



THE GATEKEEPER

D&D SUPPLEMENT

A defender against extraplanar threats
using sword and spell
for the world's greatest roleplaying game

TABLE OF CONTENTS

GATEKEEPER	3
Defenders against Invasion	3
A Higher Purpose	3
Creating a Gatekeeper	3
Class Features	3
Eldritch Unions	6
Union with the Astral Plane	6
Union with the Feywild	6
Union with the Shadowfell	7
Union With The Plane of Air	8
Union With The Plane of Earth	8
Union With The Plane of Fire	8
Union With The Plane of Water	9
GATEKEEPER SPELL LIST	11

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GATEKEEPER

After days of tracking the star spawn horde back to its source, the dragonborn pulls back her hood. Elemental fire energy pouring from her hands to engulf her sword, she braces herself before fighting her way through the mass of horrors to the portal.

He barely evades the gout of flame conjured by the efreeti. Hoping this goes better than the previous time, the half-elf feels the powers of the Feywild infuse his voice as he tells an off-color joke he had heard about a marid, sending his adversary into paroxysms of magically-induced laughter.

The triton steps out of shadows as dark as the sea depths of his childhood. He points his spear at the arcanoloth as a tug at his connection to the Shadowfell allows him to wrap the shadows around himself like a cloak as he prepares to charge this invader into his realm.

With as many variations as the myriad planes of the multiverse, all gatekeepers are united by a calling to defend their home plane (the Material Plane, in most cases) from those outside of it. To assist their fight against such invaders, each gatekeeper forms a connection with another plane, binding to it as a source of strength. This union fuels them with arcane power, making them fierce guardians of their home plane.

DEFENDERS AGAINST INVASION

Defenders against multitudes of creatures that invade the Material Plane from outside its borders, gatekeepers specialize in clearing out places where outsiders hide, be they devious fey, cruel fiends, capricious elementals, horrifying aberrations, or unyielding celestials.

Through their connection to another plane, gatekeepers augment their prowess in combat with the ability to cast spells by using their force of will to pull on planar energy through that bond. Gatekeepers specialize in spells that aid in exploration and defense, allowing them to protect their allies while tracking down planar intruders.

A HIGHER PURPOSE

The nature of the gatekeeper's mission means that they rarely pursue any lifestyle other than that of an adventurer. Whether they are working with other gatekeepers who have accepted the same calling, or banding together with other adventurers, their lot in life is to seek out those who would invade the Material Plane and exploit it to their own ends, and insure that they will no longer be a threat to the natives of their home plane. Gatekeepers engage in martial and magical training in order to better undertake this mission.

CREATING A GATEKEEPER

The most important question to consider when creating your gatekeeper is the realm that you derive your powers from. As a starting character, you'll choose a plane to form an Eldritch Union with, and that choice will impact the abilities you have and the strategies you use to root out your foes.

How did you decide to take up the quest to scour the plane of invaders from other realms? Did you devise the ritual to bond with another plane to fight the outsiders on your own, or did you join an order of similar-minded defenders? Did an aberration kill a loved one, or a stampede of fey beasts reduce your home village to rubble? How do you feel about adventuring with others that do and don't share your mission?

QUICK BUILD

You can make a gatekeeper quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the folk hero background.

CLASS FEATURES

As a gatekeeper, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Class level

Hit Points At 1st Level: 10 + your Constitution Modifier

Hit Points at Higher Levels: 1d10 (or 6) + your constitution modifier.

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, History, Insight, Intimidation, Persuasion, and Survival

EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- chain mail

ELDRITCH UNION

Each gatekeeper forms a union with another plane to arm themselves with the tools they need to defend their home plane against threats from without. This binds their life force to the other plane, mingling the essence of the chosen plane with the gatekeeper's spirit. This act of commitment to the safety of their realm also has the effect of separating the gatekeeper from the regular natives of their plane. Choose the plane with which you will form your Eldritch Union. This choice will give you features at 3rd, 7th, 15th, and 20th levels. Those features include union spells.

