

UNEARTHED ARCANA 2022

WONDERS OF THE MULTIVERSE

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This playtest document presents a collection of new material to playtest for DUNGEONS & DRAGONS, including the following options:

Glitchling. These mechanical servants of law seek to experience all the multiverse has to offer.

Cleric Subclass. The Fate Domain subclass allows clerics to influence fortune's ebb and flow.

Backgrounds. The gate warden, giant foundling, planar philosopher, and rune carver backgrounds provide access to specific feats.

Feats. This collection of feats provides options for players who wish to link their characters to giants, primordial magic, and the planes.

Spells. This selection of spells explores the magic of fate and chance.

THIS IS PLAYTEST MATERIAL

The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

CREATING YOUR CHARACTER

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races, which include the race presented in this article. If you create a character using a race option presented here, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type.

LIFE SPAN

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries—a fact noted in the description of the race.

HEIGHT AND WEIGHT

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

GLITCHLING

Created by forces of planar law, glitchlings are winged, human-like creatures made from a merger of magic and machine. These explorers seek to learn all they can about the multiverse and its creatures. Some glitchlings then carry what they learn back to lawful planes, like Mechanus, to inform the orderly working of the multiverse. Others become enamored with travel and the peoples they encounter, and they seek to make a life of their own among the planes.

Glitchlings begin their existences with rudimentary personalities. As they absorb information and experiences, their personalities grow, but many retain quirks associated with their lawful origins. You can roll or choose a quirk from the Orderly Quirk table or create your own.

ORDERLY QUIRK

d6	Quirk
1	I collect things, whether a specific kind of object or things made of a particular material.
2	We think of ourselves as being a part of the collective, lawful forces of the multiverse and don't refer to ourselves as a singular being.
3	I seek out new experiences so I can better understand the freedom of my existence.
4	I preface things I say with a short description, such as: "observation," "interjection," or "query."
5	I plan elaborate responses to every contingency, ready to execute at an instant's notice.
6	I investigate people's intentions behind their actions, trying to solve the equation that guides them.

GLITCHLING TRAITS

As a glitchling, you have the following racial traits.

Creature Type. You are a Construct.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Armored Plating. Your metal skin is reinforced with armor plates. While you aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier.

Balance Chaos. When you make an attack roll or a saving throw and roll a 9 or lower on the d20, you can balance chaos and treat the roll as a 10. You can balance chaos in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Living Construct. You were created to benefit from several spells that preserve life but that normally don't affect Constructs: *cure wounds*, *healing word*, *mass cure wounds*, *mass healing word*, and *spare the dying*.

Ordered Mind. You have advantage on Wisdom (Insight) checks and on saving throws made to avoid or end the charmed condition on yourself.

Vestigial Wings. You have vestigial wings that allow limited flight. When you move, you can engage your wings to gain a flying speed equal to your walking speed until the end of the current turn. If you are still aloft at the end of the turn with nothing else supporting you, you fall. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CLERIC SUBCLASS

A cleric gains the Divine Domain feature, which offers you the choice of a subclass. The following option is available when making that choice: the Fate Domain.

FATE DOMAIN

Gods of fate perceive the future and how the choices mortals make drive them toward their destinies. Some deities consider the future preordained, while others

understand the multiverse as a place of infinite possibility. Clerics who draw power from the forces of fate sometimes receive visions directly from their deity and receive fleeting omens of the future. They share impossible knowledge with their allies and prophesize their enemies' doom.

FATE DOMAIN DEITIES

Example Deity	Pantheon
Savras	Forgotten Realms
Istus	Greyhawk
Gilean	Dragonlance
Labelas Enorath	Elven

DOMAIN SPELLS

1st-level Fate Domain Feature

You gain domain spells at the cleric levels listed on the Fate Domain Spells table. See the Divine Domain class feature for how domain spells work.

FATE DOMAIN SPELLS

Cleric Level	Domain Spells
1st	<i>dissonant whispers</i> , <i>heroism</i>
3rd	<i>see invisibility</i> , <i>warding bond</i>
5th	<i>beacon of hope</i> , <i>clairvoyance</i>
7th	<i>death ward</i> , <i>divination</i>
9th	<i>commune</i> , <i>geas</i>

OMENS AND PORTENTS

1st-level Fate Domain Feature

You can perceive signs of the future in everyday objects and events, such as flights of birds or ripples made in water by a thrown stone. You can cast the *augury* spell without expending a spell slot and, when you cast the spell in this way, the spell has no verbal, somatic, or material components. Once you cast the spell in this way, you cannot do so again until you finish a long rest.

In addition, until you finish a long rest, when you cast a divination spell that includes a chance the DM gives you no answer or a random reading—such as *augury*, *commune*, or *divination*—reduce that chance by 25 percent.

TIES THAT BIND

1st-level Fate Domain Feature

You can temporarily tie your fate to others. As an action, you can touch one object or creature and magically tie a strand of fate from yourself to it for 1 hour or until you use this feature again. An unwilling creature must succeed on a Wisdom saving throw against your spell save DC to resist this effect. While the target is bound to you and on the same plane of existence as you, you can sense the direction to the target's location, and you know the direction of its movement if it is in motion.

