

THE WAYFARER



~Create your beast and travel the planes~

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WAYFARER

A woman with dark hair walks silently along a winding path. She is accosted by bandits, but in an instant, a fiendish black hound with fire licking from its lips rushes to her side, with an unbridled fury far surpassing her attackers. The bandit leader shudders for a moment, and then turns to stab his ally. At this, the bandits flee, leaving the woman and her now-tranquil companion alone.

Laughing gleefully, a man with a thin beard and a lute plays his song on a street corner. Nearby, a small white rabbit bounces joyously, higher and higher into the air, until it is lightly hopping off of the heads of the crowd. People clap along, and once the song is done, toss a few coins to the man.

A captain motions for her subordinates to halt. The telltale signs of a psychic wind is on the horizon. With a wave of her hands, her allies are calmed, as the stray thoughts and subconscious fears of 10,000 souls wash over them. She remains steadfast, and it is she who sees the true danger coming, a horrible beast with gnashing teeth and gleaming claws. She gives out a piercing whistle, and her own skeletal beast rushes out to meet this threat. Only when the creature lays dead and the psychic wind has fallen away does she motion to her companions that it is once again safe to move.

Wayfarers are masters of the multiverse, coming to know the planes and how they work, and how to cross between them. Each wayfarer channels the pure essence of one of the planes of existence, morphing their magic and abilities to become more like the denizens of that plane. Wayfarers also come to know a bond with a spiritual creature formed from the latent magical energy of that plane, which becomes a unique and trusted ally.

PLANAR TRAVELER

A wayfarer is one who sees the call to adventure early in life, not to traverse their own world, but every world they can find. The planes of existence are alien, and strange, and most are completely uncharted. A wayfarer sees this not as discouraging, but as a goal. The planes support life, and a wayfarer amasses the tools and experience necessary to navigate these dangerous and hostile worlds.

THE WAYFARER

—SPELL SLOTS PER SPELL LEVEL—

Level	Proficiency Bonus	Amicus Points	Features	Cantrips Known	Spell Slots per Spell Level									
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	—	Landmark, Spellcasting	2	2	—	—	—	—	—	—	—	—	—
2nd	+2	2	Amicus, Plane-touched	2	3	—	—	—	—	—	—	—	—	—
3rd	+2	3	Spirit Link	2	4	2	—	—	—	—	—	—	—	—
4th	+2	3	Ability Score Improvement	3	4	3	—	—	—	—	—	—	—	—
5th	+3	5	Quick Shift	3	4	3	2	—	—	—	—	—	—	—
6th	+3	5	Plane-touched feature, Soul Strike	3	4	3	3	—	—	—	—	—	—	—
7th	+3	6	—	3	4	3	3	1	—	—	—	—	—	—
8th	+3	6	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—	—
9th	+4	7	—	3	4	3	3	3	1	—	—	—	—	—
10th	+4	7	Landmark improvement, Plane-touched feature	4	4	3	3	3	2	—	—	—	—	—
11th	+4	10	—	4	4	3	3	3	2	1	—	—	—	—
12th	+4	10	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—
13th	+5	11	—	4	4	3	3	3	2	1	1	—	—	—
14th	+5	12	Multiversal Traveler, Planar Essence	4	4	3	3	3	2	1	1	—	—	—
15th	+5	12	—	4	4	3	3	3	2	1	1	1	—	—
16th	+5	13	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—	—
17th	+6	14	—	4	4	3	3	3	2	1	1	1	1	—
18th	+6	14	Plane-touched feature	4	4	3	3	3	3	1	1	1	1	—
19th	+6	15	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1	—
20th	+6	16	Verum Domum	4	4	3	3	3	3	2	2	1	1	—

CLOSER THAN FAMILY

Wayfarers all come to bond with a spiritual entity which takes on features of its home plane. This creature is known as an amicus, and the trust and bond a wayfarer shares with their amicus is unsurpassed. As a wayfarer channels the pure essence of a plane to perform their magic, that plane becomes a part of them. It is theorized that an amicus, like the essence of the plane within the wayfarer, is a creature made of the pure substance of its home plane, a representative creature meant to protect those who channel its power.

CREATING A WAYFARER

To create a wayfarer, you must decide which plane it is you have a connection to. What is this connection, and how does it fuel your magic? Are you bonded to the Abyss, having a devil as an ancestor? Is it the Feywild, that land of dark magic and whispered secrets? Are you associated with Mechanus, the clockwork plane almost entirely inhabited by modrons?

You must also decide what form your amicus will take. Will your amicus become a fearsome beast, meant to strike awe and terror into your enemies? Will it be small and unassuming, only lashing out with its power when provoked?

A wayfarer is an adventurer first and foremost, excited and proud to be an explorer of the planes. What led you down this path in life? Where did you first learn about the planes, and when did you make the connection that their power was being channeled through you? Are you a cartographer, attempting to make the most comprehensive map in the multiverse? Are you simply a guide, using your knowledge and skills to get other people through the planes to their destination?

QUICK BUILD

You can make a wayfarer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background. Third, choose the *create bonfire* and *prestidigitation* cantrips.

CLASS FEATURES

As a wayfarer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per wayfarer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wayfarer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Navigator's tools

Saving Throws: Constitution, Charisma

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

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- A set of navigator's tools

Alternately, you can purchase your own starting equipment. At 1st level, a wayfarer begins with 4d4 x 10 gp.

