

Level Up 2023 Playtest #1

AMAZING ARCHETYPES & FANTASTIC FEATS

What This Is

This is a playtest document. We'd love you to try out the rules presented here, and then answer the follow-up survey in a couple weeks.

What This Is Not

These are NOT final versions of mechanics. It's OK if you don't like elements of these rules; that's the purpose of a playtest document. Be sure to participate in the follow-up survey in a few weeks. All data, positive or negative, is useful.

What We Use This For

Your survey responses help form the direction of the game as it goes through the development process.

Don't Forget!

Sign up for the *Gate Pass Gazette* for the best new *Level Up* content and to get notified whenever a new project launches!

Colorseer (Bard Archetype)

After bearing witness to the remarkable colors of Corzcunath few artists are able to fully recover from the experience, swiftly becoming obsessed with understanding the unique panoply's mysterious power.

Wider Palette

When you select this archetype at 3rd level, your quest to capture the ebb and flow of Corzcunath's fantastical colors begins in earnest. You gain one of the following features:

ETERNIUM PALETTE

Your artistry focuses on the play of colors, tugging and pulling at them to reveal new hues. You gain advantage on saving throws against illusions.

In addition, when you know you are being targeted by an illusion spell, you can choose to halve or double its duration. Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a long rest.

INFINITUM PALETTE

You believe that expressions of magic are the best route to achieving the impossible colors you seek, and glimpsing upon the infinity of what might be is the clearest way to see them. When casting a bard spell from the divination school, you cast it as if using a spell slot that is 1 level higher. In addition, you have advantage on ability checks made as part of the casting.

Corzcunathi Winds

Starting at 6th level, while you are outside you can use an action to summon the very gusts of Corzcunath to carry you aloft for a number of rounds equal to your bard level, gaining a fly speed equal to your Speed (or if you already have a fly speed it is doubled and you gain the ability to hover.) If you are inside of a roofed structure of any size or underground you gain no benefits from this feature.

When taking the Dash action while flying using this feature, at the start of your movement you make a DC 15 Acrobatics check or flounder, reducing your flying speed to 5 feet until the start of your next turn. When taking the Sprint action you make the same Acrobatics check with disadvantage.

Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a long rest.

Interdimensional Vapors

Beginning at 14th level, with a bit of magic you can call forth the beautiful yet dangerous gasses that roam the surface of Corzcunath. You can use an action to magically create a special *stinking cloud*. This cloud functions as the spell, but it can only be dispersed by a strong wind, it does not require your concentration, and it is filled with gasses from the Interdimensional Vapors table. If you also expend a spell slot of 4th-level or higher, you may choose the color of the interdimensional vapors in the cloud.

Once you have used this feature, you can't do so again until you finish a long rest.

TABLE: INTERDIMENSIONAL VAPORS

d4	Color	Effect
1	Green	The parts of the creature's brain that handle speech become confused and unreliable while in the gas, making it incapable of speech (either speaking or understanding) and unable to cast spells that depend upon the use of language (such as <i>suggestion</i>).
2	Blue	The creature makes a Charisma saving throw against your spell save DC or becomes confused for up to 1 minute. At the end of each of its turns a confused creature repeats the saving throw, ending the condition on itself on a success.
3	Indigo	The creature has disadvantage on Intelligence and Wisdom checks while in the area of the gas as its thoughts quickly wander without control or direction.
4	Violet	The creature becomes obsessed with its own image and well-being while in the gas, losing all enthusiasm for activities that could cause it harm, making Strength and Dexterity checks with disadvantage. In addition, the creature has disadvantage on melee attack rolls against creatures that have not damaged it in the last minute.

Heart-Eater (Berserker Archetype)

Legends of the hunter's dimension of *Resvree* travel far, and there are berserkers who try to walk the same path—and succeed, their bloodiest victories serving to literally make them stronger.

Heart Hunter

When you select this archetype at 3rd level, you learn how to gruesomely take the power from a slain foe to become all the mightier. When you slay a living creature of a CR equal to $\frac{1}{2}$ your level or higher, if it has died within the last minute you can use an action to strike into its body, rip out the heart, and take a massive bite. For a number of hours equal to half your berserker level you gain an expertise die on ability checks.

This feature improves when you gain more berserker levels. At 6th level you also gain an expertise die when dealing damage with a weapon, at 10th level you also gain an expertise die on saving throws, and at 14th level you also gain an expertise die on attack rolls.

Whether or not you are able to consume the heart of a creature is determined by the Narrator, and finding the heart of some creatures requires an Investigation or Medicine check (DC 10 + the creature's CR).

