



# THE ASTROLOGIAN



HOMEBREW

A conversion of FFXIV's Astrologian job,  
for the world's greatest roleplaying game.

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# ASTROLOGIAN

An auri woman stands behind her comrades and pulls a card from her hand. The card burns to ash as she channels its power into her paladin friend, instilling him with the might of the cosmos.

A miq'te vanishes in a puff of mist, reappearing on the far side of the battlefield. With a reserved smile, they hold their astrolabe high, swarming the battlefield with meteors. As the dust settles, none of their foes remain, reduced to stardust.

Legs crossed and eyes closed, the roegadyn man draws three cards. He eyes them studiously, glancing up at the open stars above. With a smile, he delivers the reading to the war camp, instilling their hearts with bravery.

By calling on the power of the cosmos itself, Astrologians are capable of wielding powers that push and pull at the threads of fate. They use this power to bring ruin on their foes while empowering allies to defy what fate might otherwise have in store.

## STARS ABOVE

While the white and black mages of old drew on the aether of the world around them, and summoners drew on aether borrowed from Primals, Astrologians are unique in that their aether is not drawn from any earthly source. Through intensive study, rituals and unspoken wisdom, these unique mages bind themselves to the stars above, calling down the power of the cosmos and drawing on the aether of each star in the night sky.

Chief among an Astrologian's arsenal is their deck of sixty, a deck of fortune-telling cards that, when mixed with the astral aether of the stars above, allows their fate-altering mythology to become reality. Each of the minor and major arcana has a role to play in an Astrologian's toolkit, granting unique effects as the wielder tries to eschew fate or guide others towards it.

Their unique source of power lends Astrologians magic with a unique appearance. The spells they wield teem with cosmic power, manifesting illusions of facsimiles of heavenly bodies to cast their spells.



## THE ASTROLOGIAN

Level	Proficiency Bonus	Features	Fate	— Spell Slots Per Spell Level —									
			Die	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Fate Arcana	1d6	3	2	—	—	—	—	—	—	—	—
2nd	+2	Astral Sect	1d6	3	3	—	—	—	—	—	—	—	—
3rd	+2	Fate Teller	1d6	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Increase, Cantrip Versatility (Optional)	1d6	4	4	3	—	—	—	—	—	—	—
5th	+3	—	1d8	4	4	3	2	—	—	—	—	—	—
6th	+3	Astral Sect Feature	1d8	4	4	3	3	—	—	—	—	—	—
7th	+3	—	1d8	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Increase, Cantrip Versatility (Optional)	1d8	4	4	3	3	2	—	—	—	—	—
9th	+4	—	1d8	4	4	3	3	2	1	—	—	—	—
10th	+4	Astral Sect Feature	1d8	4	4	3	3	2	1	—	—	—	—
11th	+4	—	1d10	5	4	3	3	2	1	1	—	—	—
12th	+4	Ability Score Increase, Cantrip Versatility (Optional)	1d10	5	4	3	3	2	1	1	—	—	—
13th	+5	—	1d10	5	4	3	3	2	1	1	1	—	—
14th	+5	Astral Sect Feature	1d10	5	4	3	3	2	1	1	1	—	—
15th	+5	—	1d10	5	4	3	3	2	1	1	1	1	—
16th	+5	Ability Score Increase, Cantrip Versatility (Optional)	1d10	5	4	3	3	2	1	1	1	1	—
17th	+6	—	1d12	5	4	3	3	2	1	1	1	1	1
18th	+6	Chosen Fate	1d12	5	4	3	3	3	1	1	1	1	1
19th	+6	Ability Score Increase, Cantrip Versatility (Optional)	1d12	5	4	3	3	3	2	2	1	1	1
20th	+6	Cosmic Omen	1d12	5	4	3	3	3	2	2	2	1	1

## SHARLAYAN ASTROMANCY

Since time could remember, the people of Eorzea have looked up at the stars for guidance and clarity. Ancient cultures believed that the stars were in fact gateways into the heavens, as well as other possible futures. For centuries, these theories were dismissed as heresy, folklore; stories to tell to children. Even the now infamous cards that an astrologian wields were seen as nothing but but children's toys, game objects, or a charlatan's tools. It wasn't until the 6th astral era that the modern-day practice of astromancy began to take shape.

Early in the era, a Sharlayan mage by the name of Lewphon began a two-decade-long study of stargazing and astrology, with the stated goal of separating fact from fiction. What he instead discovered was that much of these ancient people's wisdom was in fact founded in legitimate arcane theory. This revelation shifted the entire focus of his research, leading him down the path to reconstruct and adapt that wisdom to modern magical practices. This resulted in the creation of a new school of magic – astromancy.