LANDMARK

Starting at 1st level, you gain the ability to fix a location in your mind, never deviating from it. As an action, you can focus on a point that you can see. Most of the time, this will be a point on a physical feature such as a tree or structure, but the location you focus on can be one that doesn't have a discernable difference from the area around it, such as a point in the air or a spot in the middle of the ocean. If your landmark is a location which is later destroyed (such as part of a tree which is cut down), the area it occupied still remains as a landmark to you. Your landmark is a fixed location in space, not any object your landmark may be attached to.

From then on, you can take an action to focus, at which point you know the direction and approximate distance between yourself and the landmark. You must be on the same plane of existence as your landmark to take this action. If you attempt to learn another landmark, you must forget the one you know.

When you reach 10th level, you can have a separate landmark on each plane of existence.

SPELLCASTING

You act as a conduit for the magical river that flows between planes, and channel its energy to cast wayfarer spells.

CANTRIPS

At 1st level, you know two cantrips of your choice from the wayfarer spell list. You learn additional wayfarer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wayfarer table.

PREPARING AND CASTING SPELLS

The Wayfarer 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.

You prepare the list of wayfarer spells that are available for you to cast, choosing from the wayfarer spell list. When you do so, choose a number of wayfarer spells equal to your Charisma modifier + your wayfarer level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level wayfarer, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *fog cloud*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wayfarer spells requires time spent channeling aspects of different planes: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your wayfarer spells. You use your Charisma whenever a wayfarer spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a wayfarer 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

RITUAL CASTING

You can cast a wayfarer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your wayfarer spells.

AMICUS

Starting at 2nd level, you are bonded with a powerful entity called an amicus, a creature which is friendly towards you and seeks to keep you safe and help you accomplish your goals. This creature is a manifestation of the pure planar energy you channel. Your amicus can appear as almost anything, but typically appears as a type of creature you are familiar with, albeit with differences that set it apart from normal creatures. An amicus does not need to eat or drink, although it does need to rest for at least 4 hours to gain the benefits of a long rest. Each amicus has statistics that are unique to it (see Amicus Form, below).

Your amicus acts independently of you, but it always obeys your commands. In combat, it acts on your initiative, before or after your turn. On your turn, you can verbally command the amicus where to move (no action required by you). You can use your action to command it to take the Attack, Dash, Disengage, Dodge, or Help action, or any action granted by an amicus power (see Amicus Points, below). If you fail to command your amicus, it takes the Dodge action.

As an action, you can temporarily dismiss your amicus. It disappears into a pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

If you are killed, or if your amicus drops to 0 hit points, it disappears, leaving behind no physical form. You can perform a special ritual which takes 1 hour to complete to reform your amicus from the planar energy that flows through you. When the ritual is complete, your amicus appears in an unoccupied space of your choice within 30 feet of you.

While your amicus is within 120 feet of you, you can communicate with it telepathically.

AMICUS FORM

Each amicus is unique to the wayfarer with which it is bonded, and becomes more individual as they grow together.

Your amicus is a creature of Medium size, has a speed of 30 feet, and a proficiency bonus equal to yours. The type of creature your amicus is depends on what plane's energy flows through you (see Plane-touched, below). When you summon your amicus for the first time, assign the following ability scores to its abilities: 16, 14, 13, 12, 10, and 8. Your amicus has the following features.

HIT POINTS

Hit Dice: 1d8 per wayfarer level

Hit Points at 2nd Level: 16 + double your amicus's Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your amicus's Constitution modifier per wayfarer level after 2nd

PROFICIENCIES

Saving Throws: Choose one from Dexterity, Constitution, or Wisdom; and one from Strength, Intelligence, or Charisma

AMICUS ATTACK

Your amicus is equipped to defend itself and attack your foes. It can have up to three natural weapons, each of which must correspond to a physical feature and deals a type of physical damage based on its description (see the Natural Weapon Types table below for common examples, but you can also choose a different type of natural weapon). Each natural weapon is a melee weapon with a reach of 5 feet that deals 1d8 damage of its corresponding type on a hit. This damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Amici are proficient with their natural weapons. Your amicus can use Dexterity instead of Strength for the attack and damage rolls of its natural attacks. When your amicus makes an attack with a natural weapon as part of the Attack action, it can choose one target within reach, or two targets within reach that are within 5 feet of each other.

NATURAL WEAPON TYPES

Bludgeoning	Piercing	Slashing
Fist	Bite	Beak
Hooves	Horn (Gore)	Claws
Horn (Ram)	Spines	Rake
Pseudopod	Stinger	Tail (Whip)

AMICUS POINTS

While many amici are based on animals that are familiar to the wayfarer, each amicus is completely unique to the wayfarer it bonds with. At 2nd level, you have 2 amicus points which are used to grant your amicus special abilities. These amicus powers are detailed at the end of the class description. When you gain certain wayfarer levels, you gain more points to spend as you wish, as shown in the Amicus Points column of the Wayfarer table.

Additionally, when you gain a level in this class, you can reassign any or all of the amicus points available to your amicus.

AMICUS ABILITY

Some of your amicus's powers require targets to make a saving throw. Charisma is your amicus's ability for these powers, so it uses its Charisma whenever an ability refers to its amicus power ability. In addition, it uses its Charisma modifier when setting the saving throw DC for an amicus power.