Bloodstriker

At 6th level, you can tap into your fury to control the sanguine flow of a bloody combat. While you are raging, after you use a weapon to deal damage to a bloodied living creature you can use a bonus action to do one of the following:

BLOODTRACK

For the next hour you know the direction and distance to the creature as long as you are both on the same plane of existence.

CRIMSON DEFLECT

You capture the creature's blood in mid-air, forming a floating shield around you. Until the start of your next turn your Armor Class increases by an amount equal to half your proficiency bonus.

Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a long rest.

Heart Strike

Starting at 10th level, you twist a strike at just the right moment to make it into a devastating blow. When you hit with a melee weapon attack against a living creature, you can use your reaction to turn the attack into a critical hit. Once you have used this feature, you can't do so again until you finish a short or long rest. Alternatively, when you use your Heart Hunter feature instead of gaining an expertise die you can choose to regain the use of this feature.

Hard Dying

At 14th level, you grow far beyond the blood that flows through your veins. While you are raging and reduced to 0 hit points, you can use your reaction to activate this feature, remaining conscious for up to 1 minute so long as you are not dead. You continue to make death saves each round you are reduced below 0 hit points. You do not automatically fail or make death saves from taking damage while at or below 0 hit points, but you immediately die when you have taken a total amount of damage equal to half your hit point maximum. Once you have used this feature, you can't do so again until you finish a long rest.

If you die during the duration, your body fades away, 1d4 hours later you reappear at half hit points in the last place you took a long rest, and you can't use this feature again for a week.

Aquestio Diver

Prerequisites: Must have visited *Aquestio* and swum in its waters

Besting the waves and whirls of Aquestio's depths can be more than a dangerous trial, and it bestowed in you a talent for swimming the currents as aptly as any fish. You gain the following benefits:

- You gain a swim speed equal to your Speed (or if you already have a swim speed it is doubled).
- You ignore the effects of water pressure and have advantage on saving throws against any other kind of environmental pressure.
- While completely submerged underwater you gain an expertise die on ability checks and saving throws.

Guncaltan Skyglider

Prerequisites: Ace Driver, must have visited *Guncalta*

You are in your element when powered through the sky and in control of the vehicle carrying you, a leaf on the wind, and your bond with skyfaring vessels is truly uncanny. You gain the following benefits:

- When a vehicle you are piloting in the air is hit by an attacker you are aware of, you can use your reaction to halve the damage from the attack.
- While piloting an air vehicle you can use a bonus action to coax more acceleration out of it for a number of rounds equal to half your proficiency bonus. While accelerated the vehicle's Speed increases by half. At the end of the duration you make an Arcana or Engineering check (DC equal to 10 + 1 per round accelerated in the last hour) or it takes damage equal to 1/10th its hit point maximum and suffers a malfunction.

Ingens Survivor

Prerequisites: Hardy Adventurer or Stalwart, must have visited *Ingens*

After witnessing what seems like mountains stepping across the landscape with your own eyes, no other creature appears to be as big as it used to. You gain the following benefits:

- When using a combat maneuver, feature, or spell that targets one or more creatures of a specific size category, you increase the size category by one (from Medium to Large, and so on).
- Creatures larger than you cannot gain expertise die when using a basic combat maneuver against you.

BIGGER ADVENTURERS

The differences between size aren't as pronounced for PCs as they are for monsters or NPCs, but Narrators should be aware of the full capacities of including bigger adventurers in the game.

Carrying Capacity. Large PCs double their carrying capacity and Huge PCs quadruple their carrying capacity.

Equipment. Few things are built to be used by massive bodies, and at the Narrator's discretion certain items (including armor, tool kits, and weaponry) may need to be custom-made or altered for use by a bigger PC (costing an extra 50% for Large PCs or 100% for Huge PCs). Other goods and services (like drinks at the tavern or rations) may also cost more than usual (depending on the good or service).

Fitting. Large-sized PCs have to squeeze inside of 5-foot wide corridors, and Huge-sized PCs have to squeeze inside of 10-foot wide corridors. While squeezing, their Speed is halved, they have disadvantage on attack rolls and Dexterity saving throws, and attacking creatures have advantage against them. Huge-sized PCs must contort with DC 20 Acrobatics checks to fit into a 5-foot wide space.

Space and Reach. Large-sized PCs take up a space that's 10-feet by 10-feet (instead of a 5-foot square) and increase their reach by 5 feet (to 10 feet). Huge-sized PCs take up a space that's 15-feet by 15-feet and increase their reach by 10 feet (to 15 feet).