## CREATING AN ASTROLOGIAN

When creating your astrologian character, consider first how they came to learn the practice. Astromancy as branch of magic stems from Sharlayan originally; did you perhaps study there and move away into the wider world? Or perhaps you learned from someone who had left Sharlayan, perhaps in or around Ishgard? There are those in Sharlayan who believe astromancy shouldn't leave its shores. Did you come into conflict with these people as an outsider? Do you share those beliefs? Or

perhaps you act in defiance of them, sharing astromancy with outsiders as much as possible?

Consider, then, why you chose to become an astrologian. Did you seek to change your fate from a drastic future? Did you want to help others as someone once helped you? Astrologian's are blessed with the ability to partially read the future. How do you use this talent?

As weavers of fate and masters of a unique form of magic, astrologian's are commonly neutral good in alignment.

### QUICK BUILD

You can make an astrologian quickly by following these suggestions. First make Wisdom your highest ability score, followed by Constitution. Next, take the sage background. Finally, take the *guidance*, *prestidigitation* and *sacred flame* cantrips, as well as the first-level spells *cure wounds*, *guiding bolt* and *mage armour*.

### MULTICLASSING AND THE ASTROLOGIAN

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose astrologian as one of your classes.

**Ability Score Minimum:** As a multiclass character, you must have at least a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already an astrologian.

**Proficiencies Gained:** If astrologian isn't your initial class, you gain no proficiencies when you take your first level in this class.

**Spell Slots:** Add your level in the astrologian class to the appropriate levels from other classes to determine your available spell slots.

# CLASS FEATURES

As an astrologian, you gain the following class features

## HIT POINTS

**Hit Dice:** 1d6 per astrologian level

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

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

## PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** Thieves' tools, Artisan's tools

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Medicine, Perception, and Religion.

## EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) a priest's pack or (b) an explorer's pack
- An astrolabe and a deck of sixty

## SPELLCASTING

Attuned to the stars above, you can cast astrologian spells.

## CANTRIPS

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

## SPELL SLOTS

The Astrologian table shows how many spell slots you have to cast your astrologian spells of 1st level and higher. To cast one of these astrologian 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 astrologian spells that are available for you to cast, choosing from the astrologian spell list. When you do so, choose a number of astrologian spells equal to your Wisdom modifier + your astrologian 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 astrologian, you have four 1st-level and two 2nd-level spell slots. With a Wisdom 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 *cure wounds*, 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 astrologian spells requires time spent studying the stars: at least 1 minute per spell level for each spell on your list.

## SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your astrologian spells. The power of your spells comes from the stars above and your attunement to them. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an astrologian spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

## RITUAL CASTING

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

## SPELLCASTING FOCUS

You can use an astrolabe as a spellcasting focus for your astrologian spells.

### ASTROLOGIAN EQUIPMENT

Astrologians make use of a unique spellcasting focus called an astrolabe, or "star globe". An astrolabe costs 20gp, weighs 1lb, and gently floats in the wielder's hand when in use. It is capable of folding up flat when put away.

Uniquely, the astrolabe also serves as a tool for keeping track of time and contains maps and charts of the stars above. A successful Intelligence check using the astrolabe as a tool can be used to determine the current time or the relative position of heavenly bodies.

Astrologians also make use of a deck of sixty, typically kept in a sheath at the hip. The deck is what supplies the astrologian with their minor and major arcana.

## FATE ARCANA

At 1st level you are able to draw cards from your deck of sixty and instill them with cosmic magic to create powerful effects.

**Fate Die.** Your arcana cards make use of a special die called a Fate Die. At 1st level your Fate Die is a d6. Your Fate Die increases in size as you gain levels in this class, as shown in the Fate Die column of the Astrologian table.

**Draw.** When you finish a long rest, you can draw a number of cards up to your Wisdom modifier. For each card you draw, roll on the Fate Arcana table using your Fate Die to determine which card you draw. Your drawn cards retain their potency until you next finish a long rest, until you play the card to bestow an effect, or until the card is discarded.

**Redraw.** When you finish a short or long rest, you can choose one of your drawn fate cards to discard, then draw a new card in its place.

**Play.** As an action, you can choose a creature within 30 feet of you (you can choose yourself) and play one of your drawn arcana cards, bestowing its effect to that creature. If the card effect requires a saving throw, the DC equals your spell save DC.