Amicus save DC = 8 + your amicus's proficiency bonus + your amicus's Charisma modifier

PLANE-TOUCHED

At 2nd level, your soul is bonded to a plane, which is expressed for each wayfarer in different ways. Choose a plane of existence: the Abyss, Arborea, the Beastlands, the Elemental Chaos, Elysium, the Feywild, Mechanus, or the Shadowfell. Your choice grants you features at 2nd level and again at 6th, 10th, and 18th level.

SPIRIT LINK

Starting at 3rd level, whenever your amicus would be reduced to 0 hit points while it is within 120 feet of you, you can use your reaction to spend a number of Hit Dice up to your proficiency bonus. Roll these dice and add your Constitution modifier to each roll as normal. Your amicus regains a number of hit points equal to the total rolled.

Additionally, as an action, you can see through your amicus's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the amicus has. During this time, you are deaf and blind with regard to your own senses. You can only take this action if you and your amicus are on the same plane of existence.

ABILITY SCORE IMPROVEMENT

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

QUICK SHIFT

Starting at 5th level, if you are within 120 feet of your amicus, you can use a bonus action to trade places with it. You and your amicus instantly teleport to take the place of the other.

SOUL STRIKE

Beginning at 6th level, your amicus's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MULTIVERSAL TRAVELER

Starting at 14th level, you and other creatures of your choice can instantly travel to your chosen plane, or back to the Material Plane. This ability works as the *teleport* spell, except as noted here.

You can choose a number of willing creatures equal to 1 + your Charisma modifier that are within 30 feet of you as the targets of the spell. The destination cannot be on the same plane of existence as you. If you are on the Material Plane, you must choose a location on the plane you chose for your Plane-touched feature. If you are on your chosen plane, you must choose a location on the Material Plane.

You can use this ability once, and regain the ability to do so when you finish a long rest.

PLANAR ESSENCE

Beginning at 14th level, you can take an action to concentrate. If you do, you know if there are any portals, gates, or entrances to another plane or dimension within 120 feet of you. Similarly, you know if one of these entrances or portals has existed within 120 feet of your location within the last 24 hours, or whether there is an object within 120 feet of you that has been on another plane within the last 24 hours. You can pinpoint the location of each of these effects, but do not know what is causing the effect until you find it.

CAN MY AMICUS LEARN A FEAT?

With the way that a wayfarer gains Ability Score Increases, it may be ambiguous as to whether or not the Ability Score Improvement can be given up in order to teach your amicus a feat.

The true answer is that, mechanically, allowing an amicus to learn a feat in exchange for the wayfarer's Ability Score Improvement is not going to be unbalanced or break the game. However, feats are typically meant to empower player characters, not creatures under their control. While the amicus is a special case due to how closely it is tied to the wayfarer, allowing it to learn a feat is discouraged.

The player's character is intended to be the wayfarer, but if your amicus begins learning feats in addition to its customizable amicus powers, it may tip the balance as to whether you are playing a spellcaster with a powerful creature companion, or a powerful fighting creature with a spellcaster companion.

Ultimately, it's up to you and your DM, and if it fits your chosen flavor, there is nothing about allowing an amicus to learn a feat that will break your game.

VERUM DOMUM

Starting at 20th level, you feel truly at home on your chosen plane. While you are on the plane you chose as part of your Plane-touched feature, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you.

WAYFARER SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Create Bonfire †
Dancing Lights
Mage Hand
Message
Prestidigitation
Produce Flame
Ray of Frost
Resistance

1ST LEVEL

Absorb Elements †
Alarm
Create or Destroy Water
Fog Cloud
Grease
Protection from Evil and Good
Sanctuary
Shield
Tenser's Floating Disk
Unseen Servant

2ND LEVEL

Aid
Arcane Lock
Darkvision
Misty Step
Pass without Trace
Rope Trick
Warding Bond
Web

3RD LEVEL

Blink
Dispel Magic
Glyph of Warding
Magic Circle
Meld into Stone
Nondetection
Protection from Energy
Speak with Dead

4TH LEVEL

Banishment
Create Food and Water
Dimension Door

Fabricate
Leomund's Secret Chest
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum

5TH LEVEL

Banishing Smite
Circle of Power
Dispel Evil and Good
Passwall
Planar Binding
Teleportation Circle
Tree Stride

6TH LEVEL

Arcane Gate
Drawmij's Instant Summons
Forbiddance
Globe of Invulnerability
Guards and Wards
Heroes' Feast
Primordial Ward

Transport via Plants
Word of Recall

7TH LEVEL

Etherealness
Mordenkainen's Magnificent Mansion
Plane Shift
Sequester
Symbol
Teleport

8TH LEVEL

Antimagic Field
Control Weather
Demiplane
Maze

9TH LEVEL

Astral Projection
Gate
Imprisonment

† This spell appears in the [Elemental Evil Player's Companion](#).

PLANE-TOUCHED

While wayfarers learn to travel the planes and become comfortable no matter where they are, each wayfarer feels a special bond to a certain plane over any other. This plane channels its power through the wayfarer, and is the source of their abilities as well as the home plane of their amicus.

ABYSS-TOUCHED

The Abyss is comprised of a multitude of layers, each seeming to crumble and decay worse than the layers that came before it. To most, the Abyss is an inhospitable wasteland, endlessly spiraling down into oblivion.

FIENDFORM

When you choose the Abyss at 2nd level, you summon an amicus from that plane. Your amicus is a fiend. Your amicus gains proficiency in two of the following skills of your choice: Deception, Intimidation, Perception, and Stealth.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with fiends.