In addition, once per turn when you cast a spell using a spell slot to deal damage or restore hit points to the target, roll a d6, and the target receives extra damage or healing, respectively, equal to the number rolled.

You can use this feature's action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: STRANDS OF FATE

2nd-level Fate Domain Feature

You can use your Channel Divinity to see and manipulate the strands of fate that weave around other individuals. As a bonus action, you can enter this state for up to 1 minute or until you lose your concentration (as if you were concentrating on a spell). For the duration, whenever another creature you can see makes an attack roll or an ability check, you can use a reaction to give the roll advantage or disadvantage (your choice).

INSIGHTFUL STRIKING

6th-level Fate Domain Feature

As a bonus action, you can choose one creature you can see within 30 feet of yourself. Your magic grants you a brief vision of the target's defenses. Until the end of your next turn, you gain one of the following effects of your choice:

- The next time you make an attack roll against the target, roll a d6 and add the number rolled to the total.
- The next time the target must make a saving throw against a spell you cast, the target must roll a d6 and subtract the number rolled from the saving throw.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

8th-level Fate Domain Feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

VISIONS OF THE FUTURE

17th-level Fate Domain Feature

Your knowledge of the future allows you to guide an individual to achieve their greatest possible success. You can cast the *foresight* spell once without expending a spell slot; when you cast the spell in this way, the spell's duration is 1 minute for that casting. Once you cast the spell in this way, you can't do so again until you finish a long rest.

BACKGROUNDS

This section presents four new backgrounds: the giant foundling, gate warden, planar philosopher, and rune carver.

BONUS FEATS

If the DM decides to allow any of the backgrounds in this section, all characters in the campaign gain access to a bonus feat. If you select one of these backgrounds, you gain the bonus feat specified in that background. If the

background you choose doesn't provide a feat, you gain a bonus feat of your choice from the following list (a parenthesis tells you where to find the feat):

- Scion of Elemental Air (presented later in this document)
- Scion of Elemental Earth (presented later in this document)
- Scion of Elemental Fire (presented later in this document)
- Scion of Elemental Water (presented later in this document)
- Skilled (*Player's Handbook*)
- Tough (*Player's Handbook*)

GATE WARDEN

You spent a significant amount of time somewhere influenced by a portal to another plane of existence or by intense planar forces. You're accustomed to experiences that would leave others reeling in terror or enraptured by otherworldly beauty, and you're as comfortable dealing with fiends and celestials as you are with vendors in town.

Skill Proficiencies: Persuasion, Survival

Languages: Two of your choice (Abyssal, Celestial, or Infernal recommended)

Equipment: A ring of keys to unknown locks, a blank book, an ink pen or quill, a bottle of black ink, a set of traveler's clothes, and a pouch containing 10 gp

FEATURE: PLANAR INFUSION

Living someplace steeped in the energy of the planes, you gain the Scion of the Outer Planes feat (presented later in this document). In addition, you know where to find free, modest lodging and food in the community you grew up in.

BUILDING A GATE WARDEN CHARACTER

Those who dwell for any extended time near a permanent portal to another plane absorb the essence radiating from the realm beyond. This creates similarities in behaviors and even physical appearances that mark someone as influenced by a particular plane.

Suggested Characteristics. The influence of an Outer Plane shapes your perspective. The Gate Warden Personality Traits table suggests various traits you might adopt for your character.

GATE WARDEN PERSONALITY TRAITS

d6	Personality Trait
1	Strange events and otherworldly creatures don't phase me.
2	I think in terms of exchange; something for something, nothing for nothing.
3	I speak with an unusual cadence.
4	I pepper my speech with borrowed words or curses from planar languages.
5	I've seen enough to know that you can't take anyone at face value, so I scrutinize everyone I deal with.
6	I have a superstitious habit I picked up, such as touching iron when I'm nervous or arranging objects in a specific order.

Gate Warden Trinkets. When you make your character, you can roll once on the Gate Warden Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

GATE WARDEN TRINKETS

d6	Trinket
1	A tiny vial pendant, filled with a drip of honey that glows faintly
2	A small lead ingot with a strange thumbprint pressed into it that whispers when held tightly
3	Two lodestone spheres that chime when they attract each other
4	A smoldering pebble of coal that, while always hot, doesn't burn skin
5	A white feather that sheds dim light in a 5-foot radius
6	A ring made from a chain link that, once worn, won't come off without pulling painfully hard

GIANT FOUNDLING

Though you aren't a Giant, you grew up among giants. Maybe you were an orphan taken in by a sympathetic family of stone giants who raised you as one of their own. Or perhaps you lived in a lost prehistoric pocket of the world, surrounded by giants and fearsome behemoths or hulking dinosaurs.

