

EXPLORERS OF THE MULTIVERSE

EVERY ADVENTURER FEELS THE CALL TO explore new lands, but some won't settle for finding out what's beyond the next hill. These adventurers leave the Material Plane behind to travel the multiverse in search of adventure. Below are two new archetypes for planesfaring adventurers. The Planar Explorer is a new archetype for rangers who cross the boundaries between worlds and hunt the most dangerous creatures in the multiverse. The second new archetype is the Way of Infinite Worlds, a new monastic tradition for monks who wish to transcend this plane of existence.

PLANAR EXPLORER (RANGER ARCHETYPE)

The Planar Explorer is a new ranger archetype that specializes in traveling and mapping the Inner and Outer planes. Their specialized abilities grant them the power to combat the denizens of the planes whether they are celestial, elemental, or fiendish.

The first lesson that a Planar Explorer learns is that the barriers between the planes are not impregnable. Ancient wizards and other beings have left permanent planar portals that bold travelers can use. Other portals occur naturally, and whether these are permanent or temporary, they offer doorways to distant planes. Planar Explorers use these pathways to travel the planes, exploring areas where most rangers dare not go.

Planar Explorers journey across the Inner and Outer Planes learning the skills necessary to survive in realms as exotic as the landless, infinite sky of the Elemental Plane of Air or the fiery



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rivers of the Hells. They find work as guides for inter-dimensional merchants or as bounty hunters tracking down the dangerous creatures that inhabit the planes.

Planar Spells

Traveling across the planes requires more than quick wits and a strong sword arm. Planar Explorers must regularly contend with dangers that most rangers never encounter. In your exploration of the planes, you’ve learned additional spells to aid you in your travels.

At 3rd, 6th, 10th, 14th, and 18th level, you acquire additional spells and add them to the ranger spell list. Once you acquire a planar spell, you always have it prepared. These spells do not count against the number of spells that you can prepare daily. These spells are considered ranger spells for you.

PLANAR EXPLORER BONUS SPELLS

Ranger Level	Spells
3rd	<i>comprehend languages, protection from evil and good</i>
6th	<i>alter self, see invisibility</i>
10th	<i>fly, tongues</i>
14th	<i>banishment, locate creature</i>
18th	<i>contact other plane, planar binding</i>

Step into the Unknown

At 3rd level you have only started your exploration of the planes, but the beings who inhabit the planes are as familiar to you as wolves and deer are to other rangers. Instead of using Intelligence (Arcana) to identify the celestials, elementals, or fiends, you may use an Intelligence (Nature) check to recall lore about the planes themselves or their inhabitants.

Through hard-won experience and the stories of fellow travelers, you’ve learned to identify which plane you are on just by studying the fauna, flora and terrain around you. You may make a Wisdom (Survival) check to identify the plane that you are currently on. The type of plane determines the difficulty of the check.

PLANE IDENTIFICATION

Type of Plane	Difficulty
Your Home Plane	5
The Inner Planes	10
The Outer Planes	15
Another Material Plane	20
A Demiplane	25

Planar Savant

Starting at 7th level, your familiarity with the inhabitants of the Inner and Outer Planes gives you insight into not only their strengths and weaknesses, but also their behavior. When you interact with a creature not native to the Material Plane, you double your proficiency bonus on all Charisma (Deception), Charisma (Persuasion), and Wisdom (Insight) checks.

Once per turn, when you hit a celestial, elemental, or fiend with a weapon or spell attack, you may deal extra damage equal to your ranger level as a bonus action.

Planar Cartographer

At 11th level, your journeys across the planes have exposed you to a wide variety of portals, gates, and other means of travel between the planes. You have learned to recognize the presence of hidden portals and gates as well as weaknesses in the fabric of the planes. If you are within 30 feet of a portal or gate, you may make a DC 15 Wisdom (Perception) check to identify the planar gate.

If the portal is barred to you—either because the portal requires a special key or other method to activate—you may make a DC 15 Intelligence (Arcana) check to learn the method to open the portal as well as the plane to which the portal leads.

Unearthly Strike

Also at 11th level, your experience combating the residents of the Inner and Outer Planes have made you a dangerous opponent. Your weapon attacks against celestials, elementals, and fiends now score a critical hit on a roll of 19 or 20.

Boundless Travels

Beginning at 15th level, you are no longer reliant on other spellcasters or locating gates or portals to travel the planes. You gain the ability to cast *plane shift* without expending a spell slot. In order to use this ability you must meet the requirements of the spell by crafting a tuning fork aligned to the plane to which you want to travel. For example, if you do not have a tuning fork attuned to the Elemental Plane of Water, you cannot travel there. Clever Planar Explorers often use this spell to dispatch beings too powerful to be defeated in combat by using this ability to banish the creature to another plane.

After you use this ability you must complete a long rest before you can use it again.