DEMONIC CORRUPTION

Beginning at 6th level, the essence of the Abyss begins to bleed into your daily life. Other creatures which are not fiends and which are not friendly towards you have disadvantage on Charisma ability checks made to interact with you.

ABYSSAL POSSESSION

Starting at 10th level, you can use an action to attempt to afflict a creature within 60 feet with a demonic presence which is allied with you. The creature must succeed on a Charisma saving throw (DC equal to your spell save DC). On a failure, the creature is possessed by a demon.

Whenever a possessed target rolls a 1 on an attack roll, ability check, or saving throw, the demon takes control of the target. While a target is possessed, it acts normally, except that it perceives you and your allies as its allies, and its own allies as enemies.

At the end of each of the target's turns while it is possessed, it can make a Charisma saving throw. On a success, the target regains control until they roll another 1.

The possession lasts for 1 hour. On a target's third successful saving throw against this ability, or when the target is subject to a *dispel evil and good* spell or similar magic, the demon is expelled completely.

You can use this ability once, and regain the ability to do so when you finish a long rest.

DEMON SLAVE

Beginning at 18th level, you have the ability to call demons to your side from the Abyss. You can take an action to summon demons to unoccupied spaces of your choice within 60 feet of you. Roll a d6, which determines what demons come to your aid, as shown on the Demonic Slave table. Any demons summoned by this ability are charmed by you, and are friendly and helpful to you and your allies. After 1 minute, and at the end of every turn thereafter, any demons summoned by this ability can make a Charisma saving throw against your spell save DC. On a success, a demon is no longer charmed by you, and acts as it normally would, though it does not know it was charmed by you. A summoned demon can also make this saving throw if you or your companions do anything harmful to it, and begins making saving throws after each turn.

Once you use this ability, you can't use it again for 7 days.

DEMONIC SLAVE

d6 Demons Summoned

1	1d8 vrocks
2	1d6 hezrous
3	1d4 glabrezus
4	1d3 nalfeshnees
5	1d2 mariliths
6	1 goristro

ARBOREA-TOUCHED

Arborea is a land of unchecked emotion. Rage, humility, joy, and grief are all celebrated and experienced equally, and those who begin to channel this plane find that they feel their emotions more powerfully, and have a zest for life that is unmatched by others.

PLANTFORM

When you choose Arborea at 2nd level, you summon an amicus from that plane. Your amicus is a plant. Your amicus gains proficiency in two of the following skills of your choice: Deception, Insight, Stealth, and Survival.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with plant creatures.

FULL OF LIFE

Beginning at 6th level, the desire to live consumes you. You and your amicus have advantage on death saving throws.

In addition, if you (or your amicus) ever take exactly enough damage to reduce you to 0 hit points, you (or your amicus) are instead reduced to 1 hit point.

YEARNING DESIRE

Starting at 10th level, you can use an action to attempt to fill a creature within 60 feet of you with an intense desire to return to whatever it considers its home. The creature must succeed on a Charisma saving throw (DC equal to your spell save DC). On a failure, the creature is filled with an overwhelming feeling of nostalgia.

The creature immediately begins to journey toward whatever it considers its home. This may be a house, a homeland, or even a home plane, if applicable. Once home, the creature has a monumental desire to remain there.

This effect lasts for 8 hours, or until the target is subject to a *calm emotions* spell or similar magic. The target can make another saving throw against this effect if you or your companions do anything harmful to it, or at the end of each hour.

You can use this feature once, and regain the ability to do so when you finish a long rest.

SPRINGING LIFE

Beginning at 18th level, you gain the ability to bring life and vitality wherever you go. The *goodberry* and *plant growth* spells are added to the list of spells you are able to prepare each day.

In addition, you gain the ability to animate a tree to fight for you. This allows you to magically animate one tree you can see within 60 feet of you. This tree has the same statistics as a treant, except it has Intelligence and Charisma scores of 1, it can't speak, and it has only the Slam action option. An animated tree acts as your ally. The tree remains animate for 1 hour or until it dies; until you die or are more than 120 feet from the tree; or until you take a bonus action to turn it back into an inanimate tree. The tree then takes root if possible. Once you use this feature, you must finish a long rest before you can do so again.

BEASTLANDS-TOUCHED

The Beastlands speak to the wild nature of the animal within all creatures. Warfarers who channel this plane find themselves not less intelligent, but more primal and animalistic in their dealings with other creatures.

BEASTFORM

When you choose the Beastlands at 2nd level, you summon an amicus from that plane. Your amicus is a beast. Your amicus gains proficiency in two of the following skills of your choice: Athletics, Perception, Stealth, and Survival.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with beasts.

THE HUNT

Starting at 6th level, you have advantage on Wisdom (Survival) skill checks. In addition, when you forage for food, you find twice as much food as you normally would.

BEAST TRANSFORMATION

At 10th level, the *polymorph* spell is added to the list of spells you can prepare.

BESTIAL FORM

Beginning at 18th level, you gain the ability to unleash your inner beast. You can use a bonus action to gain a pool of 8 temporary amicus points, which you immediately spend to gain amicus powers for yourself. You must meet any prerequisites for powers that you gain.

These temporary points and the powers they provide last for 1 minute. You can use this feature once, and regain the ability to do so when you finish a short or long rest.

ELEMENTAL CHAOS-TOUCHED

The Elemental Chaos is wild and untamed, a plane that becomes more alien and strange the further one moves away from its anchors near the Material Plane. Those warfarers who channel the elemental chaos find their bodies changing as well, with the ability to call upon the elements for aid.

