

Planeswalker: the Spark

Version 0.1

The Apprentice Class

As a Planeswalker Apprentice, you gain:
Hit Points: As per 5e Wizard

Armor proficiency: All
Weapon proficiency: All
Saving Throws: Based on your spark
Skills: Choose any three

Level	Proficiency Bonus	Features	Cantrips Known	—Spells per Spell Level—								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	The Spark, Spellcasting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Spark feature	3	3	—	—	—	—	—	—	—	—
3rd	+2		3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3		4	4	3	2	—	—	—	—	—	—
6th	+3	Spark feature	4	4	3	3	—	—	—	—	—	—
7th	+3		4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4		4	4	3	3	3	1	—	—	—	—
10th	+4	Spark feature	5	4	3	3	3	2	—	—	—	—
11th	+4		5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5		5	4	3	3	3	2	1	1	—	—
14th	+5	Spark feature	5	4	3	3	3	2	1	1	—	—
15th	+5		5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6		5	4	3	3	3	2	1	1	1	1
18th	+6	Artifact creation	5	4	3	3	3	3	1	1	1	1
19th	+6	Summoning	5	4	3	3	3	3	2	1	1	1
20th	+6	Planeswalking	5	4	3	3	3	3	2	2	1	1

Spark

Only the rare few across countless planes and worlds are born with the Spark, the innate ability to draw mana from the land. Once the Spark has arisen in you there are only two possible outcomes, you rise to the heights of becoming a Planeswalker, master of worlds, or you are destroyed in the process.

To create your apprentice, choose your colour:

- White – Drawing from the plains, you follow in the footsteps of powers dedicated to justice and order
- Green – Empowered by the forests of your world, harmony and balance drive your magic
- Red – The mountains teach you to channel your passion and chaos into a powerful force

- Blue – Pursuit of knowledge is all that matters. The isolation and mystery of the islands power you
- Black – Pursuit of the self over all others drives you. The secrets of the swamps are your inspiration

Your Spark determines what spells you can cast. You also gain Spark features at level 2, 6, 10 and 14. These features are listed below.

Spellcasting

As an apprentice with the Spark your ability to tap into the mana of the land and channel it into magic will grow. You know a number of cantrips from your Spark Colour indicated by the Apprentice Class table above for your level and learn more cantrips as indicated by your level. In addition you know a number of spells for your level as indicated by the Spells per level columns. This describes how many spells you know of this

level, as well as how many spells of that level you can cast per day.

Artifact creation

Pending

Summoning

Pending

Planeswalking

Pending

White Apprentice

Land; Plains

Saving Throws: Wisdom, Strength

Spellcasting ability: Wisdom

Level 2: Arcane Ward

When you cast a white spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

Level 6: Projected Ward

When a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Level 10: Aura of Courage

You and friendly creatures within 10 feet of you can't be Frightened while you are conscious.

Level 14: Spell Resistance

You have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

Green Apprentice

Land; Forests

Saving Throws: Wisdom, Charisma

Spellcasting ability: Wisdom

Level 2: Nature's Blessing

As the magic of your world's forests flow through you, a small part of it invigorates and heals you. When you cast a green spell of 1st level or higher you regain hit points equal to the spell's level.

Level 6: Defence of the Wild

Your skin toughens and becomes bark like. Your AC can't be less than Your Wisdom modifier plus your proficiency bonus.

Level 10: Dampen Elements

When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Level 14: Nature's Ward

You can't be charmed or frightened.

Red Apprentice

Land; Mountains

Saving Throws: Charisma, Dexterity

Spellcasting ability: Charisma

Level 2: Sculpt Spells

You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to your Charisma modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Level 6: Potent Cantrip

Your damaging cantrips affect even creatures that avoid the brunt of the effect. You may reroll the damage of any red cantrip you cast. If you do so then you must use the new result.

Level 10: Empowered Evocation

You can add your Charisma modifier to the damage roll of any red spell that you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Level 14: Overchannel

You can increase the power of your simpler spells. When you cast a spell of 5th level or lower that deals damage and isn't a cantrip, you can deal maximum damage with that spell. If you do so, you take five times the spell's level in damage.

Blue Apprentice

Land; Islands

Saving Throws: Intelligence, Dexterity

Spellcasting ability: Intelligence

Level 2: Hypnotic Gaze

Your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Level 6: Instinctive Charm

When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target.

On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Level 10: Portent

Glimpses of the future begin to press in on your awareness. When you finish a long rest, roll three d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Level 14: Illusory Reality

You have learned the secret of weaving shadow magic into your illusions to give them a semi-reality. When you cast a blue spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross. The object can't deal damage or otherwise directly harm anyone.

Black Apprentice

Land: Swamps

Saving Throws: Intelligence, Constitution

Spellcasting ability: Intelligence

Level 2: Grim Harvest

You gain the ability to reap life energy from creatures you kill with your spells. When you kill one or more creatures with a black spell of 1st level or higher, you regain hit points equal to five times the spell's level. You don't gain this benefit for killing constructs or undead.

