

# CELESTIAL ASTROLOGY

A COMPENDIUM OF STARS AND MOON FOR 5E

COMPENDIUM OF FANTASY ASTROLOGY  
SIGNS, MECHANICS, SUBCLASSES, FEATS  
AND MANY MORE

BY ONIXSHU FANTASY WORKSHOP

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# WELCOME TO CELESTIAL ASTROLOGY

***“LOOK UP. THE STARS REMEMBER YOUR BIRTH. THE MOON KNOWS YOUR NAME. AND DESTINY WAITS, PATIENT AS STARLIGHT, FOR YOU TO CLAIM WHAT THE COSMOS HAS WRITTEN.”***

The night sky holds secrets older than kingdoms. Every hero, every villain, every child born under the vast celestial dome carries a connection to the powers that wheel overhead. The moon waxes and wanes, patient and eternal. The stars trace their ancient paths, spelling out destinies in light that has traveled for ages just to touch mortal eyes.

This is not mere superstition. This is cosmic truth made manifest.

## THE BOND BETWEEN SKY AND SOUL

When you were born, the universe took notice. The constellation that ruled the heavens at that moment left its mark upon you, as real and permanent as the color of your eyes or the cadence of your heartbeat. Perhaps you were born when the Dragon blazed across winter's darkest night, filling you with fire and ambition. Or maybe the Owl watched over your first breath during the cold moon, blessing you with wisdom beyond your years.

These are not distant, uncaring stars. They are witnesses to your existence. They are partners in your story.

The twelve zodiac signs represent the great celestial dance, the eternal wheel that turns above us all. Each constellation holds power, personality, purpose. Each month of the year falls under the dominion of a different sign, and those born during that time carry a fragment of that constellation's essence within them.

## THE MOON'S EIGHT FACES

While the stars remain constant in their slow parade across the heavens, the moon changes. Every few days, she shows us a different face, moving through eight distinct phases from new moon's darkness to full moon's brilliant light and back again. These phases are not merely pretty, they are powerful.

Warriors fight harder under the full moon's light. Scholars think more clearly during the waxing crescent's gentle glow. Rogues find their deepest shadows during the new moon's perfect darkness. The phase of the moon affects everyone, but it resonates most strongly with those whose zodiac signs align with that particular phase's energy.

Some call it lunar magic. Others name it the Tide of Fate. Whatever you call it, you can learn to feel it, to work with it, to let the moon's power flow through you and amplify your own abilities.



## WHAT LIES WITHIN THESE PAGES

This compendium offers you the tools to bring celestial magic into your world and your stories. Here you will find:

**The Twelve Zodiac Signs** - Complete descriptions of each constellation, including personality traits, elemental affinities, preferred classes, and two unique abilities that every character born under that sign possesses. One passive power that is always with you, and one active ability you can call upon in times of need.

**Moon Phase Mechanics** - A detailed system for tracking the eight lunar phases and understanding how each one affects different types of characters. The moon's influence is universal, touching martial warriors and cunning rogues just as much as it empowers wizards and clerics.

**Alternative Celestial Systems** - Not every world follows the same cosmic patterns. Discover zodiacs designed for worlds with shorter years, perpetually hot climates, frozen wastes, and even tidally locked planets where half the world never sees the sun.

**Thirty Celestial Feats** - Specialized abilities that let you deepen your connection to the stars and moon, from learning to navigate by starlight alone to calling down meteor strikes upon your enemies.

**Celestial Spells** - Magic drawn directly from the cosmos, including new cantrips and spells up to 5th level that harness the power of stars, moons, and the vast spaces between.

**Backgrounds** - Six origins for characters whose lives have been shaped by the celestial powers, from temple astronomers who read the future in the stars to wandering prophets marked by cosmic visions.

**Magic Items and Artifacts** - Treasures infused with lunar and stellar power, including items that change their properties with the moon's phases and legendary artifacts said to have fallen from the sky itself.