Way of Infinite Worlds (Monk Tradition)

The path to enlightenment is not necessarily an inward journey. A monastic life filled with endless meditation and the rote practice of martial arts is too oppressive for some monks. Overcome by wanderlust, these monks leave behind their schools and set off to learn the ways of the multiverse. Monks who follow the Way of Infinite Worlds believe that all planes and all beings are interconnected and that enlightenment is only possible through experiencing every facet of existence. They believe that the lessons learned from the denizens of Hell are just as important as understanding the grace of the celestials.

The monks of this tradition embark on pilgrimages that take them beyond the Material Plane and into the Inner and Outer Planes. They use planar gates, portals, or magic items to step between the many worlds. Eventually, they learn to access the Astral Plane and project their consciousness across the multiverse.

Monks who study the Way of Infinite Worlds attempt to travel to each plane at least once during their lifetimes. Completing this pilgrimage is a significant step along their personal journey to enlightenment.

Bonus Proficiencies

When you begin your studies of the Way of Infinite Worlds you gain proficiency in the Arcana skill.

Fist of Three Worlds

When you select this path at 3rd level, you can use your ki to empower your attacks with the very essence of the multiverse. Whenever you deal damage to a celestial, elemental, or fiend with an unarmed strike, you may spend 1 ki to do an extra 1d6 damage (no action required).

This attack's damage increases by 1d6 when you reach 8th level (2d6), 13th level (3d6), and 18th level (4d6).

Fury of the Planes

At 6th level, you have reached a greater understanding of the nature of the multiverse and the connections between the planes and all beings. You have learned to focus your ki and turn your understanding of the planes into a weapon. You gain the ability to make a ranged spell attack with a range of 120 feet against a creature, at will. You are considered proficient with this attack and it uses the same die as your Martial Arts attacks. You add your Dexterity modifier to the attack roll and damage roll.

When you make this attack you select the type of damage it does. At 3rd level, you may choose between the following types: fire, cold, and lightning. At 8th level and every two levels thereafter you may select one additional type of damage that the attack can do. Those types are: acid, force, necrotic, radiant, or thunder.

One with the Planes

Starting at 11th level, you may spend 2 ki points as a bonus action to create a connection between yourself and one of the Outer Planes. This connection allows you to infuse your body with the essence of that plane. When you activate this ability, select one of the following planes to channel—the Abyss, Elysium, Heaven, the Hells, Limbo, or Utopia—and gain abilities based on

the nature of that plane for one hour. You must complete a short or long rest before you can use this ability again.

- ▶ **The Abyss.** When you channel the entropic power of the Abyss, you become resistant to fire, cold, and lightning damage. You also gain an aura of fire that burns anyone near you. At the start of each of your turns each creature within 5 feet of you must make a Dexterity saving throw versus your ki save DC or take 2d6 damage on a failed save. The creature takes half damage on a successful save.
- ▶ **Elysium.** When you channel the Neutral Good plane of Elysium, you gain advantage on saving throws against spells and other magical effects. You are also immune to the following conditions: charmed, exhaustion, frightened, poisoned, and stunned.
- ▶ **Heaven.** When you channel the powers of Heaven, you are resistant to radiant damage and immune to necrotic damage. Until this power ends, you grow a pair of feathery angelic wings and gain a fly speed of 60 feet.
- ▶ **The Hells.** When you channel the powers of the Hells, you gain immunity to fire and resistance to poison damage. You receive Devil's Sight, as the invocation of the same name. (You gain darkvision to a range of 120 feet. If you already have darkvision, its range increases to 120 feet. Magical darkness no longer impedes your vision.) Your melee attacks deal an additional 1d6 poison damage.
- ▶ **Limbo.** When you channel the chaotic realm of the Limbo, you gain resistance to acid, cold, fire, lightning, and thunder damage as your form becomes as mercurial as the plane

itself. You also gain regeneration, which allows you to regain 5 hit points at the start of each of your turns so long as you have at least 1 hit point, up to half of your maximum hit points.

- ▶ **Utopia.** When you channel the powers of the Lawful Neutral plane of Utopia, you gain immunity to psychic damage and resistance to bludgeoning, piercing, or slashing damage from weapons that aren't magical. Your form becomes unchangeable, and you are immune to any spell or effect that would change your form.

Astral Pilgrim

By 17th level, you have learned to travel the planes unfettered by your physical form. You may use the *astral projection* spell to send yourself and your companions into the Astral Plane. From there you can use Astral Color Pools (see the GM's core rulebook) to travel anywhere in the multiverse. Once you've used this feature you must complete a long rest before you can use it again.

You have also learned how to tap into the very essence of the planes and use that energy to empower your unarmed attacks. You can spend 3 ki points when you make a successful unarmed attack against a celestial, elemental, or fiend. The creature must make a saving throw versus your ki save DC or take 4d10 additional damage on a failed save and the creature is banished to either the Astral Plane or the Ethereal Plane (your choice) for 1d6 rounds. On a successful save, the creature takes half the additional damage and is not banished. You may choose the type of damage that this attack does from the following list: acid, cold, fire, force, lightning, necrotic, radiant or thunder.