THE GATEKEEPER

Level	Proficiency Bonus	Features	Essence Points	Spells Known	—Spell Slots per Spell Level—				
					1st	2nd	3rd	4th	5th
1st	+2	Eldritch Union, Otherworld Sense, Otherworldly Essence, Planar Absorption	1	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Planar Strike	2	2	2	—	—	—	—
3rd	+2	Eldritch Union feature, Planar Lore	3	3	3	—	—	—	—
4th	+2	Ability Score Improvement	4	3	3	—	—	—	—
5th	+3	Extra Attack	5	4	4	2	—	—	—
6th	+3	Planar Adaptation, Energy Shift	6	4	4	2	—	—	—
7th	+3	Eldritch Union feature	7	5	4	3	—	—	—
8th	+3	Ability Score Improvement	8	5	4	3	—	—	—
9th	+4	—	9	6	4	3	2	—	—
10th	+4	Greater Planar Adaptation	10	6	4	3	2	—	—
11th	+4	Flickering Strike	11	7	4	3	3	—	—
12th	+4	Ability Score Improvement	12	7	4	3	3	—	—
13th	+5	—	13	8	4	3	3	1	—
14th	+5	Planar Jaunt	14	8	4	3	3	1	—
15th	+5	Eldritch Union feature	15	9	4	3	3	2	—
16th	+5	Ability Score Improvement	16	9	4	3	3	2	—
17th	+6	—	17	10	4	3	3	3	1
18th	+6	Mass Planar Adaptation	18	10	4	3	3	3	1
19th	+6	Ability Score Improvement	19	11	4	3	3	3	2
20th	+6	Eldritch Union feature	20	11	4	3	3	3	2

OTHERWORLD SENSE

The presence of extraplanar energies registers on your senses like a grating din. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any aberration, celestial, elemental, fiend, or other creature considered non-native to the Material Plane within 60 feet of you that is not behind total cover. You know the type (aberration, elemental, etc) of any being whose presence you sense, but not its identity (Marrake al-Sidan al-Hariq ben Lazan, Sultan of the Efrete, for instance). You also detect the distance and direction to the closest planar portal within 1 mile of you, if any.

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

OTHERWORLDLY ESSENCE

You are able to draw on the essence of your chosen plane to fuel gatekeeper abilities. You have a number of essence points equal to your gatekeeper level. You regain all spent essence points when you finish a long rest.

PLANAR ABSORPTION

Using your connection to your chosen plane, you are able to withstand, and even be healed by, the energies of your plane. If you receive damage of the type associated with your Eldritch Union, you may, as a reaction, expend a number of essence points less than or equal to half your gatekeeper level (minimum 1). For each point spent, reduce the damage by 5 points. Gain a number of temporary hit points equal to the amount of the damage reduction.

FIGHTING STYLE

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

DEFENSE

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

DUELING

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

GREAT WEAPON FIGHTING

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

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of your chosen plane to cast spells, much as a sorcerer does. See Chapter 10 of the Player's Handbook for the general rules of spellcasting and the Gatekeeper Spell List section later in this document.

SPELL SLOTS

The Gatekeeper table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *heroism* and have a 1st-level and a 2nd-level spell slot available, you can cast *heroism* using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the gatekeeper spell list. The Spells Known column of the Gatekeeper table shows when you learn more gatekeeper spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the gatekeeper spells you know and replace it with another spell from the gatekeeper spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your gatekeeper spells, since the power of your magic relies on your force of will to manipulate the energy of your chosen plane. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a gatekeeper spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a weapon as a spellcasting focus for your gatekeeper spells.

PLANAR STRIKE

Starting at 2nd level, when you hit a creature with a melee weapon attack, and that creature is not native to the plane you've formed an Eldritch Union with, you can expend essence points to deal additional damage to that target. The damage is of the type associated with your Eldritch Union, and the amount of damage is a number of d8s equal to the number of points spent plus one. At 2nd level, you may spend 1 point (2d8). At 5th level, you may spend up to 2 points (3d8). At 9th level, you may spend up to 3 points (4d8). At 13th level, you may spend up to 4 points (5d8), and at 17th level, you may spend up to 5 points (6d8).