ELEMENTIFORM

When you choose the Elemental Chaos at 2nd level, you summon an amicus from that plane. Choose the element of fire, air, water, or earth. Your amicus is an elemental of that type. Your amicus gains proficiency in two of the following skills of your choice: Deception, Insight, Perception, and Stealth.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with elementals.

ELEMENTAL SUSTINENCE

Starting at 6th level, the energy of the elemental chaos that flows through you can sustain your life. Starting at 6th level, you only need half the amount of food and water normally required for a creature of your size.

In addition, you can go two days in a row without food or water before beginning to suffer the effects of exhaustion.

PLANAR AID

At 10th level, the *conjure elemental* spell is added to the list of spells you can prepare.

ELEMENTAL BODY

Beginning at 18th level, you and your amicus gain abilities related to your chosen element. You and your amicus gain resistance to a type of damage, and your amicus gains several amicus powers for free as shown on the Elemental Body table (if your amicus already has any of these powers, you can reassign those points to other powers).

ELEMENTAL BODY

Element	Damage Resistance	Free Powers
Water	<i>cold</i>	Grappler, Waterborne
Earth	<i>acid</i>	Earthborne, Sure-Footed
Fire	<i>fire</i>	Aggressive, Swift
Air	<i>thunder</i>	Flight, Slippery

ELYSIUM-TOUCHED

Elysium is known as the plane of utmost compassion and kindness. It is a welcome home to all travelers, and those warfarers who channel it are often the most altruistic and kind.

LIGHTFORM

When you choose Elysium at 2nd level, you summon an amicus from that plane. Your amicus is a celestial. Your amicus gains proficiency in two of the following skills of your choice: Athletics, Insight, Investigation, and Perception.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with celestials.

TRANQUIL REST

Beginning at 6th level, whenever you or your amicus roll Hit Dice to regain hit points as part of a rest, you are more certain to be well-rested. For any Hit Dice rolled by you or your amicus, you can choose to treat the result as equal to half of the die's value if the number you roll is lower than that result. For example, if your amicus rolls a d8 Hit Die, you can treat any roll of 3 or lower as a 4.

OVERWHELMING JOY

Starting at 10th level, you can use an action to attempt to fill a creature within 60 feet with overwhelming joy. The creature must succeed on a Wisdom saving throw (DC equal to your spell save DC). On a failure, the creature is affected by joy. Roll a d6 to determine the effects, using the Luminous Joy table.

LUMINOUS JOY

d6 Result

- 1 - 3 **Contentment.** The target has disadvantage on saving throws made against effects that would charm it or put it to sleep, and gains the following flaw: "I don't need to take any actions to accomplish my goals."
- 4 - 5 **Happiness.** The target has disadvantage on all saving throws and gains the following flaw: "All of my problems seem to melt away instantly."
- 6 **Ecstasy.** The target has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "Everyone should share in the bliss that I feel."

This joy lasts for 1 hour, or until the target is subject to a *calm emotions* spell or similar magic. The target can make another saving throw against this effect if you or your companions do anything harmful to it.

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

ANGELIC WING

Beginning at 18th level, your bond with Elysium strengthens, turning both you and your amicus into angelic figures. You gain a fly speed equal to double your movement speed, and you can hover. Your amicus gains the Fly power (if your amicus already has this power, you can reassign those points to other powers).

You also gain the ability to heal others. You can use an action to touch another creature, which magically regains a number of hit points equal to your wayfarer level + your Charisma modifier. You can take this action a number of times equal to 1 + your Charisma modifier, and regain expended uses when you finish a long rest.

FEYWILD-TOUCHED

The Feywild is a place of twinkling lights, soft music which always seems to be playing from just over the horizon, and dark secrets. The familiar vistas of blinking lightning bugs and the soft buzz of nature may lull some into a false sense of security, but to those who know its secrets, the Feywild can be a dark and dangerous place.

FEYFORM

When you choose the Feywild at 2nd level, you summon an amicus from that plane. Your amicus is a fey. Your amicus gains proficiency in two of the following skills of your choice: Deception, Insight, Sleight of Hand, and Stealth.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with fey.

TIME WARP

Starting at 6th level, the time-altering powers of the Feywild begin to influence you. When you and any allies within 120 feet of you begin a short rest, the Feywild's magic is felt. Roll a d20, which influences how long it takes to complete the rest, as shown in the Time Warp table. You or any allies can end the rest early, but do not gain the benefits of a rest and cannot attempt to initiate a new rest until the time given on the table has expired.

TIME WARP

d20	Result	d20	Result
1 - 2	10 minutes	14 - 17	1½ hours
3 - 6	30 minutes	18 - 19	2 hours
7 - 13	No change	20	3 hours

MEMORY CHARM

At 10th level, the *modify memory* spell is added to the list of spells you can prepare.

LEY LINES

Beginning at 18th level, you gain the ability to channel the magic of ley lines to recover magical power. You can take a bonus action to concentrate on the natural world around you, and the magic forces that run through all planes. Roll 2d4, and consult the following table to determine what spell slots you regain. You can only regain spent spell slots. If you have all your spell slots for a level which you recover using this ability, you recover the next-highest slot.

LEY LINE

2d4	Spell Slot Level
2	1st
3	2nd
4	3rd
5	4th
6	5th
7	5th and 1st
8	5th and 2nd

Once you use this ability, you can't use it again until you finish a long rest.