**Three Celestial Organizations** - Detailed groups dedicated to understanding and harnessing cosmic power. The Stellar Accord seeks to maintain balance between the celestial forces. The Lunar Circle transforms with the moon's phases. The Zodiac Conclave claims to read and shape the very threads of fate.

**Adventures Among the Stars** - Plot hooks and campaign frameworks for stories driven by celestial events, prophecies written in starlight, and the machinations of those who would control the powers of the heavens.

## FOR PLAYERS

Your character's zodiac sign is more than a birth date - it's a core part of who they are. The Dragon's fire burns in your blood. The Owl's wisdom guides your thoughts. The Tower's steadfast strength anchors your resolve. These are not metaphors. These are real, tangible aspects of your being that you can call upon when you need them most.

When creating your character, consider how your zodiac sign shaped your personality and your path. Did the Twin Blades' dual nature lead you to constantly question which path to take? Has the Phoenix's gift of renewal made you fearless in the face of death? Does the Serpent's cunning make others distrust you, even when you mean well?

Your sign also determines which moon phases resonate most strongly with you. A character born under the Dragon might feel the waxing gibbous moon's power surge through them, while someone born under the Raven finds their greatest strength during the waning crescent's mysterious darkness.

## FOR DUNGEON MASTERS

The celestial systems in this book can be as central or as subtle as you want them to be. You might run an entire campaign centered around a prophecy written in the stars, where the player characters must fulfill their cosmic destinies or watch the world fall into chaos. Or you might simply use the zodiac signs as additional character flavor and let the moon phases provide occasional mechanical benefits during key scenes.

The beauty of celestial magic is its flexibility. In a low-magic campaign, the zodiac might represent personality archetypes and the moon's influence could be purely psychological. In a high-magic world, constellations might literally come to life and the moon could be a goddess who directly interferes in mortal affairs.

The alternative zodiac systems give you options for worlds that don't fit the standard twelve-month calendar. A harsh arctic world might use the Zodiac of the Frozen Realm, where only six great constellations mark the passage of the long winter. A desert world of eternal summer might follow the Zodiac of Endless Heat, where the stars represent survival and endurance rather than seasonal change.

Use these systems to make your world feel unique and alive. Let your players discover that different cultures interpret the same stars in different ways. Create conflicts between groups who follow different zodiacs and claim their cosmic truth is the only correct one.



## THE PHILOSOPHY OF COSMIC CONNECTION

At its heart, celestial astrology is about connection. Connection between the vast universe and individual souls. Connection between past, present, and future. Connection between the physical and the mystical.

When you look up at the night sky, you are seeing light that has traveled across impossible distances to reach your eyes. Some of those stars might already be dead, their light still traveling long after they ceased to exist. Yet their influence remains. Their patterns persist. Their power endures.

This is the truth of celestial magic. What happens above affects what happens below. The cosmic and the personal are forever intertwined. You were born under specific stars at a specific time, and that moment created a bond that can never be broken.

But this bond does not control you. The stars do not dictate your fate, they illuminate your potential. Your zodiac sign suggests paths you might take, strengths you might develop, challenges you might face. The moon's phases offer you power, but you choose when and how to use it.

You are not a puppet dancing on cosmic strings. You are a partner in an eternal dance, moving to music written in starlight.

## HOW TO USE THIS BOOK

Start with the zodiac signs. Read about all twelve, even if you already know which one your character was born under. Understanding the full celestial wheel helps you appreciate how your sign relates to others and how the cosmic forces balance each other.

Next, familiarize yourself with the moon phases. Learn which phases benefit your character most and which ones might present challenges. Talk with your DM about how you'll track the lunar calendar in your game - will you use the simplified system where phases change after major story events, or the detailed calendar where you track each day?

Browse the feats and spells to see which ones call to you. Not every celestial-themed character needs to take celestial feats or learn star magic, but these options are here if you want to deepen your cosmic connection.

When you're ready to start playing, remember that celestial powers work best when you engage with them narratively as well as mechanically. Describe how your Dragon's fire manifests when you use your Commanding Roar. Explain how the full moon's light seems to focus on your blade just before you strike. Make the cosmic connection visible and real in your descriptions.