Something about your environment—perhaps the food or water that sustained you through childhood, elemental magic inherent in the site of your home, or some verdant blessing of growth placed on you—ensured that you grew to a remarkable size. With the aid of this magic, you have learned how to embody the titanic might of giants. You are used to moving through a world much bigger than you, and that is reflected in your skills, attitude, and perspective on life.

Skill Proficiencies: Intimidation, Survival

Languages: Two of your choice

Equipment: A backpack, a set of traveler's clothes, a small stone or sprig that reminds you of home, and a pouch containing 10 gp

ORIGIN STORIES

How you came to live among colossal creatures is up to you to determine, but the Foundling Origin table suggests a variety of possibilities.

FOUNDLING ORIGIN

d6	Origin
1	You were found as a baby by a family of nomadic giants who raised you as one of their own.
2	A family of stone giants rescued you when you fell into a mountain crag, and you have lived with them underground ever since.
3	You were lost or abandoned as a child in a jungle that teemed with ravenous dinosaurs. There, you found an equally lost frost giant and together, you survived.
4	Your farm was crushed and your family killed in a battle between warring groups of giants. Racked with guilt over the destruction, a sympathetic giant soldier promised to care for you.

- After you had a series of strange dreams as a child, your superstitious parents sent you to study with a powerful but aloof storm giant oracle.
- While playing hide-and-seek with your friends, you stumbled into the castle of a cloud giant matriarch, who immediately adopted you.

FEATURE: STRIKE OF THE GIANTS

You gain the Strike of the Giants feat (presented later in this document).

BUILDING A GIANT FOUNDLING CHARACTER

Your remarkable size and experience with titanic creatures has given you a unique perspective.

Suggested Characteristics. The Giant Foundling Personality Traits table suggests a variety of traits you might adopt for your character.

GIANT FOUNDLING PERSONALITY TRAITS

d6	Personality Trait
1	What I lack in stature, I make up for with sheer spite.
2	Sometimes size does matter, okay? If I see a beast bigger than me, I'm immediately running away.
3	Crowded spaces make me uncomfortable. I'd much rather be in a wide-open field than a bustling tavern.
4	I like being small. It helps me stay unnoticed—and underestimated.
5	Size is just half the story. Every avalanche begins as a single pebble.
6	The world always feels too big, and I'm afraid I'll never find my place in it.

PLANAR PHILOSOPHER

You subscribe to a distinct philosophy that seeks to understand the nature of the planes or some hidden truth of the multiverse. You draw strength from your conviction and, perhaps, a network of like-minded believers. In your travels, you seek to deepen the depths of your understanding and spread your philosophy.

Skill Proficiencies: Arcana, Persuasion

Languages: Two of your choice

Equipment: A set of common clothes, and a pouch containing 10 gp comprised of coins from different worlds and planes

FEATURE: CONVICTION

You gain the Scion of the Outer Planes feat (presented later in this document). In addition, members of organization provide you free, modest lodging and food at any of their holding or the homes of other faction members.

BUILDING A PLANAR PHILOSOPHER CHARACTER

Some groups of planar philosophers might have preferences for or against certain types of characters, but by and large any character that upholds and furthers the beliefs of the group is welcome within its ranks.

Suggested Characteristics. Adventurers who dedicate themselves to a particular philosophy toward the

multiverse are welcomed among the faction that embraces those beliefs. The Planar Philosopher Personality Traits table suggests various traits you might adopt for your character, and which factions would welcome adventurers with those traits.

PLANAR PHILOSOPHER PERSONALITY TRAITS

d6	Personality Trait
1	I don't venerate any gods; we can be as powerful or greater than them.
2	Experience is everything, live in the moment.
3	When things crumble, I find meaning in the ashes.
4	Life thrives through order; I won't tolerate disruptions.
5	When others make plans, the multiverse laughs and so do I.
6	I know what's right, and no one will stand in my way.

Planar Philosopher Trinkets. When you make your character, you can roll once on the Planar Philosopher Trinkets table, instead of on the Trinkets table in the *Player's Handbook*, for your starting trinket.

PLANAR PHILOSOPHER TRINKETS

d6	Trinket
1	A locket with a picture of my mentor and an inscription I can't read
2	A bleached rat skull with colored glass beads in its eye sockets
3	A torn parchment with half a rebus puzzle painted on it
4	A bracelet of twisted razorvine stems
5	A fragment of verdigris-coated bronze blade
6	A smooth river stone covered in tiny, carved holy symbols

RUNE CARVER

You've dedicated your life to studying the practice of runecraft. Whether you were personally taught by a master rune carver or learned by poring over engravings in ancient ruins, you understand how to tap into the supernatural power held within runes.

The art of runecraft was initially created by the giants of yore, but over time, the practice has been adopted by individuals of all races and backgrounds. As such, though Giant runes are the most common, many rune carvers incorporate symbols from their native languages into the craft.

Skill Proficiencies: History, Perception

Languages: Giant and one other language of your choice

Equipment: A set of artisan's tools (one of your choice), a small knife, a whetstone, a set of common clothes, and a pouch containing 10 gp

RUNE STYLES

Each rune carver has a unique style and preferred medium for creating runes. To determine how you make your runes, you can roll on the Rune Style table.