PLANAR LORE

By 3rd level, you have become very familiar with information about the planes and the beings that live on them. You may double your proficiency bonus on any Intelligence check to recall information about another plane or an extraplanar creature.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

PLANAR ADAPTATION

By 6th level, your connection to the plane you have chosen to form an Eldritch Union with provides you with almost as much familiarity with that plane as your home plane. You gain the ability to traverse your chosen plane without being affected by the hazards there, such as alignment changes or corruption.

ENERGY SHIFT

Beginning at 6th level, you may change the energy type of any spell you cast that deals energy damage to the type associated with your Eldritch Union.

GREATER PLANAR ADAPTATION

By 10th level, your familiarity with planes outside of the Material Plane has improved to such a point that you can apply the benefit of Planar Adaptation to any plane.

FLICKERING STRIKE

At 11th level, you gain the ability to strike foes extremely quickly by passing between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

PLANAR JAUNT

By 14th level, you have learned how to travel between planes to pursue your enemies. You may spend 5 essence points to cast plane shift without using a spell slot or material components.

MASS PLANAR ADAPTATION

By 18th level, you have learned to extend your protection from hazards in other planes to your companions. You may select up to ten willing creatures to gain the benefit of your Greater Planar Adaptation feature for 24 hours. All creatures must be chosen when the ability is used – you can't save partial uses for later. You may dismiss this ability separately for each creature if necessary. Once you use this feature, you must complete a long rest before using it again.

ELDRITCH UNIONS

Becoming a gatekeeper involves binding another plane to the gatekeeper's spirit, uniting that plane's energies with the gatekeeper's own. Some believe they are allying with a friendly plane to banish those who invade their home. Others see it as a necessary evil, arming themselves with the tools of their foes in order to fight on their level.

UNION WITH THE ASTRAL PLANE

A union with the Astral Plane connects the gatekeeper to a realm of thoughts and dreams. Gatekeepers who bind themselves to the Astral Plane are more likely to favor neutrality over law or chaos.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is psychic.

UNION SPELLS

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

ASTRAL PLANE SPELLS

Gatekeeper Level	Spell
3rd	<i>dissonant whispers</i>
5th	<i>detect thoughts</i>
9th	<i>sending</i>
13th	<i>phantasmal killer</i>
17th	<i>dream</i>

ASTRAL SENSE

Starting at 3rd level, you gain the ability to extend your senses into the astral plane to better find astral echoes of enemies that are trying to evade you. As an action, you may spend an essence point to detect any creature within 60 feet, unless that creature's type is construct or undead. Neither cover nor invisibility prevent this detection, though anything that specifically blocks Life Sense will also block this ability.

THWART INTENTIONS

At 7th level, you gain the ability to open your mind to those around you and act in subtle ways to counter their actions against you or your companions. When a creature that you can see (or detect with the Astral Sense feature) within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction and spend two essence points to roll 2d6 and subtract the result from the creature's roll. At 13th level, this becomes 3d6. At 17th level, this becomes 4d6. You may not use this feature against constructs, the undead, or any creature with an Intelligence score of 0.

MENTAL STATIC

At 15th level, you've learned to cloud the minds of your enemies. You may spend four essence points to cast *confusion* without using a spell slot. You may exclude your allies from the effects of this spell.

PALACE OF THE MIND

Once you reach 20th level, your ability to touch the minds of others has grown so great that you can tear through most creatures' mental defenses as if they were wet paper, allowing you full access to their psyche in a mental interrogation chamber of your devising. As an action, you can spend 7 essence points and choose a creature you can see (or detect with the Astral Sense feature) within 60 feet of you. It must make a Wisdom saving throw against your gatekeeper spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 10 minutes or until your concentration is broken (as if you were concentrating on a spell). This effect ends if the creature takes any damage.