Weaponry. Damage from weapons made for creatures larger than Medium size increase by one step for each size category. For example, a 1d10 weapon made for a Large-sized PC deals 2d6 damage or if made for a Huge-sized PC 2d8 damage, and a 2d6 weapon made for a Large-sized PC deals 2d8 damage or if made for a Huge-sized PC 2d10 damage.

- You gain an expertise die when making a saving throw against a basic combat maneuver from a creature larger than you.

Enlarging Parasitism

Prerequisite: Ingens Survivor

The world of Ingens is a hard place to survive but those who can are sometimes changed by the rigorous experience. Even from afar your body remains connected to the massive realm making you grow and grow. Your height and weight double, increasing your size category by one (from Small to Medium, or from Medium to Large).

Legacy of Ingens

Prerequisite: Enlarging Parasitism

With every passing day the beings around you seem ever smaller. You gain the following benefits:

- You are immune to fear.
- You cannot be rattled.
- Creatures larger than you have disadvantage when using a basic combat maneuver against you.
- You gain advantage on when making a saving throw against a basic combat maneuver from a creature larger than you.

Unnatural Size

Prerequisite: Legacy of Ingens

Everything around you actually becomes smaller as your connection to Ingens reaches its zenith. Your height and weight double (again), increasing your size category by one (from Medium to Large, or from Large to Huge).

Ostium Delver

Prerequisite: Must have visited Ostium

Your time in the neverending passages brought out a variety of hidden talents. You learn 2 features chosen from bard Adventuring Tricks, cleric Signs of Faith, fighter Soldier Knacks, marshal Lessons of War, rogue Skill Tricks, or wizard Elective Studies. You must still meet any prerequisites of a feature to choose it.

This feat can be selected multiple times, choosing different features each time.

Thoughtshaper

Prerequisites: Must have visited Inphasmada and used all types of ideocana

The impossible dimension has stayed with you since long after you departed for simpler realms. With practice and focus you've learned how to call upon ideocana no matter where you are, transforming your very thoughts into reality. Choose one of the following types of ideocana: merging, pure presence, seeming, or stretching. You are able to use the chosen ideocana a number of times equal to half your proficiency bonus, regaining any expended uses at the end of a long rest. At the end of a long rest you may choose a different type of ideocana, forgetting the previous type.

Xyclonian Robustness

Prerequisite: Must have experienced Xyclione's Changing Consumption

Eating from the bounty of the mutable dimension is a dubious proposition, the effects of the plane capable of lingering for a lifetime. You gain the following benefits:

- You gain resistance to poison damage, or if you are already resistant to poison damage you become immune to poison damage.
- The first time that you are subjected to poison damage from a creature's attack, trait, or spell, you instead regain hit points equal to half the poison damage dealt. Any additional poison damage in the next 24 hours that comes from the same attack, trait, or spell is unaffected.
- At the start of your turn, if you are poisoned you can use a bonus action to metabolize it with your enchanted guts. After metabolizing the poison you are no longer poisoned, and for the next minute you cannot be charmed, confused, frightened, rattled, slowed, or stunned.

Webships

Sailing upon watery seas, through the clouded skies, and upon the currents ethereal between dimensions, these vessels are not only the conveyance of fateholders or their charges—each is made from the preserved remains of the destiny-tending monstrosities. Runed ethereal webs make up the sails and rigging of these planefaring boats, each hull and mast formed from specially-treated exoskeletons of dead fateholders that infuse it with the power to travel between worlds.

Regenerative. Dimensional travelers lucky enough to discover one of these vessels abandoned find it perfectly intact, though likely last sailed ages ago. Unless completely obliterated a webship heals itself in a gradual process that can take centuries before any progress is visible. The numerous dead fateholders composing it can be healed with active life forces however, each hit die expended to do so over the course of a short or long rest restoring 1 hit point to the vehicle. Weapons mounted to a webship can be healed in the same way.

Web Sails. In every dimension there are places and events that create inlets to ethereal winds that webships can use to move about the planes. At the Narrator's discretion this could be a weather anomaly, ferocious exploration challenge, or the aftermath of magical destruction. Without any impetus the runes woven throughout the ethereal webs of a webship's sails require lifeforce to spread out wide enough to catch a dimensional gust (10 hit dice for a Large webship, 30 hit dice for a Huge webship, or 75 hit dice for a Gargantuan webship). Each creature contributing to the webship's sails must concentrate when doing so, as if concentrating on a spell.