RUNE STYLE

d6	Style
1	You inscribe your runes with a fine metal needle.
2	You whittle down pieces of wood into small figurines you mark with your runes.
3	You engrave runes onto glass beads and thread them onto necklaces and bracelets.
4	You stitch your runes into the hems of clothing.
5	You carve runes on a set of animal bones you can throw in different formations.
6	You draw your runes into candles, melting the wax to smooth over the engravings.

FEATURE: RUNE CARVER APPRENTICE

You gain the Rune Carver Apprentice feat (presented later in this document).

BUILDING A RUNE CARVER CHARACTER

Scholarly pursuits, ancient mysteries, or all manner of fateful encounters might inspire a character to pursue the secrets of a rune carver.

Suggested Characteristics. The Rune Carver Personality Traits table suggests a variety of traits you might adopt for your character.

RUNE CARVER PERSONALITY TRAITS

d6	Personality Trait
1	Is it practical to learn an ancient language that is rarely used in everyday speech? No. But is it fun? Very.
2	I learned one of my ancestors was a lauded rune carver whose story was lost to time. I seek to rekindle that legacy.
3	The old, traditional markings of runecraft look so boring. Why not give your runes some flair?
4	In my studies of runes, I strive to understand how great civilizations of the past fell, so that I may prevent it from happening to societies of the present.
5	Life may be a whirlwind of chaos around me, but whenever I create my runes, I feel at peace.
6	My brain struggles to process ink words written on paper, but the tactile feeling of carved runes makes my mind sing.

FEATS

The following section presents a variety of feats linked to primordial beings, the power of fate, and the forces of the planes.

FEAT DESCRIPTIONS

The feats are presented in alphabetical order. If a feat has a prerequisite, you must meet that prerequisite to gain the feat. The Feats by Level table lists the feats in this section along with the level at which they're available.

FEATS BY LEVEL

Minimum Level	Feat
1st	Rune Carver Apprentice
1st	Scion of Elemental Air

1st	Scion of Elemental Earth
1st	Scion of Elemental Fire
1st	Scion of Elemental Water
1st	Scion of the Outer Planes
1st	Strike of the Giants
4th	Agent of Order
4th	Baleful Scion
4th	Cartomancer
4th	Cohort of Chaos
4th	Ember of the Fire Giant
4th	Fury of the Frost Giant
4th	Guile of the Cloud Giant
4th	Keenness of the Stone Giant
4th	Outlands Envoy
4th	Planar Wanderer
4th	Righteous Heritor
4th	Rune Carver Adept
4th	Soul of the Storm Giant
4th	Vigor of the Hill Giant

AGENT OF ORDER

Prerequisite: 4th Level, Scion of the Outer Planes (Lawful Outer Plane) Feat

You can channel cosmic forces of order that lock the multiverse into patterns. Your actions are your own to choose, but these forces grant you the following benefits:

Ability Score Increase. Increase an ability score of your choice by 1, to a maximum of 20.

Stasis Strike. Once per turn when you damage a creature you can see within 60 feet of yourself, you can deal an extra 1d8 force damage to the target, and it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + the modifier of the ability score increased by this feat) or be restrained by spectral bindings until the start of your next turn. These bindings manifest as chains, gears, encasing stone, or some other symbol of stasis. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BALEFUL SCION

Prerequisite: 4th Level, Scion of the Outer Planes (Evil Outer Plane) Feat

You can channel cosmic forces of evil that cause pain but invigorate your being. You can choose your own actions despite this malign connection. You gain the following benefits:

Ability Score Increase. Increase an ability score of your choice by 1, to a maximum of 20.

Life-Draining Grasp. Once per turn, when you hit a creature with a melee weapon attack, you can also deal necrotic damage to it. The damage equals 1d6 + your proficiency bonus, and you regain a number of hit points equal to this necrotic damage dealt. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CARTOMANCER

Prerequisite: 4th Level; Sorcerer, Warlock, or Wizard Class

You have learned to channel your magic through a deck of playing cards, granting you these benefits:

Card Focus. You can use a deck of cards as your spellcasting focus. When you use the deck as a focus to cast a spell that deals damage, roll a d4. You gain a bonus to one damage roll of the spell equal to the number rolled. This bonus applies to one creature of your choice that you can see damaged by the spell; you can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Card Tricks. You learn the *prestidigitation* cantrip and can use it to create illusions that duplicate the effects of stage magic. When you use *prestidigitation* in this way, you can conceal the verbal and somatic components of the spell as mundane conversation and card-handling.

Hidden Ace. When you finish a long rest, you can choose one spell you know and imbue it into a card; the chosen spell must have a casting time of 1 action, and its level must be less than or equal to your proficiency bonus. While the card is imbued with the spell, you can use your bonus action to flourish the card and cast the spell within. The card then immediately loses its magic.