## FATE ARCANA TABLE

Fate Die Card	Effect
1 The Arrow	The target can use its reaction to move a number of feet equal to 5 times a roll of your Fate Die without provoking opportunity attacks. For 1 minute, the creature's speed increases by 10 feet.
2 The Balance	For the next minute, the target can add a roll of your Fate Die to any damage roll it makes.
3 The Bole	The target regains hit points equal to two rolls of your Fate Die + your Wisdom modifier. For 1 minute, the target regains 1 hit point at the start of each of its turns.
4 The Cups	For 1 minute, the target is immune to being Charmed, and the target can add a roll of your Fate Die to any Intelligence, Wisdom or Charisma check it makes.
5 The Irons	The target chooses up to five creatures within 30 feet of itself to be wrapped in celestial chains. The creatures must make a Strength saving throw, taking radiant damage equal to a roll of your Fate Die + your Wisdom modifier on a failed save, or half as much on a successful one. A creature that fails the saving throw is restrained for one minute (escape DC equals your spell save dc)
6 The Spire	The target gains temporary hit points equal to a roll of your Fate Die + your Wisdom modifier. While it has these temporary hit points, the target has a +2 bonus to AC.
7 The Spear	For 1 minute, the creature can make one additional weapon attack when it takes the Attack action.
8 The Staves	For 1 minute, the creature can cast cantrips with a casting time of 1 action as a bonus action.
9 The Crowns	The target and creatures of your choice within 5 feet of it must succeed on a Dexterity saving throw, taking radiant damage equal to three rolls of your Fate Die + your Wisdom modifier on a failed save, or half as much on a successful one.
10 The Knives	Celestial daggers manifest in a 15-foot radius around the target that moves with the target. Any creature starting its turn in the radius or that enters there for the first time on a turn must make a Dexterity saving throw. On a failed save a creature takes damage equal to a roll of your Fate Die + your Wisdom modifier, or half as much on a success.
11 The Ewer	Roll your Fate Die. The target creature regains one expended spell slot of its choice of a level equal to or lower than half the number rolled on your Fate Die (rounded down)
12 The Rings	The target can choose a creature within 30 feet of it to make a Charisma saving throw. On a failed save, the creature takes radiant damage equal to two rolls of your Fate Die and is charmed by the target. On a successful save it takes half as much damage and isn't charmed. If the charmed creature moves more than 30 feet away from the target, it takes radiant damage equal to two rolls of your Fate Die and becomes frightened of the target.

## ASTRAL SECT

At 2nd level, you delve into one of the astral sects, groups of astrologians that attune themselves to specific heavenly bodies, becoming one with the myriad powers of the cosmos. Choose from the Solar Sect, Lunar Sect, Comet Sect, Binary Sect or Meteor Sect, each of which is detailed at the end of the class description. Your choice grants you features at 2nd level, and then again at 6th level, 10th level and 14th level.

### SECT SPELLS

Each sect has a list of spells – its sect spells – that you gain at the astrologian levels noted in the sect description. Once you gain a sect spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a sect spell that doesn't appear on the astrologian spell list, the spell is nonetheless an astrologian spell for you.

### FATE TELLER

At 3rd level, you can use your attunement to the stars and deck of sixty to gain glimpses into the future. You have the *augury* spell prepared, which doesn't count against the number of spells you can prepare each day. You can cast the *augury* spell once without expending a spell slot, and regain the ability to do so when you finish a long rest. When you cast *augury*, it has no verbal or somatic components, and only uses your deck of sixty as a material component.

### ABILITY SCORE IMPROVEMENT

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

### CANTRIP VERSATILITY (OPTIONAL)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the astrologian spell list.

### CHOSEN FATE

Starting at 18th level, when you draw a fate arcana card, instead of rolling you can choose which card you draw. You can do so only once each time you draw cards at the end of a long rest.

### COSMIC OMEN

When you reach 20th level, you are able to take hold of another creature's fate. When you or a creature you can see succeeds or fails on an attack roll, saving throw or ability check, you can use your reaction to force it to become the opposite; failing if it succeeded, or succeeding if it failed. You can use this reaction twice, regaining all expended uses when you finish a long rest.

# ASTRAL SECTS

Astrologians define their magical practice by their attunement to the stars above. To join an Astral Sect is to go even further, to bind themselves to heavenly bodies and draw on the unique aether within. Such acts allow the astrologian to empower their existing abilities, whilst also discovering new and resplendent magics unique to their sect.