MECHANUS-TOUCHED

Mostly populated by clockwork constructs, Mechanus is comprised of many gears and cogs all working in concert, grinding towards the solution to some impossible problem. Mechanus embodies absolute order.

MECHANIFORM

When you choose Mechanus at 2nd level, you summon an amicus from that plane. Your amicus is a construct. Your amicus gains proficiency in two of the following skills of your choice: Athletics, Intimidation, Investigation, and Perception.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with constructs.

MAINTENANCE

Due to your connection with the constructs of Mechanus, you know the value of regular maintenance on tools. Beginning at 6th level, during a short or long rest, you can choose to conduct maintenance on one piece of armor, one weapon, or your amicus.

If you perform maintenance on a weapon, it gains a +2 bonus to the first attack roll made with it within the next 24 hours.

If you perform maintenance on armor, it gains a +2 bonus to the AC it grants against the first attack made against it within the next 24 hours.

If you perform maintenance on your amicus, you can give it one of these abilities during a single rest.

You cannot perform maintenance on a piece of equipment or your amicus if you have already given it the benefit (although you can give your amicus both benefits with multiple rests); they do not stack.

LAWFUL CHAOS

Starting at 10th level, any time you would roll dice for damage, you can choose to invoke lawful chaos. You do not roll the dice, and simply take the average result (equal to half the die's value) for all dice that you would roll.

In addition, when another creature within 60 feet of you would roll dice for damage, you can use your reaction to invoke lawful chaos. That creature does not roll their dice, but simply takes the average result.

You can use this reaction once, and regain the ability to do so when you finish a short or long rest.

AUTOMATON

Beginning at 18th level, your body begins to draw more power from Mechanus, which magically animates you like a construct. You no longer need to sleep, but do still need to rest for at least 4 hours to gain the benefits of a long rest. You no longer need food or water in order to live.

You and your amicus are immune to being charmed, exhausted, frightened, or poisoned. You are immune to poison and psychic damage, and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

You and your amicus have advantage on saving throws against spells and other magical effects.



SHADOWFELL-TOUCHED

The Plane of Shadow is known as a bleak and depressing place. Those who have been there describe it as a place with little color, with a pitch night sky which persists at all times, devoid of sunlight and stars.

SHADOWFORM

When you choose the Shadowfell at 2nd level, you summon an amicus from that plane. Your amicus is an undead. Your amicus gains proficiency in two of the following skills of your choice: Deception, Intimidation, Perception, and Stealth.

In addition, you and your amicus have advantage on Charisma ability checks made to interact with undead.

EMBRACE THE SHADOWS

Beginning at 6th level, you have advantage on Charisma ability checks made to interact with a creature so long as your target has no trusted friends or allies within sight.

Additionally, creatures of your choice within 120 feet of you which are aware of you have disadvantage on all saving throws made to resist becoming frightened.

CRUSHING DESPAIR

Starting at 10th level, you can use an action to attempt to crush a creature with overwhelming despair. The creature must succeed on a Wisdom saving throw (DC equal to your spell save DC). On a failure, the creature is affected by despair. Roll a d6 to determine the effects, using the Shadowy Despair table.

SHADOWY DESPAIR

d6 Result

- 1 - 3 **Apathy.** The target has disadvantage on death saving throws and on Dexterity checks for initiative, and gains the following flaw: "I don't believe I can make a difference to anyone or anything."
- 4 - 5 **Dread.** The target has disadvantage on all saving throws and gains the following flaw: "I am convinced that this place is going to kill me."
- 6 **Madness.** The target has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "I can't tell what's real anymore."

This despair lasts for 1 hour, or until the target is subject to a *calm emotions* spell or similar magic. The target can make another saving throw against this effect if you or your companions do anything harmful to it.

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

IMMORTAL

Beginning at 18th level, your soul becomes irrevocably bonded to your amicus. Whenever you would be killed, instead of disappearing, your amicus is transported to a random location in the Shadowfell. Your soul, bound to your amicus, does not travel to the Outer Planes as normal. Instead, it persists in a weakened form, attached to your amicus. As days pass, your amicus begins to exude shadows and wispy smoke.

At the end of a number of days equal to 1d4 + 3, your physical body disappears from wherever it is, and reforms next to your amicus. Your body reforms even if it were completely destroyed, incinerated, or otherwise doesn't exist anymore.

When you die of old age, your body still reforms, but the body that returns is undead, ceasing to age.

If your amicus is killed before your body reforms, this ability fails to save you, and your soul travels to the Outer Planes as normal.

AMICUS POWERS

The following special abilities are available for your amicus. You must spend the number of amicus points listed for each ability in order for your amicus to be able to learn it. If an amicus ability has prerequisites, you must meet them in addition to spending the appropriate number of amicus points in order to learn it. Your amicus can learn the ability at the same time that you meet its prerequisites. Amicus powers are presented in alphabetical order.

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that your amicus must finish a long rest to regain expended uses.

Recharge X-Y. The notation "Recharge X-Y" means your amicus can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of your turns, roll a d6. If the roll is one of the numbers in the recharge notation, your amicus regains the use of the special ability. The ability also recharges when your amicus finishes a short or long rest.

AGGRESSIVE

Cost: 2 amicus points | Prerequisite: 5th level

As a bonus action, you can command your amicus to move up to its speed toward a hostile creature that it can see.