Until this effect ends, the creature believes it is trapped in whatever environment you design. The creature can see and hear only itself, you, and the illusion. While under this effect, the creature is also under the effect of a *zone of truth* spell, but is not aware of the effect, and thus gains no saving throws and cannot avoid answering questions.

UNION WITH THE FEYWILD

A union with the Feywild connects the gatekeeper to a realm of natural wonders and tricky magic. Gatekeepers who bind themselves to the Feywild are more likely to favor chaos over law.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is poison.

UNION SPELLS

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

FEYWILD SPELLS

Gatekeeper Level	Spell
3rd	<i>Tasha's hideous laughter</i>
5th	<i>enthrall</i>
9th	<i>major image</i>
13th	<i>polymorph</i>
17th	<i>geas</i>

FEY GLAMOUR

Starting a third level, you may, as an action, spend an essence point to cast *disguise self* without using a spell slot.

DUPLICITOUS DUPLICATES

Starting at 7th level, you learn to mislead your enemies with illusory duplicates. As an action, you may spend two essence points to create up to two perfect illusions of yourself that last for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusions appear in unoccupied spaces that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusions up to 30 feet to a space you can see, but they must remain within 120 feet of you.

For the duration, you can cast spells as though you were within a duplicate's space, but you must use your own senses. Additionally, when you and an illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

PEER BEYOND THE VEIL

Beginning at 15th level, your experience with the trickery of the Feywild has rendered you very difficult to deceive. You may spend 5 essence points to cast *true seeing* without spending a spell slot or material components. However, you may only target yourself with this spell.

REPOSE IN FAERIE

At 20th level, you have learned the secrets that allow the Feywild to conceal and restore ancient kings and objects of great power. You may spend 7 essence points to cast *sequester* without using a spell slot or requiring material components. If the target of your spell spends at least 8 hours under its effect, it gains the benefits of a long rest and *greater restoration* (if alive), or full restoration of hit points and *mending* (if an object).

UNION WITH THE SHADOWFELL

A union with the Shadowfell connects the gatekeeper to a realm of darkness, full of creatures who slip silently from shadow to shadow. Gatekeepers who bind themselves to the Shadowfell are more likely to favor chaos over law.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is necrotic.

UNION SPELLS

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

SHADOWFELL SPELLS

Gatekeeper Level	Spell
3rd	<i>fog cloud</i>
5th	<i>darkness</i>
9th	<i>blink</i>
13th	<i>shadow of Moil</i>
17th	<i>creation</i>

MELD INTO DARKNESS

At 3rd level, you gain an increased ability to operate in darkness. As an action, you may activate this feature by spending essence points. The effect lasts for 1 minute for each point you spend. While this feature is active, you gain darkvision with a range of 60 feet. If you already have darkvision granted by your race, its range increases by 30 feet. While this feature is active and you are in darkness, you also become invisible to any creature that relies on darkvision to see you in that darkness.

AMBUSH FROM THE SHADOWS

Starting at 7th level, if you are hidden from a creature when you cast a spell that targets it, you may spend two essence points to conceal your spellcasting. If you do so, the targeted creature has disadvantage on any saving throw it makes against the spell this turn.

UMBRAL DEFENSES

Starting at 15th level, you gain the ability to build temporary defenses for yourself with the stuff of the Shadowfell. If you are targeted by a creature's attack roll, and they do not have advantage on the roll, you may use your reaction and spend three essence points to impose disadvantage on the attack. You must use this feature before you know the outcome of the roll.

TRAVEL IN SHADOWS

Starting at 20th level, you have learned how to use the Shadowfell to create paths between shadows in your plane. You may spend 7 essence points to create a pathway between any two shadows anywhere on the same plane of existence. You must have seen the area on both sides of this pathway at least once before. For up to three rounds, any creature can step into one shadow and emerge from the other by using 5 feet of movement. You may end the effect as a free action.

UNION WITH THE PLANE OF AIR

A union with the Plane of Air connects the gatekeeper to a realm of storms and endless movement. Gatekeepers who bind themselves to the Plane of Air are more likely to favor chaos over law.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is lightning.