## SOLAR SECT

Seeing the sun as the ultimate source of life and light in the cosmos, astrologians of the solar sect attune themselves to its primordial aether to grant them a unique skillset. As a conduit for the sun, solar sect astrologians are capable of scorching foes and healing allies in equal parts.

### SOLAR SECT SPELLS

Astrologian Level	Spells
2nd	Burning Hands, Healing Word
3rd	Healing Spirit, Flaming Sphere
5th	Daylight, Mass Healing Word
7th	Essential Dignity*, Wall of Fire
9th	Dawn, Greater Restoration

### BRILLIANT RADIANCE

Starting at 2nd level, as an action you can call down the sun to smite foes and mend wounds. A flare of sunlight descends in a 10-foot radius centered on a point you can see within 30 feet of you. Creatures of your choice within the radius are affected by one of the following effects of your choice:

- The creatures regain hit points equal to a roll of your Fate Die + your Wisdom modifier.
- The creatures must make a Wisdom saving throw, becoming blinded until the end of your next turn on a failed save.

You can use this feature a number of times equal to your Wisdom modifier, and regain all expended uses after finishing a long rest.

### DIURNAL REGENERATION

At 6th level, whenever you restore hit points to a creature, that creature regains additional hit points equal to your proficiency bonus. Moreover, when you play a fate card that doesn't restore hit points, you can choose for the target to regain hit points equal to your proficiency bonus.

### MAIM AND MEND

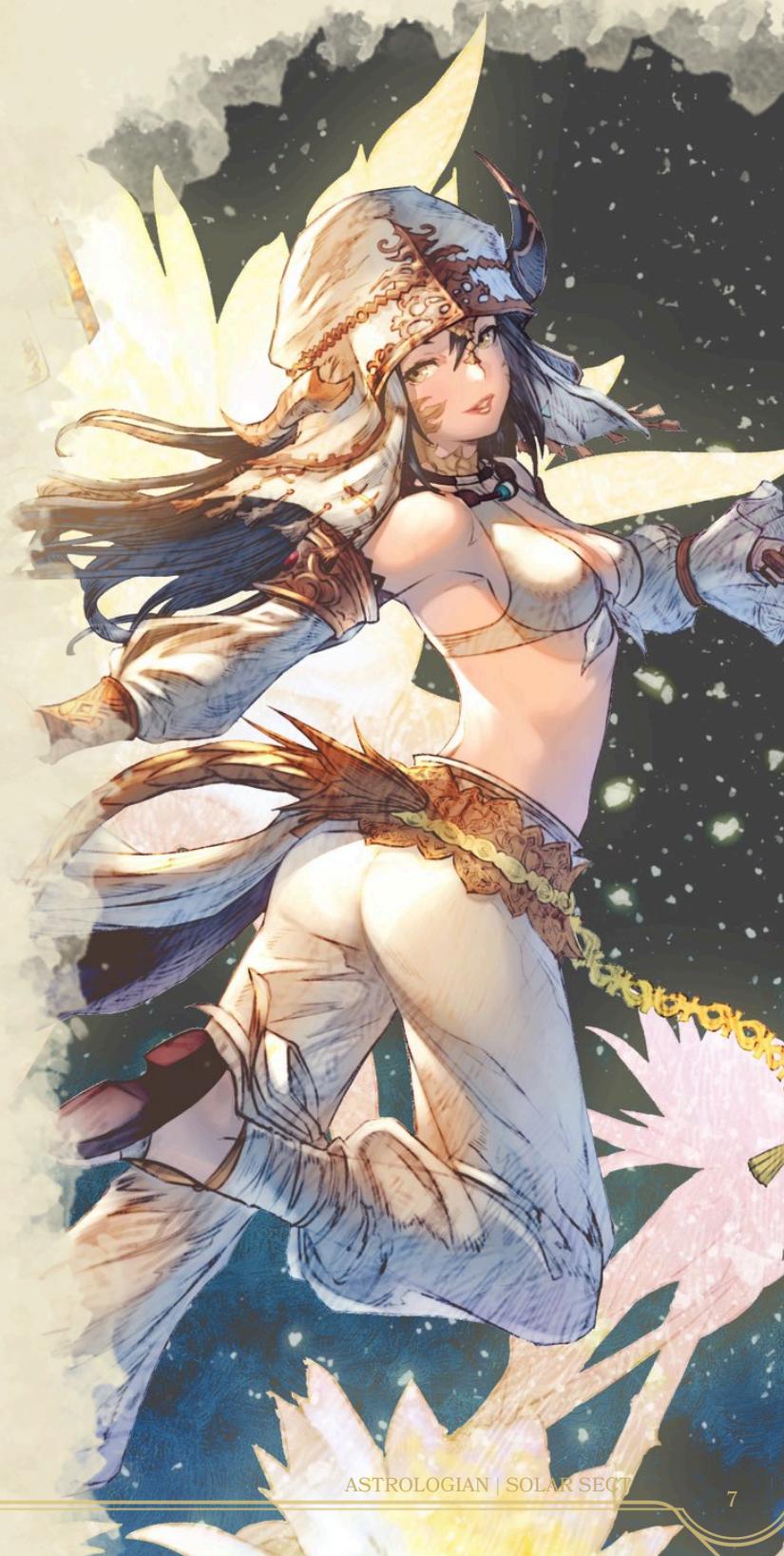
When you reach 10th level, your mastery over fate extends to healing and harm you inflict. When you roll a 1 or 2 on a damage die for an effect that deals fire damage, or an effect that restores hit points, you can reroll the die and must use the new roll.

