

Unearthed Arcana: The Faithful

This month, Unearthed Arcana presents two new options that allow arcane casters to express their faith in the gods.

The Pact of the Seeker was inspired by the Greyhawk deity Celestian, god of the stars, space, and wanderers. It provides a pact that ties a warlock to a mysterious, inscrutable deity dedicated to gathering knowledge and lore.

For wizards, the Theurgy arcane tradition allows you to create a magic-user whose arcane instruction is guided by the teachings of a deity. This design is a personal favorite of mine, as it's always been something of a pet peeve that a god of magic would primarily have clerics rather than wizards as followers. This tradition allows a wizard to gain the benefits of a divine domain.

Warlock Otherworldly Patron: The Seeker

Your patron is an inscrutable being who travels the Astral Plane in search of knowledge and secrets. In return for your patron's gifts, you wander the world seeking lore that you can share with the Seeker.

Your patron could be any deity or other powerful entity dedicated to knowledge or forgotten lore. Celestian is an ideal patron for a Greyhawk campaign, and was the inspiration for this concept. In the Forgotten Realms, your patron might be Azuth or Oghma. Aureon makes an excellent patron in Eberron, while in Krynn and the Dragonlance campaign setting, Gilean is a good match for the Seeker's role.

Expanded Spell List

The Seeker lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Seeker Expanded Spells

Spell Level	Spells
1st	<i>feather fall, jump</i>
2nd	<i>levitate, locate object</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>arcane eye, locate creature</i>
5th	<i>legend lore, passwall</i>

Shielding Aurora

Starting at 1st level, you can invoke the Seeker's power to protect you from harm. As a bonus action, you create a whirling aurora of brilliant energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier.

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

Pact Boon: Pact of the Star Chain

At 3rd level, a character dedicated to the Seeker can select this option instead of one of the warlock's existing Pact Boon options.

The Seeker grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the *augury* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

Additionally, you can invoke the Seeker's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a short or long rest.

If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from the Seeker. The ceremony can be performed during a short or long rest, and it destroys the previous chain. The chain disappears in a flash of light when you die.

The exact form of this item might be different depending on your patron. The Star Chain is inspired by the Greyhawk deity Celestian.

Astral Refuge

At 6th level, you gain the ability to step into an astral refuge. As an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After using those two actions, you return to the space you occupied and your turn ends.

Far Wanderer

At 10th level, you no longer need to breathe, and you gain resistance to fire damage and cold damage.

Astral Sequestration

Starting at 14th level, you gain the ability to sequester yourself and your allies on the Astral Plane.

By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world.

During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester.

Once you use this ability, you cannot use it again until you complete a long rest.

Arcane Tradition: Theurgy

A number of deities claim arcane magic as their domain. While the idea of a divine being embracing such power might seem contradictory, magic is as much a part of the fabric of the cosmos as wind, fire, lightning, and all other primal forces. Just as there are deities of the sea and gods of warfare, the arcane arts feature their own divine patrons.

Such deities often have clerics, but many gods of magic bid their followers to take up the study of wizardry. These religious magic-users follow the arcane tradition of Theurgy, and are commonly known as theurgists. Such spellcasters are as

dedicated and scholarly as any other wizard, but they blend their arcane study with religious teachings.

Divine Inspiration

When you select this tradition at 2nd level, pick a divine domain from your chosen deity's list of eligible domains. Alternatively, the following domains are thematically appropriate and easily compatible with the theurgist concept:

- Arcana*
- Knowledge
- Light

* From the *Sword Coast Adventurers' Guide*.

Arcane Initiate

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can choose to replace one of the wizard spells you add to your spellbook with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots.

If you add all of your domain spells to your spellbook, you can subsequently opt to add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots.

Other wizards cannot copy cleric spells from your spellbook into their own spellbooks.

Channel Arcana

At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC.

Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

When you gain further uses for Channel Divinity from your domain, you can employ them by using your Channel Arcana ability.

Channel Arcana: Divine Arcana

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to its attack roll or saving throw DC, as appropriate.

Arcane Acolyte

At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armor proficiencies from your domain.

Arcane Priest

At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

Arcane High Priest

At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.