UNION SPELLS

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

PLANE OF AIR SPELLS

Gatekeeper Level	Spell
3rd	<i>witch bolt</i>
5th	<i>dust devil</i> ^{EEPC}
9th	<i>call lightning</i>
13th	<i>storm sphere</i>
17th	<i>control winds</i>

MOVE LIKE THE WIND

Starting at 3rd level, you may spend an essence point to cast *zephyr strike* without using a spell slot.

MIST TRAVEL

Starting at 7th level, you may spend 3 essence points to cast *gaseous form* without using a spell slot. You may only target yourself with this spell.

COMMAND OF THE WINDS

Starting at 15th level, you have learned to call the winds to you and use them in numerous ways. You may spend six essence points to cast *investiture of wind* without using a spell slot.

MASTER OF THE SKIES

At 20th level, you learn to master your powers related to the sky. Using the *fly* spell no longer requires concentration for you.

In addition, you may spend 7 essence points to cast *control weather* without using a spell slot.

UNION WITH THE PLANE OF EARTH

A union with the Plane of Earth connects the gatekeeper to a realm of rigidity and vast mountains. Gatekeepers who bind themselves to the Plane of Earth are more likely to favor law over chaos.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is acid.

UNION SPELLS

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

PLANE OF EARTH SPELLS

Gatekeeper Level	Spell
3rd	<i>earth tremor</i> ^{EEPC}
5th	<i>Maximilian's earthen grasp</i> ^{EEPC}
9th	<i>erupting earth</i>
13th	<i>stone shape</i>
17th	<i>transmute rock</i>

SHIELDING ROCK

Starting at 3rd level, you may spend 1 essence point to cast *shield* without using a spell slot.

EARTHEN CONCEALMENT

Starting at 7th level, you may spend three essence points to cast *meld into stone* without using a spell slot.

STONY RESOLUTION

Starting at 15th level, you learn how to protect yourself with earthen power. You may spend six essence points to cast *investiture of stone* without using a spell slot.

FORTITUDE OF MOUNTAINS

At 20th level, you learn to use the unyieldingness of earth to protect all of your companions. You may spend eight essence points in order to cast the *stoneskin* spell on up to ten willing creatures without using a spell slot or material components. You do not need to concentrate on the spell. If you use this feature again before the duration elapses, the effects of the first casting end before the second casting takes effect.

UNION WITH THE PLANE OF FIRE

A union with the Plane of Fire connects the gatekeeper to a realm of scorching heat and burning passion. Gatekeepers who bind themselves to the Plane of Fire are more likely to favor chaos over law.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is fire.

UNION SPELLS

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

PLANE OF FIRE SPELLS

Gatekeeper Level	Spell
3rd	<i>burning hands</i>
5th	<i>flaming sphere</i>
9th	<i>fireball</i>
13th	<i>fire shield</i>
17th	<i>immolation</i>

FLAME STING

Starting at 3rd level, you may spend an essence point to cast searing smite without using a spell slot.

SEARING RETRIBUTION

At 7th level, you learn to use fire to retaliate against enemy attacks. As a bonus action, you may spend a number of essence points up to half your gatekeeper level to wreath your body in flames which last for a number of turns equal to the number of points spent. When you are the target of a melee attack, these flames lash out at your attacker, dealing 3d8 fire damage. At 14th level, this increases to 5d8.

WREATH OF FLAMES

At 15th level, your command of flames increases, allowing you to cover your body with flames and use them in a variety of ways. You may spend six essence points in order to cast *investiture of flame* without using a spell slot.

RISE FROM THE ASHES

At 20th level, your body becomes so in tune with the Plane of Fire that, like a phoenix, you can affect a rebirth in flames.

If you are reduced to zero hit points and you have at least one essence point remaining, you may spend all of your remaining essence points to restore yourself to your hit point maximum and stand from prone. Doing so does not count as a reaction. You are affected by your Searing Retribution feature as if you had spent the number of essence points you had remaining before you activated this feature. You must complete a long rest before you can use this feature again.