A webship can be piloted with Arcana, Nature, air vehicle, or water vehicle checks. Sailing the ethereal winds is no easy task nor is it without dangers. Creatures have advantage on checks made to track the prominent trail a webship leaves on the Ethereal Plane. In addition, a creature unable to see in the Ethereal Plane has disadvantage on checks made to pilot a webship across dimensions.

Fatenaught

Vehicle (webship), artifact (requires attunement)

Crafting Components: Unique (uncraftable)

A true legend among myths, this enormous warship has been recorded so rarely that planar sages are unsure it even exists—for the number of fateholder

corpses required to form such an enormous hull is too grisly to contemplate. Drifting across the dimensions on ethereal web sails the size of small castles, it has bore witness to battles between gods, the alien horrors of the Far Realm, and the reality-destroying eddies of the Gyre in a voyage eternal across the oceans ethereal.

You are only able to use this webship's Planar property after attuning to it, but you can attune to it instantly by using an action to expend a number of hit dice equal to your level.

LEGENDS AND LORE

Success on an Arcana or History check reveals the following:

DC 15 Hallowed legends speak of a chitinous vessel the size of an island that is powered by webbed sails, a ship as terrifying as the arachnids infesting it.

DC 18 This warship of the fateholders is made from their dead and the sight of it foreshadows an event of immense import.

DC 21 The Great Weavers crafted this powerful warship in tribute to the Fate Spinner in hopes that their god would find it a fitting vessel.

ARTIFACT PROPERTIES

The *Fatenaught* has one greater artifact benefit, one lesser artifact benefit, and one lesser artifact detriment.

DESTROYING THE FATENAUGHT

This powerful vessel can only be destroyed by the Gyre, torn asunder when it reaches the very center of the planar maelstrom.

Shadowspinneret

Vehicle (webship), legendary (requires attunement; cost 120,000 gp)

Crafting Components: Corpses of 3 fateholders, ethereal webs from a shadowspinner

Accursed as they might be, the dark counterparts of fateholders craft planefaring vessels as well. These sleek webships cut through the air and water with predatory grace, the strange weapons mounted on their front appearing like fearsome mandibles on the front of the craft. Wondrous as they might be, these dimension-traveling ships are dangerous to utilize for there are many eager to slay shadowspinners and their agents.

TABLE: WEBSHIPS

Vehicle	Size	AC	Hit Points	Speed	Crew	Cost	Supply	Special
<i>Shadowspinneret</i>	Large	17	100	70 feet/ 7 mph	1	138,000 gp	20	Armed (fateshot, webber), planar, three-dimensional
<i>Webjammer</i>	Huge	16	500	60 feet/ 6 mph	20	242,000 gp	80	Armed (cannon ×2, fateshot ×2), planar, three-dimensional
<i>Fatenaught</i>	Gargantuan	18	700	70 feet/ 7 mph	30	Priceless	500	Armed (cannon ×6, fateshot ×4, webber), planar, three-dimensional

You are only able to use this webship's Planar property after attuning to it, but you can attune to it instantly by using an action to expend a number of hit dice equal to your level. After instantly attuning, whenever the vehicle is damaged you make a Charisma saving throw (DC equal to half the damage taken) or take an equal amount of damage (half force damage, half psychic damage).

In addition, while attuned to the *shadowspinneret* you are able to pilot it with Acrobatics or Insight checks.

Webjammer

Vehicle (webship), legendary (cost 220,000 gp)

Crafting Components: Corpses of 9 fateholders, ethereal webs from 5 fateholders

Rare as webships are, most sightings are of this type. Although *webjammers* are obviously the work of fateholders it is more likely to see their agents pulling upon the ropes of its ethereal web sails. Most of these planar explorers are unaware of the true hand guiding the vessel, only learning over time just how miraculous it truly is.

Webship Weaponry

These siege weapons rely on the curious construction of a webship to operate and are powered by the same source that allows the vehicles to travel dimensions.

FATESHOT

Siege weapon, very rare (cost 8,000 gp)

Crafting Components: Eyes from a pair of fateholders born in the same year

This contraption has a long, slender barrel as long as a human is tall, connected to a complex geometric

box made from chitin and fitted with 8 pairs of identical gems. When you use a bonus action to aim this siege weapon, the strands of destiny align and you gain an expertise die on your next attack roll with it.

In addition, whenever you hit a target with the *fateshot* you gain an expertise die on attack rolls made against that target in the next minute. You lose any expertise dice gained in this way when you miss an attack against the target.