Alternatively, you can use your reaction to discard one drawn fate card to instead choose a number of the dice

rolled, up to your Wisdom modifier, and decide for each of those dice which number was rolled.

### SOLAR FLARE

When you reach 14th level, your attunement to the sun grows stronger. The healing effect of Brilliant Radiance increases to two rolls of your Fate Die + your Wisdom modifier, and the blinding effect deals fire damage equal to a roll of your Fate Die on a failed save.



## LUNAR SECT

Tales have long been told of Menphina, the Lover, keeper of Eorzea's moons and her ever faithful hound, Dalamud. In their pursuit of cosmic power, those astrologians of the lunar sect looked to the shining jewel of the night sky and sought to bind their strength to its waxing and waning silver light. The moon is never truly gone, of course, mearly lost in the world's shadow – and it is by that right the lunar sect draw on its power, even conjuring a shadow of their own to aid them.

### LUNAR SECT SPELLS

Astrologian Level	Spells
2nd	<i>Guiding Bolt, Sleep</i>
3rd	<i>Misty Step, Moonbeam</i>
5th	<i>Dispel Magic, Phantom Steed</i>
7th	<i>Arcane Eye, Banishment</i>
9th	<i>Dream, Scrying</i>

### LUNAR HOUND

Starting at 2nd level, you are able to conjure the moon's power in the form of a faithful Lunar Hound. As an action, you can discard one of your drawn fate cards to summon the lunar hound, which lasts for 1 hour or until it is reduced to 0 hit points.

You can only have one lunar hound summoned at a time and can't summon a new one while your hound is present. The hound is friendly to you and your companions and it obeys your commands. See its game statistics in the lunar hound stat block, which uses your proficiency bonus (PB) in several places. You determine the hound's appearance.

In combat, the hound shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hound can take any action of its choice, not just Dodge.

Depending on the fate card you discard, the hound is summoned in a different phase; if the number rolled on the Fate Arcana Table to draw the card is an odd number, then you summon it in Full Moon Phase. If it was an even number, you summon it in New Moon Phase.

### MENPHINA'S GAZE

Starting at 6th level, moonlight guides you away from danger. As an action, you can open your awareness, gaining darkvision out to 120 feet for 1 minute. You also become aware of the location of any traps within this radius and to you they glow with silver, glittering light.

## LUNAR HOUND

Medium celestial

**Armor Class** 13 + PB (natural armor)

**Hit Points** 4 + four times your astrologian level (the hound has a number of Hit Dice [d8s] equal to your astrologian level).

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** understands the languages you speak

**Challenge** —

**Proficiency Bonus** equals your bonus

**Loyalty.** The lunar hound is immune to being charmed while within 30 feet of you.

**Radiant Body (Full Moon Phase Only).** The lunar hound sheds bright light in a 15-foot radius and dim light for an additional 30 feet.

**Shadow Body (New Moon Phase Only).** The lunar hound has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

### ACTIONS

**Lunar Fang.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5ft., one target you can see. *Hit.* A roll of your Fate Die + 3 + PB piercing damage

**Scent of Magic.** The lunar hound can use its action to smell out the presence of any magic within 30 feet of it. It also learns the school of magic, if any, and can relay that information to you.

**Full Moon Howl (Full Moon Phase Only).** The hound and each creature of your choice within 10 feet of it that can hear it gains temporary hit points equal to a roll of your Fate Die + your Wisdom modifier.