AMBUSER

Cost: 2 amicus points | Prerequisite: 5th level

Your amicus has advantage on attack rolls against any creature which is surprised.

ARMOR BOND

Cost: Special

When your amicus has this power, it has proficiency with a type of armor, depending on how many amicus points are spent on this power. Spending 2 amicus points gives your amicus proficiency with light armor, spending 3 amicus points gives your amicus proficiency with medium armor and shields, and spending 4 amicus points gives your amicus proficiency with heavy armor.

If your amicus is not humanoid in shape, you may need to spend additional gold or resources to find armor that can fit it, according to your DM's discretion.

BLOOD FRENZY

Cost: 4 amicus points | Prerequisite: 17th level

Your amicus has advantage on attack rolls against any creature that doesn't have all its hit points.

BREATH WEAPON (RECHARGE 5-6)

Cost: 2 amicus points | Prerequisite: 5th level

When your amicus gains this ability, choose a type of damage: acid, cold, fire, lightning, or thunder. Then choose an area: a 60-foot line that is 5 feet wide, or a 30-foot cone. You can command your amicus to initiate its breath weapon as an action. Each creature in the area must make a Dexterity saving throw, taking 3d6 damage of the type that was chosen on a failed save, or half as much damage on a successful save.

This damage increases by 1d6 when your amicus reaches 11th level (4d6), and 17th level (5d6).

You can select this power multiple times. Each time you do so, you must choose a different damage type or different area.

CHAMELEON SKIN

Cost: 2 amicus points | Prerequisite: 5th level

Your amicus has advantage on Dexterity (Stealth) checks made to hide.

CHARGE

Cost: 2 amicus points

Once per turn, when your amicus moves at least half its speed toward a creature and then makes a successful attack, it can choose to slam its target as a bonus action. The target must succeed on a Strength saving throw or take additional damage from the attack equal to your amicus's Strength modifier (minimum 1), and be hurled away from your amicus a number of feet equal to twice your wayfarer level.

CONSTRICT

Cost: 3 amicus points | Prerequisite: 5th level

When your amicus makes a successful natural attack against a creature, the target is grappled (escape DC equal to your amicus's save DC). Until this grapple ends, the target is restrained, and your amicus cannot constrict another target.

DARKVISION

Cost: 1 amicus point

Your amicus can see in dim light within 60 feet of it as though it were bright light, and in darkness as if it were dim light. Your amicus cannot discern color in darkness, only shades of gray.

DEFENSIVE CURL

Cost: 3 amicus points | Prerequisite: 11th level

When an attacker that your amicus can see hits it with an attack, your amicus can use its reaction to halve the attack's damage against it.

EARTHBORNE

Cost: 2 amicus points

Your amicus gains a burrow speed equal to its movement speed. It can burrow through sand, earth, mud, or ice, but cannot burrow through solid rock. It leaves a hole with a 5-foot diameter in its wake, which increases by 5 feet for each size larger than Medium it is. A Small or smaller amicus does not leave a hole as it burrows.

Additionally, your amicus gains tremorsense to a range of 30 feet.

FLIGHT

Cost: 2 amicus points

Your amicus gains a fly speed equal to double its movement speed, and it can hover.

FRIGHTFUL PRESENCE (RECHARGE 5-6)

Cost: 4 amicus points | Prerequisite: 17th level

You can take an action to have your amicus target each creature of its choice that is within 120 feet of it and aware of it. Targeted creatures must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your amicus's Frightful Presence for the next 24 hours.

GRAPPLER

Cost: 2 amicus points

Your amicus has advantage on attack rolls against any creature grappled by it.

GRASPING LINE

Cost: 2 amicus points | Prerequisite: 5th level, **Ranged Attack**

Your amicus can make a grapple attack against a creature within 30 feet of it.

ILLUMINATION

Cost: 1 amicus point

Your amicus sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can stop or resume the illumination as a bonus action.

INVISIBILITY

Cost: 3 amicus points | Prerequisite: 11th level

You can use an action to magically turn your amicus invisible until it attacks or until your concentration ends (as if concentrating on a spell).

KEEN SENSES

Cost: 1 amicus point

Your amicus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

LEGENDARY RESISTANCE (1/DAY)

Cost: 4 amicus points | Prerequisite: 17th level

If your amicus fails a saving throw, you can choose for it to succeed instead.

MAGIC RESISTANCE

Cost: 4 amicus points | Prerequisite: 17th level

Your amicus has advantage on saving throws against spells and other magical effects.

NATURAL ARMOR

Cost: Special

Your amicus gains natural armor which can protect it from harm. You can spend up to 3 amicus points on this power. While your amicus is not wearing any armor and not wielding a shield, its AC equals 10 + its Dexterity modifier + the number of amicus points you spent on this power.

PACK TACTICS

Cost: 3 amicus points | Prerequisite: 11th level

Your amicus has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

POUNCE

Cost: 3 amicus points | Prerequisite: 5th level

If your amicus moves at least half its speed toward a creature and then hits it with an attack on the same turn, that target must succeed on a Strength saving throw (DC equal to your amicus's save DC) or be knocked prone.

RAMPAGE

Cost: 3 amicus points | Prerequisite: 11th level

When your amicus reduces a creature to 0 hit points with an attack on its turn, you can use your reaction to direct your amicus to move up to half its speed and make an attack.

RANGED ATTACK

Cost: 1 amicus point

Your amicus can make its natural attack with a normal range of 20 feet, and a long range of 60 feet.