WEBBER

Siege weapon, very rare (cost 10,000 gp)

Crafting Components: Abdomens and legs of a number of fateholders depending on vehicle size (2 Large, 6 Medium, 20 Gargantuan)

Only the legs of many fateholders along its underside reveal that a webship is equipped with this siege weapon, the rest of the bodies used in the strange weaponry's construction incorporated into the hull. A target hit by the *webber* becomes tethered to the vehicle by a long strand of webbing (AC 15, 50 hit points). While tethered by the *webber*, the vehicle's legs unfurl and pull it 40 feet closer to the target at the end of each of your turns. When the vehicle is within 5 feet of the target, you can use the *webber* to make a grab on basic maneuver (if the target is larger than the vehicle) or grapple basic maneuver (if the target is of the same size or smaller than the vehicle).

The *webber* requires 24 hours to recharge after expending a number of uses depending on the size of the vehicle it is incorporated into (Large once, Huge twice, Gargantuan four times).

TABLE: WEBSHIP WEAPONRY

Weapon	Cost	Size	AC	Hit Points	Range	Target	Damage
<i>Fateshot</i>	8,000 gp	Medium	16	75	500/2,000 ft.	One	3d10 force
<i>Webber</i>	10,000 gp	Varies	18	120	500/1,000 ft.	One	Special

Planar Vehicle Property

This property is found on ships able to travel from one plane to another. The nature of this travel, conditions required, and other details are included with a vehicle's description.

When an ability check is required for a vehicle to travel between planes, the Narrator determines the difficulty (or uses the group check DC if an exploration challenge is involved). Checks made to travel between adjacent planes (for example, journeying from the Bleak Gate to the Plane of Water) gain an expertise die. On a failed check the vehicle veers off-course, and to determine its destination the Narrator rolls twice on the Table: Planar Travel for the party's tier, allowing the pilot to choose which to use. On a failure by 5 or more, the Narrator rolls once on the appropriate Planar Travel table.

TABLE: PLANAR TRAVEL (TIERS 0-1)

d100	Plane
1-4	The Bleak Gate
5-13	The Dreaming
14-17	Plane of Air
17-21	Plane of Earth
22-26	Plane of Life
27-31	Plane of Time
32-36	Plane of Space
37-42	Upper Planes
43-47	Aquestio
48-52	Corzcunath
53-56	Elissar
57-61	Feornal
62-66	Guncalta
67-71	Ingens
72-75	Inphasmada
76-79	Luria
80-83	Mergia
84-87	Objectio
88-91	Plantasia
92-95	Terrapolis
96-99	Veskrollo
100	Xyclione

TABLE: PLANAR TRAVEL (TIERS 2-3)

d100	Plane
1-4	The Bleak Gate
5-9	The Dreaming
10-12	Plane of Air
13-15	Plane of Fire
16-18	Plane of Earth
19-21	Plane of Life
22-24	Plane of Time
25-27	Plane of Death
28-30	Plane of Space
31-35	Upper Planes
36-40	Lower Planes
41-43	Ambitio
44-46	Aquestio
47-49	Corzcunath
50-52	Cryos
53-54	Darakoa
55-56	Drunath
57-58	Dunesia
59-62	Elissar
63-65	Feornal
66-68	Guncalta
69-70	Ingens
71-72	Inphasmada
73-74	Lexal
75-76	Mergia
77-79	Objectio
80-82	Ostium
83-84	Pannerok
85-86	Resvree
87-89	Terrapolis
90-92	Valhall
93-96	Veskrollo
97-98	Wheel
99-100	Xyclione

TABLE: PLANAR TRAVEL (TIER 4)

d100	Plane
1	The Gyre
2-4	The Bleak Gate
5-9	The Dreaming
10-12	Plane of Air
13-15	Plane of Fire
16-18	Plane of Earth
19-21	Plane of Life
22-24	Plane of Time
25-27	Plane of Death
28-30	Plane of Space
31-35	Upper Planes
36-40	Lower Planes
41-43	Ambitio
44-46	Aquestio
47-49	Corzcunath
50-52	Cryos
53-54	Darakoa
55-56	Drunath
57-58	Dunesia
59-62	Elissar
63-65	Feornal
66-68	Guncalta
69-70	Ingens
71-72	Inphasmada
73-74	Lexal
75-76	Mergia
77-79	Objectio
80-82	Ostium
83-84	Pannerok
85-86	Resvree
87-89	Terrapolis
90-92	Valhall
93-95	Veskrollo
96-97	Wheel
98-99	Xyclione
100	The Far Realm