*, *forbiddance*, *gate*, *imprisonment*, *leomund's secret chest*, *leomund's tiny hut*, *maze*, *mordenkainen's magnificent mansion*, *misty step*, *planar binding*, *plane shift*, *teleport*, and *teleportation circle*.

MORPHIC STABILITY

Beginning at 6th level, your knowledge of the arcane nature of the planes and their hazards allows you to exert your magical will upon them. When you are not on the Material Plane, you can use an action to make an Intelligence check to alter the area around you. The DC for this check depends on the radius of spherical space you attempt to change with this ability. The base DC is 10 for a 10-foot-radius sphere; each additional 5 feet added to the radius increases the DC by 2. On a successful check, you can choose to nullify any harmful effects that are a result of the nature of the plane (including burning magma, psychic winds, etc.). The spherical area is centered on you and remains in place once stabilized. The area cannot be altered by the natural forces of the plane for 24 hours. You must complete a short or long rest before using this feature again.



PLANESWALKER

Starting at 10th level, you know enough about the planes that you can now tread them at your leisure. You add the spells *planeshift* and *teleportation circle* to your spellbook if you did not already know them. These spells do not count against your limit of prepared spells and you can use a spell slot one level lower than normally required to cast these spells.

Additionally, you can use the spell *teleportation circle* to teleport to a permanent teleportation circle whose sigil sequence you know regardless of the plane it is located on.

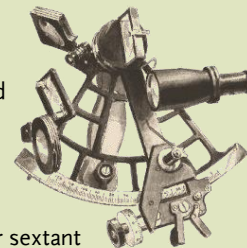
PLANAR DEMESNE

At 14th level, you use the knowledge of the planar cosmology that you have attained to carve out your own personal slice of reality. This demiplane is shaped by your will and conforms to your own design. The demiplane is roughly spherical in shape with a radius of 200 feet. At its borders, the plane fades into an impenetrable grey mist. You determine all aspects of the terrain and environment, though your demiplane cannot harm other creatures. You can also create any number of mundane structures within your demiplane, but only if any single construction would fit within a 10-foot cube. You must additionally designate a location within your demiplane to contain a teleportation circle, the sigil sequence of which you then memorize. You can use your morphic stability ability to alter any of these features once you have chosen them.

You also add the spells *leomund's tiny hut*, *maze*, *mordenkainen's magnificent mansion*, and *rope trick* to your spellbook if you do not already know them. These spells do not count against your limit of prepared spells and you can cast any single one of them once per day at their lowest level without expending a spell slot. When you do so, you may choose to have the spell's effect manifest within your demiplane – effectively creating one of these magical structures within your own domain. You can choose to exit the structure and wander your own demiplane during the duration of the spell. The effects of the spell are otherwise unaltered.

PLANAR SEXTANT

The planar sextant is an incredibly complex tool. The most sophisticated versions can be collapsed into a small sphere and are often made of exotic materials that are resonant with the energies of other planes.



Characters proficient with the planar sextant can spend 30 minutes consulting the device to locate the nearest portal within 100 feet. The sextant can also be used to examine the properties of the plane on the other side of a portal. You can also spend 10 minutes studying a portal to learn one of the following traits of the destination plane:

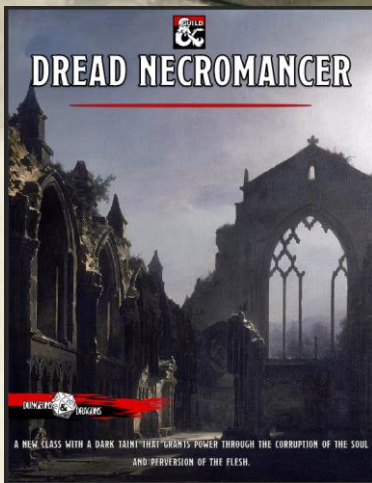
- The directionality and magnitude of gravity on the plane.
- How time passes on the plane, relative to your current location.
- Whether the plane is infinite, finite, or self-contained.

The sextant can also be used to channel arcane energy to aid in the identification of planes. After a 10-minute ritual, a creature holding the sextant can expend a spell slot and attempt an Intelligence (Arcana) check against a DC of 18. Success reveals the name of the plane the creature is currently on. The creature gets a bonus to their ability check equal to the level of spell slot expended during the ritual.

WHAT'S NEXT?

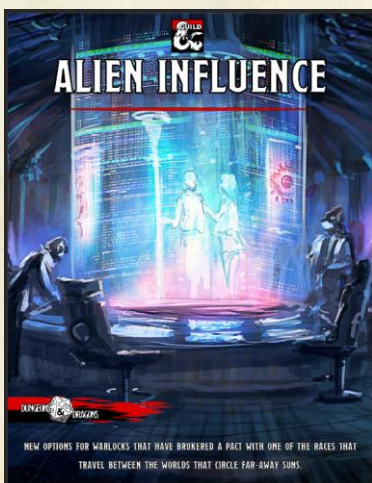
This product is influenced strongly by the interaction of the 5e design standards as inferred from official products and the perspective of the author regarding expectations surrounding the thematic elements this work is based upon. The good news is that if you're interested in seeing more, there are plenty of options to explore. From gun-toting pirates to devout druids, portal-crashing rogues to wizards with deadly knives, and everything in between, you can likely find content for your favorite class by heading over to DMsGuild.com.

Interested in seeing unfinished ideas or interacting with the author and his friends online? Head over to [Scrap Yard Games](http://ScrapYardGames.com) to see raw designs, adventure hooks, fond memories, and more.



DREAD NECROMANCER

The Dread Necromancer is not alone in using sinister forces to gather magical power. By patient study and subtle manipulation, an Anagakok learns to exploit the residual power of the spirit world and turn it into a source of wisdom and arcane might. This new class captures the archetypes of the voodoo priest, fortune teller, and medicine man and features a new twist on preparing spells. Blending elements of the druid, warlock, and wizard, the Anagakok is a novel compliment to every adventuring group.



ALIEN INFLUENCE

Galactic forces have set their sights on your world. Will you become one of their agents, wielding their terrible technological devices of destruction? Will you allow your memories to be ripped from your mind and your body to become a living experiment? Will you succumb to radiation poisoning or be pulled apart by the vacuum of empty space? Fight back against the alien influence with new options for the warlock!