COHORT OF CHAOS

Prerequisite: 4th Level, Scion of the Outer Planes (Chaotic Outer Plane) Feat

You can channel the cosmic forces of chaos that drive the multiverse toward both freedom and disarray. Your actions are still yours to choose, but you gain these benefits:

Ability Score Increase. Increase an ability score of your choice by 1, to a maximum of 20.

Chaotic Flare. When you roll a 1 or a 20 on an attack roll or a saving throw, the magic of chaos flows through you. Roll on the Chaotic Flares table to determine what happens. A flare lasts until the end of your next turn, and a new flare can't occur until after the first flare ends.

CHAOTIC FLARES

d4 Flare

- 1 Disruption Field.** Waves of energy ripple in a 10-foot sphere centered on you. Every creature other than you that starts its turn in that area, or that moves into that area for the first time on a turn, takes 1d8 force damage.
- 2 Battle Fury.** A creature of your choice that you can see is filled with reckless fury. The creature has advantage on attack rolls and disadvantage on ability checks.
- 3 Unbound.** When you move, you can use some or all of your walking speed to teleport once, along with any equipment you're wearing or carrying, up to the distance used to an unoccupied space that you can see.
- 4 Wailing Winds.** Howling winds swirl around you in a 60-foot radius. You and any creature in that radius has disadvantage on Wisdom saving throws.

You can also forcibly release a chaotic flare as a bonus action, rolling on the table as normal to determine the effects. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

EMBER OF THE FIRE GIANT

Prerequisite: 4th Level, Strike of the Giants (Fire Giant) Feat

You've manifested the fiery combat emblematic of fire giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Born of Flame. You have resistance to fire damage.

Searing Ignition. When you take the Attack action on your turn, you can replace a single attack with a magical burst of flame. Each creature of your choice within 15 feet of you that can see you must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, a creature takes fire damage equal to 1d8 + your proficiency bonus, and it is blinded until the start of your next turn. On a successful save, the creature takes half as much damage and isn't blinded. You can use your Searing Ignition a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

FURY OF THE FROST GIANT

Prerequisite: 4th Level, Strike of the Giants (Frost Giant) Feat

You've manifested the icy might emblematic of frost giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Born of Ice. You have resistance to cold damage.

Frigid Retaliation. Immediately after a creature you can see within 30 feet of you hits you with an attack roll and deals damage, you can use your reaction to retaliate with a conjured blast of ice. The creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, it takes 1d8 + your proficiency bonus cold damage, and its speed is halved until the end of its next turn. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GUILE OF THE CLOUD GIANT

Prerequisite: 4th Level, Strike of the Giants (Cloud Giant) Feat

You've manifested the airy speech and magic emblematic of cloud giants, granting you the following benefits:

Ability Score Increase. Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.

Cloudy Escape. When a creature you can see hits you with an attack roll, you can use your reaction to give yourself resistance to that attack's damage. You then teleport to an unoccupied space that you can see within 30 feet of yourself. You can use this reaction a number of times equal to half your proficiency bonus (rounded up), and you regain all expended uses when you finish a long rest.

KEENNESS OF THE STONE GIANT

Prerequisite: 4th Level, Strike of the Giants (Stone Giant) Feat

You've manifested the physical talents emblematic of stone giants, granting you the following benefits:

Ability Score Increase. Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Stone Throw. As a bonus action, you can touch a rock that can fit in the palm of your hand and imbue it with magic. While the rock is imbued with magic and you are wielding it, the rock is a magic ranged weapon with which you're proficient, and it has the thrown property with a normal range of 60 feet and a long range of 180 feet. On a hit, the rock deals 1d10 bludgeoning damage, and if the target is a creature, it must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat) or be knocked prone. The magic remains in the rock until you hit with it or finish a long rest. You can imbue a number of rocks equal to your proficiency bonus with this bonus action, and you regain all expended uses when you finish a long rest.

Cavernous Sight. You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 60 feet.

OUTLANDS ENVOY

Prerequisite: 4th Level, Scion of the Outer Planes Feat

You have spent significant time in Sigil or elsewhere in the Outlands, the crossroads of the multiverse. Being steeped in converging planar energies grants you these benefits:

Ability Score Increase. Increase an ability score of your choice by 1, to a maximum of 20.

Crossroads Emissary. You learn the *misty step* and *tongues* spells. You can cast each spell once using this feat without a spell slot, and you must finish a long rest before you can cast that spell in this way again. When you cast *tongues* using this feat, you require no material components. You can also cast these spells using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Scion of the Outer Planes feat.

PLANAR WANDERER

Prerequisite: 4th Level, Scion of the Outer Planes Feat

You can draw on the forces of the multiverse to survive cosmic extremes and to traverse its infinite realms. You gain these benefits:

Planar Adaptation. When you finish a long rest, you gain resistance to either acid, cold, or fire damage (your choice) until you finish your next long rest.