The heavens are watching. The stars are listening. And your destiny is waiting to be written in light across the eternal dark.

**Welcome to the cosmos. Your story begins now.**

# THE CELESTIAL SYSTEM

Before we explore each zodiac sign in detail, let us understand how the celestial system works as a whole. The cosmos influences mortal lives through two great forces working in harmony - the eternal wheel of zodiac constellations and the ever-changing dance of lunar phases.

These are not separate systems but two parts of one cosmic truth. Your zodiac sign represents who you are at your core, the permanent mark the stars placed upon your soul at birth. The moon's phases represent the flowing currents of power that strengthen or challenge you as they shift through their eternal cycle.

Together, they create a dynamic system where your fundamental nature interacts with changing cosmic conditions. A Dragon is always a Dragon - but a Dragon under the Full Moon blazes brighter than one under the New Moon. An Owl sees clearly in any darkness - but an Owl during the Waning Crescent perceives truths that even other Owls would miss.

Understanding both halves of this system lets you work with the cosmos rather than merely existing within it.

## HOW ZODIAC SIGNS WORK

Every person is born under one of twelve zodiac constellations, determined by the date of their birth. This is not random chance - the cosmos itself chose that moment for you to enter the world, aligning your first breath with the stars that would shape your destiny.

## DETERMINING YOUR SIGN

Your zodiac sign is determined by your birth date according to the following calendar:

SIGN	DATES	FANTASY MONTH
The Dragon	Dec 21-Jan 20	Deepwinter
The Owl	Jan 21-Feb 19	Coldmoon
The Twin Blades	Feb 20-Mar 20	Thawmonth
The Phoenix	Mar 21-Apr 19	Greenrise
The Oak	Apr 20-May 20	Bloomtide
The Chalice	May 21-Jun 20	Highsun
The Crown	Jun 21-Jul 22	Longlight
The Forge	Jul 23-Aug 22	Harvestfall
The Serpent	Aug 23-Sep 22	Harvestmoon
The Hunter	Sep 23-Oct 22	Redleaf
The Tower	Oct 23-Nov 21	Stormwatch
The Raven	Nov 22-Dec 20	Frostfall

If your character's exact birth date is unknown or unimportant, you can simply choose a sign that fits their personality, or roll a d12 to determine it randomly.



## WHAT YOUR SIGN GRANTS YOU

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Each zodiac sign provides two abilities - one passive and one active. These represent your permanent connection to your birth constellation.

**Passive Abilities** are always active. They represent the constant influence of your sign upon your nature. You don't activate them or think about them - they're simply part of who you are. A Dragon always has their intimidating presence. An Owl always sees in darkness. These abilities require no resources and cannot be depleted.

**Active Abilities** are powers you can call upon when needed. Most can be used once per long rest, though some refresh on a short rest. When you invoke an active ability, you're consciously channeling your constellation's power, drawing cosmic energy through your bond with the stars.

## PERSONALITY AND TRAITS

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Each sign also suggests personality tendencies - common traits shared by those born under the same stars. These are not restrictions but patterns. Not every Dragon is arrogant, and not every Owl is detached. But these tendencies appear often enough across each sign's children that they've become part of how people understand celestial influence.

Use these personality suggestions as inspiration, not limitation. Your character might embrace their sign's typical traits, struggle against them, or express them in unexpected ways. A Dragon who fights against their pride or an Owl who forces themselves to engage emotionally can be just as compelling as ones who embody their signs fully.

## ELEMENTAL AFFINITY

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Each sign claims one or two elements as their cosmic domain. These affinities don't grant mechanical abilities by themselves, but they inform how your sign's powers manifest and how you might relate to elemental magic or creatures.

A Phoenix's fire is different from a Dragon's fire - the Phoenix burns with renewal and passion, while the Dragon burns with ambition and dominance. Both are fire, but they express different cosmic truths.