UNION WITH THE PLANE OF WATER

A union with the Plane of Water connects the gatekeeper to a realm of rhythmic tides and fierce currents. Gatekeepers who bind themselves to the Plane of Water are more likely to favor neutrality over law or chaos.

PLANAR ENERGY

For any feature with an energy type that depends on your Eldritch Union, that type is cold.

UNION SPELLS

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

PLANE OF WATER SPELLS

Gatekeeper Level	Spell
3rd	<i>armor of Agathys</i>
5th	<i>Snilloc's snowball swarm</i> ^{EEPC}
9th	<i>tidal wave</i> ^{EEPC}
13th	<i>control water</i>
17th	<i>maelstrom</i> ^{EEPC}

AQUATIC ADAPTATION

At 3rd level, you may spend 1 essence point to cast water breathing without spending a spell slot. However, you may only target yourself. Once you reach 9th level, you may spend 3 essence points to cast the spell without that restriction.

TREAD WITHOUT SINKING

At 7th level, you have learned how to traverse water and only submerge yourself if you desire it. You may spend three essence points to cast *water walk* without using a spell slot.

CLOAK OF ICE

Starting at 15th level, you have learned to clothe yourself in rime, using cold to protect yourself and hinder your enemies. You may spend six essence points to cast *investiture of ice* without using a spell slot.

LIQUID SPHERE SWARM

At 20th level, you learn to create spheres of water that you can use to move and engulf your adversaries. As an action, you may spend eight essence points to activate this effect, which requires concentration as if concentrating on a spell. The effect lasts up to 10 rounds.

You can summon up to four spheres of water, each with a 5-foot radius. They must be at points you can see within 90 feet of you. The spheres can hover, but no more than 20 feet off the ground.

Any creature in a sphere's space must make a Strength saving throw. On a successful save, the creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

Each sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move any number of spheres up to 30 feet each in a straight line. If a sphere moves over a pit, cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by a sphere moves with it. You can ram a sphere into creatures, forcing them to make the saving throw.

If a creature unable to breathe in water fails the saving throw after spending 5 consecutive rounds inside a sphere, their HP is reduced to 0 and they may not stabilize while inside the sphere.

A creature adjacent to a sphere may spend their action to make a Strength (Athletics) check against your gatekeeper spell save DC to remove another creature from the sphere. However, the assisting creature must then make a Strength save to avoid being engulfed by the sphere.

When this effect ends, each sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by a sphere is knocked prone in the space where it falls. The water then vanishes.

GATEKEEPER SPELL LIST

1ST LEVEL

Absorb Elements^{EEPC}

Bane

Cause Fear^{XGtE}

Color Spray

Comprehend Languages

Detect Magic

Expeditious Retreat

Faerie Fire

False Life

Feather Fall

Heroism

Identify

Jump

Longstrider

Sanctuary

2ND LEVEL

Blur

Darkvision

Earthbind^{EEPC}

Enhance Ability

Enlarge/reduce

Heat Metal

Hold Person

Knock

Levitate

Melf's Acid Arrow

Misty Step

Nystul's Magic Aura

Scorching Ray

See Invisibility

Spider Climb

Warding Bond

3RD LEVEL

Bestow Curse

Catnap^{XGtE}

Counterspell

Elemental Weapon

Fear

Fly

Haste

Life Transference^{XGtE}

Magic Circle

Melf's Minute Meteors

Protection from Energy

Slow

Tongues

Water Walk

4TH LEVEL

Arcane Eye

Banishment

Death Ward

Dimension Door

Elemental Bane^{EEPC}

Freedom Of Movement

Grasping Vine

Locate Creature

Mordenkainen's Faithful
Hound

5TH LEVEL

Antilife Shell

Circle of Power

Dispel Evil and Good

Far Step

Legend Lore

Mislead

Passwall

Planar Binding

Rary's Telepathic Bond

Scrying

Steel Wind Strike^{XGtE}

Teleportation Circle

Wall of Force