Level 6: Secrets of the Underworld

You gain the ability to speak with the dead. The dead may choose how they choose to respond to you, if at all.

Level 10: Fear Aura

Any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw, or be frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune for the next 24 hours. The DC is equal to your spellcasting DC.

Level 14: Unearthly Fortitude

You have resistance to Necrotic damage and are immune to disease and poison.

Spells

White Spells

1st level

2nd level

3rd level

4th level

5th level

6th level

7th level

8th level

9th level

Green Spells

1st level

2nd level

3rd level

4th level

5th level

6th level

7th level

8th level

9th level

Red Spells

Cantrips

Lightning Bolt – 1 action – 60' range – Make a ranged spell Attack against the target. On a hit, the target takes 1d8 lightning damage and cannot take reactions until the end of their next turn.

This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8).

Fists of Flame – 1 action – melee range – Your fists erupt into flame and your strike at a creature. Make a melee spell attack against a creature. On a hit, the target takes 1d12 fire damage.

When you reach 5th Level you make 2 attacks, 11th level 3 attacks, and 17th level 4 attacks.
"Fire has always been my most faithful companion"

Brute Force – 1 action – melee range – Mana infuses your muscles and bones. Make a melee spell attack against a creature. On a hit, the target takes 1d12 bludgeoning damage.

This spell's damage increases by 1d2 when you reach 5th Level (2d12), 11th level (3d12), and 17th level (4d12). *"Blood, bone and sinew are magnified, as is the rage that drives them."*

Vandalblast – 1 action – 30' range – Destroy an object within range of size medium or smaller.
"Beauty is in the eye of the exploder"

1st level

Abrade – 1 action – 60' range – Choose a target within range and make an attack roll. On a success, scaring desert sands scour the target dealing 3d6 slashing damage. Upcasting: this spell deals an additional 1d6 for each level this is upcast. *"The desert is a voracious beast, devouring both flesh and stone"*

Temur's Battle Rage – 1 action – 30' range – Choose a willing creature that you can see within range. That creature may immediately take an attack action. This does not count as part of their turn.

Titan's Strength – 1 action (concentration) – 30' range. Choose a willing creature that you can see within range. That creature's strength is 19 until the end of their next turn.

2nd level

Expedite – 1 action – 30' range – Choose a willing creature that you can see within range. Until the start of your next turn, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity Saving Throws, and it gains an additional action. *"I run, and thunder follows"*

Arcbond – 1 action – 30' range – Choose a willing creature that you can see within range. Until the start of your next turn whenever a creature deals the target damage as part of a melee attack it takes the same amount of damage. *"If you must die today, make your death worthy of a legend"*

Commune with Lava – 1 action – Self – You gain fire resistance for 8 hours. *"Atarka conquered Qadat, the Fire Rim, long ago, winning over its efreet with a promise to spread the glory of fire to all the world"*

3rd level

Deflecting Swat – 1 reaction – 120' range – When you are targeted with a spell you can roll a spell attack roll of 10 plus the spell's level. If you succeed then you may choose a new target for the spell, ally or enemy. If you fail the check then the spell still targets you and this spell is wasted. *"Archmage attacks are little more than annoyances to Kalamax"*

Comet Storm – 1 action – 120' range – 10' radius – You choose a point within range. All creatures within the area must make a DEX save. 8d6 fire damage on success or half on a fail.

Upcasting: the spell's radius increases by 10' for each level this is upcast.

Risk Factor – 1 action – 60' range – Choose one target within range. The creature is surrounded by a burning swarm until the end of the next round. If the creature moves, attacks or casts a spell before the effect has dissipated, it takes 6d10 fire damage.

4th level

Reverberate – 1 reaction – 120' range – When you are targeted with a spell of level 4 or less you can roll a spell attack roll of 10 plus the spells level. If you succeed then you may copy the spell with a new target, ally or enemy. If you fail the check then the spell still targets you and this spell is wasted. *“Not bad, but I can think of a better use for that.”*

Increasing Vengeance – 1 bonus action – You cast another spell as part of the casting of this spell. Cast one spell of level 3 or less that targets a single creature. You copy the spell to another target as well.

5th level

Magmaquake – 1 action – 120' range – 20' radius – You choose a point within range. All non-flying creatures within the area must make a DEX save. 6d10 fire damage on success or half on a fail. Upcasting: the spell's damage increases by 2d10 for each level this is upcast. *“Where will you run when I punish you with the very ground you flee on?”*

6th level

Savage Beating – 1 action – Melee range – You strike at a target with magically enhanced fists and feat. Make 6 melee spell attacks. For each hit the target takes 6d6 bludgeoning damage.

7th level

8th level

9th level

Volcanic Offering – 1 action – Range of Self – 1 mile radius – Centered on yourself, the ground for a mile around you erupts in flame. All creatures within including yourself take 100 fire damage.

Blue Spells

1st level

2nd level

3rd level

4th level

5th level

6th level

7th level

8th level

9th level

Black Spells

1st level

2nd level

3rd level

4th level

5th level

6th level

7th level

8th level

9th level

Monsters

Plains

Forests

Mountains

Islands

Swamps

Artifacts