Portal Cracker. Your experience with portals allows you to operate them without the proper portal key. As an action, you can concentrate on a portal you're aware of that is within 5 feet of you and make a DC 20 Wisdom (Survival) check. On a failure, you take 3d8 force damage and you can't use this feature on that portal again until you finish a long rest. On a success, you can force the portal open or closed for 1 hour. For that duration, a portal closed in this way doesn't respond to its portal key unless a creature employing the key succeeds on a DC 20 Intelligence (Arcana) check as an action.

Portal Sense. You know the direction to the last planar portal you used while you and the portal are on the same plane. Moreover, as an action, you can detect the location of any portals within 30 feet of you that aren't behind total cover. Once you detect a portal with this action, you can't use the action again until you finish a long rest.

RIGHTEOUS HERITOR

Prerequisite: 4th Level, Scion of the Outer Planes (Good Outer Plane) Feat

You can channel the cosmic forces of good that foster serenity and fellowship. You are still free to choose your own actions, but gain these benefits:

Ability Score Increase. Increase an ability score of your choice by 1, to a maximum of 20.

Soothe Pain. When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to dull its suffering and reduce the damage it takes by 1d10 + your proficiency bonus. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

RUNE CARVER APPRENTICE

You've begun studying the art of runecraft.

You learn the *comprehend languages* spell. You can cast this spell without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using any spell slots you have.

You know two runes of your choice from the Rune Spells table. Whenever you finish a long rest, you can mark one nonmagical weapon, armor, piece of clothing, or other object you touch with a rune you know. You temporarily learn one 1st-level spell based on the rune you inscribed, as specified in the Rune Spells table, and you know the spell until you finish a long rest, when the rune fades.

RUNE SPELLS

Rune	Spell
Death	<i>Ray of sickness</i>
Dragon	<i>Chromatic orb</i>
Enemy	<i>Disguise self</i>
Friend	<i>Speak with animals</i>
Journey	<i>Longstrider</i>
King	<i>Command</i>
Mountain	<i>Entangle</i>
Sacred	<i>Sanctuary</i>

While you are wearing or carrying the rune-marked object, you can cast the spell associated with the chosen rune once without using a spell slot or material components, and you can also cast the spell using any spell slots you have.

Your spellcasting ability for this feat is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Each time you gain a level, you can replace one of the runes you know with a different one from the Rune Spells table.

RUNE CARVER ADEPT

Prerequisite: 4th Level, Rune Carver Apprentice Feat

Your ability to draw out power from runes has grown.

Increase the ability score of the spellcasting ability chosen when you gained the Rune Carver Apprentice feat by 1, to a maximum of 20.

Whenever you cast a spell from the Rune Spells table, or a spell of a school of magic associated with the spell you marked on an object from your Rune Carver Apprentice feat, you can invoke runic power, granting you one of these benefits of your choice:

Battle Runes. Choose one creature you can see within 30 feet of yourself. Until the end of that creature's next turn, it has advantage on the next attack roll it makes.

Healing Runes. Choose one creature you can see within 30 feet of yourself. That creature gains temporary hit points equal to your level.

Runic Winds. Choose one creature you can see within 30 feet of yourself. Until the end of that creature's turn, its movement doesn't provoke opportunity attacks, and its walking speed increases by 10 feet.

You can invoke runic power a number of times equal to your proficiency bonus, but no more than once per spell you cast. You regain all expended uses when you finish a long rest.

SCION OF ELEMENTAL AIR

You've been exposed to the primordial magic of the Elemental Plane of Air, granting you the following benefits:

Elemental Magic. You learn the *minor illusion* cantrip, using Intelligence, Wisdom, or Charisma as the spellcasting ability (choose when you select this feat).

Wind's Glide. You can use a bonus action to gain a flying speed equal to your walking speed until the end of your turn. If you are airborne at the end of your turn after using this movement and aren't held aloft by other means, you fall. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SCION OF ELEMENTAL EARTH

You've been exposed to the primordial magic of the Elemental Plane of Earth, granting you the following benefits:

Elemental Magic. You learn the *druiddcraft* cantrip, using Intelligence, Wisdom, or Charisma as the spellcasting ability (choose when you select this feat).

Earthen Shield. You can use a bonus action to conjure a bulwark of earth that provides half cover to you or a creature of your choice within 30 feet of yourself. The bulwark remains until the start of your next turn. You can create this bulwark a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SCION OF ELEMENTAL FIRE

You've been exposed to the primordial magic of the Elemental Plane of Fire, granting you the following benefits:

Elemental Magic. You learn the *dancing lights* cantrip, using Intelligence, Wisdom, or Charisma as the spellcasting ability (choose when you select this feat).

Fervent Blaze. You learn the *produce flame* cantrip, using the same spellcasting ability chosen for this feat's Elemental Magic benefit. You can cast *produce flame* as normal, and you can also cast it as a bonus action a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

SCION OF ELEMENTAL WATER

You've been exposed to the primordial magic of the Elemental Plane of Water, granting you the following benefits:

Elemental Magic. You learn the *thaumaturgy* cantrip, using Intelligence, Wisdom, or Charisma as the spellcasting ability (choose when you select this feat).