**New Moon Shroud (New Moon Phase Only).** The hound and a willing creature of your choice within 5 feet of it become invisible until the start of your next turn, or until the hound or the creature makes a weapon attack, or forces another creature to make a saving throw.

## NOCTURNAL STRENGTH

Starting at 10th level, your lunar hound gains access to the following two abilities, based on which phase it is in. Moreover, as an action on your turn, you can swap your lunar hound between Full Moon Phase and New Moon Phase, or vice-versa. Once you do so, you can't do so again until you finish a short or long rest.

**Lunar Ray (Full Moon Phase Only).** As an action, the lunar hound expels radiance in a 15-foot long, 5-foot wide line. Creatures caught in the line must make a Constitution saving throw against your spell save DC. On a failed save, a creature takes radiant damage equal to two rolls of your Fate Die + your proficiency bonus and has disadvantage on attack rolls until the start of your next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

**Lunar Shadow. (New Moon Phase Only).** As a bonus action, the lunar hound teleports up to 60 feet, either to an unoccupied space it can see, or magically swapping places with you. The hound then has advantage on the next weapon attack it makes on its turn.

## DALAMUD'S PACK

When you reach 14th level, you can have two lunar hounds summoned at once, and when you use an action to summon a hound, you can discard an additional card to summon a second one as part of the same action.

Finally, when you use a bonus action to command your hound, you can command both hounds at the same time.



## COMET SECT

Streaking through the night sky, some astrologians see comets as beacons of true freedom. In truth, they are little more than balls of ice, careening through the cosmos. But to astrologians with their feet stuck firmly on the ground, attuning themselves to a comet's power grants them the freedom they seek – and the power of cosmic frost as well.

## COMET SECT SPELLS

### Astrologian Level Spells

2nd	<i>Ice Knife, Longstrider</i>
3rd	<i>Rime's Binding Ice, Snilloch's Snowball Swarm</i>
5th	<i>Haste, Sleet Storm</i>
7th	<i>Freedom of Movement, Ice Storm</i>
9th	<i>Cone of Cold, Far Step</i>

## COMET TRAIL

From 2nd level, you can discard a fate card as an action and choose a creature you can see within 30 feet of you (you can choose yourself). The creature is filled with cosmic power, and can immediately fly up to its speed in a straight line. At any point during the move, the creature can use its reaction to make a weapon attack or cast a cantrip. All the damage of the attack or cantrip becomes cold damage.

## SHOOTING STAR

At 6th level, the power of a comet empowers you and your allies' movement. When a creature that has its speed increased by you, including yourself, moves on its turn, it can move through other creatures' spaces and opportunity attacks against it are made at disadvantage.

## SIPHON SPEED

Starting at 10th level, when you deal cold damage to a creature, including the cold damage dealt by a creature during Comet Trail, you can use a bonus action to force it to make a Constitution saving throw. On a failed save, the creature's speed is reduced by 10 feet, and you can choose one creature within 30 feet of you (you can choose yourself) to have its speed increased by 10 feet. Both effects last until the end of your next turn.

## TIME DILATION

At 14th level, the power of the cosmos allows you to subtly manipulate time. You can use an action to target a creature you can see within 60 feet of you and roll your fate die. You can either add or subtract the roll from the creature's initiative score until the end of the current combat. An unwilling creature must succeed on a Charisma saving throw against your spell save DC to resist this effect.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 7th level or higher to use it again.

## BINARY SECT

Deep among the infinite dance of the cosmos, some stars find themselves locked in step with another. Such stars – known as binary stars – can bestow even greater power upon astrologians that attune themselves to the binary stars. Instilled with a star's power twice over, this sect only takes on those astrologians with the strongest of minds and bodies; otherwise, they might be overwhelmed by their twofold gift.

### BINARY SECT SPELLS

#### Astrologian Level Spells

2nd	Ceremony, Charm Person, Guidance
3rd	Borrowed Knowledge, Warding Bond
5th	Fast Friends, Life Transference
7th	Charm Monster, Psychic Lance
9th	Contact Other Plane, Skill Empowerment

### TWIN FATE

At 2nd level, you learn the *guidance* cantrip, which doesn't count against the number of cantrips you know. If you already know *guidance*, you instead learn one cantrip of your choice from the astrologian spell list.

When you cast *guidance*, you can do so with the following modifications:

- The range becomes 60 feet.
- You can target two creatures, rather than only one, provided both creatures are within 10 feet of each other.