RECKLESS

Cost: 1 amicus point

At the start of its turn, your amicus can gain advantage on all attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

REEL

Cost: 2 amicus points | Prerequisite: 5th level, **Grasping Line**

As a bonus action, you can direct your amicus to pull a creature grappled by it up to 25 feet straight towards it.

RELENTLESS

Cost: 4 amicus points | Prerequisite: 11th level

If your amicus takes an amount of damage equal to 1/5 of its hit points or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

RESISTANCE

Cost: 2 amicus points

Choose one type of damage: acid, cold, fire, lightning, poison, or thunder. Your amicus has resistance to this type of damage.

You can select this power multiple times. Each time you do so, you must choose a different damage type.

SHADOW STEALTH

Cost: 2 amicus points

While it is in dim light or darkness, you can take a bonus action to direct your amicus to take the Hide action.

SIEGE

Cost: 1 amicus point

Your amicus deals double damage to objects and structures.

SIZE DECREASE (3/DAY)

Cost: 2 amicus points

As an action, you can decrease your amicus's size to Small, or return it to Medium size. This action can be taken at any time, and has no limit.

While Small, you can use a bonus action to decrease its size further, to Tiny. While Tiny, your amicus has disadvantage on Strength checks and Strength saving throws. Your amicus's attacks also deal half their normal damage. Your amicus gains a +4 bonus to its Dexterity score, which can increase its Dexterity above 20. Your amicus also has advantage on Dexterity checks and saving throws.

This size decrease lasts for 1 hour, so long as you maintain concentration (as if concentrating on a spell). Once this time is up, your amicus returns to Small size.

SIZE INCREASE (3/DAY)

Cost: 4 amicus points | Prerequisite: 5th level

As an action, you can increase your amicus's size to Large, or return it to Medium size. This action can be taken at any time, and has no limit.

While Large, you can use a bonus action to increase its size further, according to the Amicus Size table below. If there isn't enough room for your amicus to increase its size, your amicus attains the maximum possible size in the space available. Your amicus gains a bonus to its Strength score based on its size from this ability, which can increase its Strength above 20. Your amicus also has advantage on Strength checks and saving throws.

This size increase lasts for 1 minute, so long as you maintain concentration (as if concentrating on a spell). Once this time is up, your amicus returns to Large size.

AMICUS SIZE

Level	Size	Strength Bonus
5th	Large	+2
11th	Huge	+4
17th	Gargantuan	+6

SKILLED

Cost: 2 amicus points

Choose one skill from your amicus's skill proficiency list with which it does not have proficiency. Your amicus gains proficiency in this skill.

SLIPPERY

Cost: 2 amicus points | Prerequisite: 5th level

Your amicus has advantage on ability checks and saving throws made to escape being grappled or restrained.

SPIDER CLIMB

Cost: 2 amicus points

Your amicus can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

STANDING LEAP

Cost: 1 amicus point

Your amicus gains the benefits of a running start when it makes a jump, even if it did not get a running start.

SURE-FOOTED

Cost: 3 amicus points | Prerequisite: 5th level

Your amicus has advantage on Strength and Dexterity ability checks and saving throws made against effects which would move it or knock it prone.

SURPRISE ATTACK

Cost: 3 amicus points | Prerequisite: 5th level

If your amicus surprises a creature and hits it with a natural attack during the first round of combat, the target takes additional damage equal to your amicus's Dexterity modifier (minimum 1) from the attack.

SWIFT

Cost: 2 amicus points

Your amicus's movement speed increases by 20 feet.

TUNNELER

Cost: 2 amicus points | Prerequisite: 5th level, **Earthborne**

Your amicus can burrow through solid rock at half of its burrowing speed.

WATERBORNE

Cost: 2 amicus points

Your amicus gains a swim speed equal to its movement speed, and it can breathe both air and water.

WEAPON BOND

Cost: Special

When your amicus has this power, it has proficiency with a weapon of your choice, depending on how many amicus points are spent on this power. Spending 1 amicus point gives your amicus proficiency with one simple weapon of your choice, while spending 2 amicus points gives your amicus proficiency with one martial weapon of your choice.

You can select this power multiple times. Each time you do so, you must choose a different weapon proficiency.

WEBBING (RECHARGE 5-6)

Cost: 2 amicus points

As a bonus action, your amicus can attempt to cover a creature within 15 feet of it in webbing. The target must succeed on a Dexterity saving throw or be restrained by webbing. As an action, a restrained target can make a Strength check (DC equal to your amicus's save DC), bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

WEB WALKER

Cost: 1 amicus point | Prerequisite: 5th level

While in contact with a web, your amicus knows the exact location of any other creature in contact with the same web. Your amicus ignores movement restrictions caused by webbing.

LEGAL

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CREDITS & THANKS

This supplement was produced, written by, and created by Alex Tanner. If you find it listed anywhere not authorized by the creator, please contact:

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COVER IMAGE

I must give a huge thanks to the incredibly talented [Ctreuse109](#) for the amazing cover photo!

THE HOMEBREWERY

A huge thanks has to go out to [stolksdorf](#) and [The Homebrewery](#) website, which made the creation of this piece possible in the first place! It's a fantastic resource, and there's nothing better for coming up with your own custom DnD content.

PLAYTESTERS

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DMs GUILD

If you liked this, please think about [checking out my other work on the DMs Guild!](#) I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next project!