Wave Surge. You can use a bonus action to create a forceful surge of water directed at a creature within 15 feet of you that you can see. The target must make a Strength saving throw; the DC for this save is equal to 8 + your proficiency bonus + the spellcasting ability modifier chosen for this feat, and a creature can choose to fail this saving throw. On a failure, the target is pushed up to 10 feet away from you or pulled up to 10 feet toward you (your choice). The water vanishes immediately after the creature succeeds or fails. You can create this effect a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SCION OF THE OUTER PLANES

You are influenced by and adept at navigating planar pathways and the strange realities of the Outer Planes.

Whether planar essence infuses you or you have extraplanar ancestry, your connection to a plane infuses you with the energies found there. Choose a type of plane listed in the Planar Infusion table below. Your choice gives you resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose when you select this feat).

PLANAR INFUSION

Plane	Damage Resistance	Cantrip
Astral Plane	Psychic	<i>Message</i>
Chaotic Outer Plane	Necrotic	<i>Minor illusion</i>
Evil Outer Plane	Necrotic	<i>Chill touch</i>
Good Outer Plane	Radiant	<i>Sacred flame</i>

Lawful Outer Plane	Radiant	Guidance
The Outlands	Psychic	<i>Mage hand</i>

SOUL OF THE STORM GIANT

Prerequisite: 4th Level, Strike of the Giants (Storm Giant) Feat

You've manifested divination abilities and tempest magic emblematic of storm giants, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Maelstrom Aura. As a bonus action, you surround yourself in an aura of magical wind and lightning that extends 10 feet from you in every direction but not through total cover. The aura lasts until the start of your next turn or until you are incapacitated. While the aura is active, attack rolls against you have disadvantage, and whenever a creature starts its turn within the aura, you can force the creature to make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature's speed is halved until the start of its next turn. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

STRIKE OF THE GIANTS

You have absorbed primeval magic that gives you an echo of the might of giants. Choose one of the kinds of giants listed below. As a bonus action, you can call on the power of your giant magic to imbue your attacks with additional power. The next time you hit a target with a melee or thrown weapon attack within the next minute, the attack has an additional effect depending on the origin of your giant magic:

Hill Giant. The target takes an extra 1d6 damage of the weapon's type. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Stone Giant. The target takes an extra 1d6 force damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you in a straight line.

Frost Giant. The target takes an extra 1d6 cold damage. If the target is a creature, it must succeed on a Constitution saving throw, or its speed is reduced to 0 until the start of your next turn.

Fire Giant. The target takes an extra 1d8 fire damage.

Cloud Giant. The target takes an extra 1d4 thunder damage. If the target is a creature, it must succeed on a Wisdom saving throw, or you become invisible to it until the start of your next turn.

Storm Giant. The target takes an extra 1d6 lightning damage. If the target is a creature, it must succeed on a Constitution saving throw, or it has disadvantage on attack rolls until the start of your next turn.

The saving throw DC for these effects equals 8 + your proficiency bonus + your Strength or Constitution modifier.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

VIGOR OF THE HILL GIANT

Prerequisite: 4th Level, Strike of the Giants (Hill Giant) Feat

You've manifested the resilience emblematic of hill giants, granting you the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Bulwark. When you are subjected to an effect that would move you at least 5 feet or knock you prone, you can use your reaction to steady yourself. You are then neither moved nor knocked prone.

CARD SPELLS

Level	Spell	School	Conc.	Ritual	Class
2nd	<i>Spray of Cards</i>	Conjuration	No	No	Bard, Sorcerer, Warlock, Wizard
3rd	<i>Antagonize</i>	Enchantment	No	No	Bard, Sorcerer, Warlock, Wizard
3rd	<i>House of Cards</i>	Conjuration	Yes	No	Artificer, Bard, Sorcerer, Wizard
3rd	<i>Summon Warrior Spirit</i>	Conjuration	Yes	No	Sorcerer, Warlock, Wizard
4th	<i>Spirit of Death</i>	Necromancy	Yes	No	Sorcerer, Warlock, Wizard

ANTAGONIZE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a playing card depicting a rogue)

Duration: Instantaneous

You whisper magical words that antagonize one creature of your choice within range. The target must make a Wisdom saving throw. On a failed save, it takes 4d4 psychic damage and must immediately use its reaction, if available, to make a melee attack against another creature of your choice that you can see. If no other creature is within range, the target has disadvantage on the next attack roll it makes before the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 4th.

HOUSE OF CARDS

3rd-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a deck of cards)

Duration: 24 hours

You touch the ground and conjure forth a defensive structure made of enormous playing cards. The structure rises with you at its center, harmlessly lifting you and any creatures in the area. The house of cards has a square base that is 30 feet on each side, and it has three floors with 10-foot-high ceilings. The second floor is 20 feet on each side, and the top floor is 10 feet on each side—both centered

Iron Stomach. Whenever you eat food as part of a short rest and spend one or more Hit Dice to regain hit points, you regain additional hit points equal to your Constitution modifier + your proficiency bonus.