### BORROWED DESTINY

Also at 2nd level, when you make a roll with a d20 that has either advantage or disadvantage, you can choose to capture the advantage or disadvantage for 1 minute, nullifying its effect on your roll. You can have only one advantage or disadvantage captured in this way at a time.

When you see another creature make a roll with a d20, you can use your reaction to release your stored advantage or disadvantage, imparting that effect on the roll.

You can use this feature twice and regain all expended uses after finishing a short or long rest.

### SYNASTRY

Starting at 6th level, the power of twin stars allows you to forge links between your allies. As a bonus action, choose a creature you can see within 30 feet of you that is currently benefiting from one of your fate card effects. You forge a bond between that creature and another creature within 30 feet of it (you can choose yourself), granting the second creature the same effect for the remaining duration.

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

### HOROSCOPE

Starting at 10th level, as an action, you can discard a fate card to read the horoscope of a creature you can see

within 60 feet. The creature must roll a d20. Consult the horoscope table to determine the effect.

### HOROSCOPE TABLE

#### d20 Fate

1	The next time the creature makes a roll with a d20, it automatically rolls a 1.
2-10	The next time the creature makes a roll with a d20, it has disadvantage on the roll.
11-19	The next time the creature makes a roll with a d20, it has advantage on the roll.
20	The next time the creature makes a roll with a d20, it automatically rolls a 20.

You can also use Synastry to share a creature's Horoscope effect with another creature within 30 feet of it.

### DUAL ARCANA

Starting at 14th level, when you draw a fate card, you can roll twice on the table and choose either result.



## METEOR SECT

Astrologians seeking destructive power are known to attune themselves to meteors, blazing stars that streak across the night sky on a path of destruction. In turn, they are instilled with fire-aspected magic, and unlike those of the Solar Sect, their capability lies only in devastation. As a result, the Meteor and Solar sects often find themselves in conflict.

### METEOR SECT SPELLS

Astrologian Level	Spells
2nd	<i>Burning Hands, Catapult</i>
3rd	<i>Flaming Sphere, Scorching Ray</i>
5th	<i>Fireball, Melf's Minute Meteors</i>
7th	<i>Fire Shield, Wall of Fire</i>
9th	<i>Destructive Wave, Flame Strike</i>

### COSMIC METEOR

Starting at 2nd level, you call on the cosmos to destroy your foes. When you cast a spell that deals damage, or play a fate card that deals damage, you can siphon a portion of the magic to create a tiny meteor that orbits you for 1 minute. You can have up to three meteors orbiting you at once. As a bonus action on your turn, you can command any number of meteors orbiting you to streak towards a creature you can see within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes radiant damage equal to a roll of your fate die for each meteor you use. If the attack misses, the meteors you spend are not wasted and return to your orbit.

### POTENT RADIANCE

Starting at 6th level, you can add your Wisdom modifier to the damage of your astrologian cantrips.

### ASTEROID BELT

At 10th level, your control over cosmic destruction extends to your allies. When you cast a spell that targets a friendly creature, or play a fate card on a friendly creature, that creature also gains a cosmic meteor. A creature that gains a meteor on this way can only have one meteor orbiting it. When you use a bonus action to command your meteors to attack, you can also command any meteor that is orbiting a friendly creature.

### EXPLOSIVE FORCE

Starting at 14th level, when you deal damage to a creature with your Cosmic Meteor, creatures within 5 feet of the target must make a Dexterity saving throw, taking the same amount of damage on a failed save, or half as much on a successful one.

Additionally, you can add your Wisdom modifier to the damage of your Cosmic Meteor.

# ASTROLOGIAN SPELL LIST

## CANTRIPS (0 LEVEL)

Blade Ward  
Dancing Lights  
Friends  
Frostbite  
Guidance  
Gust  
Light  
Mage Hand  
Message  
Minor Illusion  
Prestidigitation  
Resistance  
Sacred Flame  
Spare the Dying  
Toll the Dead  
Word of Radiance

## 1ST LEVEL

Bane  
Bless  
Command  
Comprehend Languages  
Cure Wounds  
Detect Poison and Disease  
Faerie Fire  
Guiding Bolt  
Healing Word  
Heroism  
Identify  
Illusory Script  
Mage Armor  
Magnify Gravity  
Magic Missile  
Malefic\*

Protection from Evil and Good

Purify Food and Drink  
Rescue\*  
Sanctuary  
Silent Image  
Silvery Barbs  
Sleep

## 2ND LEVEL

Aid  
Air Bubble  
Augury  
Blindness/Deafness  
Borrowed Knowledge  
Calm Emotions  
Darkvision  
Earthbind