SPELLS

Inspired by the *Deck of Many Things*, this section contains new spells that the DM may add to a campaign, making them available to player characters and monster spellcasters alike. The Card Spells table lists the new spells, ordering them by level. The table also notes the school of magic of a spell, whether it requires concentration, whether it bears the ritual tag, and which classes have access to it.

above the bottom floor. Ramps connect the interior of each floor, and empty doorframes connect the interior and exterior of each level. Creatures inside or on top of the structure have half cover.

Each card that comprises the house is 5 feet wide and 10 feet tall and is very fragile. A card has AC 10 and 1 hit point. The cards are immune to poison and psychic damage. Reducing a card to 0 hit points destroys it. Every time a card is destroyed, roll 1d6. If you roll a 5 or a 6, the house collapses, ending the spell.

The house and all its cards vanish when the spell ends.

SPIRIT OF DEATH

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a gilded playing card depicting an avatar of death worth at least 400 gp)

Duration: Concentration, up to 1 minute

You call forth a spirit that embodies death itself. Choose a creature you can see within range. The spirit manifests in an unoccupied space that you can see within 10 feet of the target, and the target becomes haunted by the spirit. The spirit uses the Reaper Spirit stat block. The spirit disappears when it or the haunted creature is reduced to 0 hit points, or when the spell ends.

The reaper spirit is an ally to you and your companions. In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you), but it will only attack the haunted creature. If you don't issue the spirit

any commands, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.

REAPER SPIRIT

Medium Undead

Armor Class 11 + the level of the spell (natural armor)

Hit Points 40 + 10 for each spell level above 3rd

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

Incorporeal Movement. The reaper can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it is shunted to the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Haunting Tracker. You and the reaper can sense the direction and distance to the haunted creature if it's on the same plane of existence as you.

ACTIONS

Multiattack. The reaper makes a number of attacks equal to half this spell's level (rounded down).

Reaping Scythe. *Melee Weapon Attack:* your spell attack modifier to hit (with advantage), reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level necrotic damage.

Paralyzing Fear (1/Day). The reaper attempts to instill fear into the haunted creature it can see within 60 feet of itself. The creature must succeed on a Wisdom saving throw against your spell save DC or be frightened of the reaper for 1 minute. While frightened this way, the creature's speed is 0, and it can't benefit from any bonus to its speed. The frightened creature can repeat the saving throw at the end of each of its turns, or immediately after it takes damage, ending the effect on itself on a success.

SPRAY OF CARDS

2nd-level conjuration

Casting Time: 1 action

Range: 15-foot cone

Components: V, S, M (a deck of cards)

Duration: Instantaneous

You spray spectral cards from your hands or sleeve; the cards blind or slash at your enemies, and then vanish. Choose one of the following effects for the cards.

Blinding Cards. Each creature in a 15-foot cone must succeed on a Wisdom saving throw or be blinded until the end of their next turn.

Cutting Cards. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d10 force damage on a failed save or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of cutting cards increases by 1d10 for every two slot levels above 2nd.

SUMMON WARRIOR SPIRIT

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded playing card depicting a knight worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a warrior spirit from the legendary *Deck of Many Things*. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Warrior Spirit stat block. When you cast the spell, choose a type of warrior: barbarian, fighter, or monk. The warrior resembles a humanoid armed appropriately to the chosen class, which determines certain traits in its stat block. The warrior disappears when it drops to 0 hit points or when the spell ends.

The warrior is an ally to you and your companions. In combat, the warrior shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the creature assumes the higher level for that casting wherever it uses the spell's level in its stat block.

WARRIOR SPIRIT

Medium Undead

Armor Class 13 + the level of the spell + 2 (Fighter only)

Hit Points 30 (Barbarian and Fighter only) or 20 (Monk only) + 10 for each spell level above 3rd

Speed 30 ft.; 40 ft. (Monk only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	9 (–1)

Saving Throws Str +3, Dex +3,

Damage Resistances poison

Condition Immunities charmed, poisoned

Senses passive Perception 13

Languages Common, understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

ACTIONS

Multiattack. The warrior makes a number of attacks equal to half this spell's level (rounded down).

Reckless Strike (Barbarian Only). *Melee Weapon Attack:* your spell attack modifier to hit (with advantage), reach 5 ft., one target. *Hit:* 1d12 + 3 + the spell's level slashing damage, and attacks made against the warrior until the start of its next turn are made with advantage.

Rallying Strike (Fighter Only). *Melee or Ranged Weapon Attack:* your spell attack modifier to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 1d6 + 3 + the spell's level piercing damage, and

the warrior can choose another creature it can see within 20 feet of itself. The chosen creature gains 1d6 temporary hit points.

Unarmed Strike (Monk Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level bludgeoning damage, and the target must succeed on a Strength saving throw against your spell save DC or be knocked prone.

BONUS ACTIONS

Flurry of Blows (Monk Only). The monk makes one Unarmed Strike attack.