Gentle Repose

Healing Spirit  
Hold Person  
Invisibility  
Lesser Restoration  
Levitate  
Lightspeed\*  
Locate Object  
Misty Step  
Moonbeam  
Nystul's Magic Aura  
Protection from Poison  
Ray of Enfeeblement  
See Invisibility  
Silence  
Zone of Truth

## 3RD LEVEL

Counterspell

Clairvoyance

Daylight  
Dispel Magic  
Earthly Star\*  
Incite Greed  
Leomund's Tiny Hut  
Life Transference  
Magic Circle  
Major Image  
Mass Healing Word

Melf's Minute Meteors  
Nondetection  
Remove Curse  
Revivify  
Sending  
Slow  
Tongues

## 4TH LEVEL

Banishment  
Blight  
Death Ward  
Dimension Door  
Divination  
Essential Dignity\*  
Gravity Sinkhole  
Polymorph

## 5TH LEVEL

Commune  
Contact Other Plane  
Dawn  
Dispel Evil and Good  
Dream  
Far Step  
Mass Cure Wounds  
Scrying

Summon Celestial  
Teleportation Circle  
Wall of Light

## 6TH LEVEL

Collective Unconscious\*  
Find the Path  
Forbiddance  
Gravity Fissure  
Heal  
Programmed Illusion  
Sunbeam  
True Seeing

## 7TH LEVEL

Crown of Stars  
Etherealness  
Plane Shift  
Project Image  
Resurrection  
Reverse Gravity  
Teleport

## 8TH LEVEL

Antimagic Field  
Dark Star  
Demiplane  
Reality Break  
Sunburst

## 9TH LEVEL

Astral Projection  
Foresight  
Mass Heal  
Time Stop  
Wish

# NEW SPELLS

Some spells presented in the astrologian spell list have been created specifically for this class. As such, they are not intended to appear on any other spell list. The spells are presented in alphabetical order.

## COLLECTIVE UNCONSCIOUS

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot sphere)

**Components:** V, S, M (A glass ball)

**Duration:** Concentration, up to 1 minute

A sphere of cosmic light emerges from you and envelops creatures of your choice within a 30-foot sphere. The creatures you choose have resistance to all damage from attacks and effects made from outside the sphere.

Creatures you didn't choose are instead pushed out from the sphere to its edge. The spell ends if you move more than 5 feet on your turn.

## EARTHLY STAR

*3rd-level conjuration*

**Casting Time:** 1 bonus

**Range:** 30 feet

**Components:** V, S, M (A piece of opal)

**Duration:** Concentration, up to 1 minute

You conjure a blazing, minuscule star at a point you can see within range, which lasts for the duration. The star sheds bright light for 30 feet and dim light for an additional 30 feet. When the spell ends, either because your concentration is broken or because you decide to end it, the star erupts. Each creature in a 20-foot radius sphere centered on the star must make a Dexterity saving throw. A creature takes  $6d6$  fire damage on a failed save, or half as much damage on a successful one.

If the star lasts for at least 5 turns before erupting, its damage increases by  $4d6$  and the radius of the explosion increases by 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the starting damage increases by  $1d6$  for each slot level above 5th.

## ESSENTIAL DIGNITY

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You call down the stars to grant succor to a creature you can see within range. The target regains  $4d6$  hit points, or  $4d12$  hit points if it has less than half of its maximum hit points remaining.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the healing increases by  $1d6/1d12$  for each spell level above 4th.

## LIGHTSPEED

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 hour

You pull on the fabric of the weave to manipulate time around you. Once during the duration of this spell, you can cast a spell with a casting time of 1 action as a bonus action instead. Once you do so, the spell immediately ends.

## MALEFIC

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A pinch of stardust)

**Duration:** Instantaneous

You conjure a facsimile of a burning star to bring harm to a creature you can see within range. The target must succeed on a Constitution saving throw, taking  $2d8$  radiant damage on a failed save, or half as much on a successful one. The blazing radiance causes the creature to have disadvantage on the next saving throw it makes against a spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by  $1d8$  for every spell slot level above 1st.

## RESCUE

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

Using a tether of light, you pull one willing creature within range to an unoccupied space within 5 feet of you. This movement does not provoke opportunity attacks.

# THE ASTROLOGIAN

## CHANGEOLOG

V1 - 25/05/2024

- First draft of the class, with 12 fate cards, 5 subclasses and 6 new spells.