## PREFERRED CLASSES

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Each sign lists classes that align particularly well with its cosmic nature. These are suggestions based on thematic resonance, not requirements or restrictions. A Chalice might naturally gravitate toward healing classes, but nothing prevents a Chalice from becoming a fearsome barbarian - they'd simply express that barbarian nature through their sign's lens of compassion and sacrifice.

Consider how your class choice interacts with your zodiac sign. A Raven paladin creates interesting tension between their comfort with death and their oath to protect life. A Crown rogue must reconcile their need for dignity with their sneaky profession. These tensions create character depth.

## USING SIGNS AT YOUR TABLE

The zodiac system can be as central or peripheral as your group prefers.

**Light Integration:** Characters have signs that inform their personalities, but mechanical benefits rarely come up. The zodiac is flavor and background rather than a tactical resource.

**Medium Integration:** Characters actively use their sign abilities in play. The DM mentions moon phases occasionally when it seems dramatic or relevant. Players describe their powers in celestial terms.

**Heavy Integration:** The campaign centers on celestial themes. Moon phases are tracked carefully. Prophecies written in stars drive the plot. Characters from different signs have relationships informed by cosmic compatibility or conflict.

Discuss with your group which level of integration suits your campaign before introducing these rules.

You can find detailed integration guides on page 13.

# THE EIGHT MOON PHASES

While your zodiac sign remains constant throughout your life, the moon's influence shifts in a regular cycle. Every few days, the moon shows a different face, and each phase carries different cosmic energy.

The eight phases are:

## 1. NEW MOON

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### *The Dark Beginning*

The moon hides completely, showing no light at all. This is a time of darkness, secrets, and potential. Things begun under the New Moon are hidden from sight, for good or ill. Those who work in shadow find this phase empowering. Those who need light to thrive find it challenging.

**Cosmic Energy:** Hidden, potential, secretive, beginnings in darkness

## 2. WAXING CRESCENT

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### *The First Light*

A thin sliver of light appears, the first promise that darkness will not last forever. This is a time of hope, of small beginnings, of potential starting to manifest. Plans made under the New Moon begin to take shape. Growth is fragile but real.

**Cosmic Energy:** Hope, emerging growth, fragile beginnings, gentle increase

## 3. FIRST QUARTER

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### *The Half-Light Balance*

The moon shows exactly half its face - half light, half dark in perfect balance. This is a time of decision, of choosing between paths, of confronting the tension between opposing forces. Those who can hold contradictions find power here. Those who need certainty struggle.

**Cosmic Energy:** Balance, decision, tension, duality, choice

## 4. WAXING GIBBOUS

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### *The Building Power*

More than half the moon shines bright, light clearly winning against the dark. This is a time of building momentum, of plans nearing fruition, of power accumulating toward its peak. Work done now benefits from cosmic tailwind. Success feels increasingly inevitable.

**Cosmic Energy:** Building power, momentum, approaching completion, growing strength

## 5. FULL MOON

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### *The Complete Light*

The moon shows its entire face, blazing with reflected sunlight. This is the time of maximum power, of things at their peak, of secrets revealed by brilliant light. Magic surges. Emotions intensify. What was hidden becomes visible. Those who thrive in light reach their height.

Those who need shadow find nowhere to hide.

**Cosmic Energy:** Peak power, revelation, intensity, completion, maximum energy

## 6. WANING GIBBOUS

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### *The First Dimming*

The full moon begins to fade, the first shadow creeping across its face. This is a time of reflection, of beginning to release what was gained, of recognizing that peaks cannot last. Wisdom comes from accepting the cycle. Suffering comes from clinging to what must fade.

**Cosmic Energy:** Reflection, release beginning, gratitude, accepting change

## 7. THIRD QUARTER

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### *The Half-Dark Balance*

Again the moon shows half its face, but now darkness equals light on its way to dominance. This is a time for letting go, for choosing what to carry forward and what to leave behind, for balancing what was against what will be.

**Cosmic Energy:** Release, evaluation, letting go, balance between past and future

## 8. WANING CRESCENT

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### *The Last Light*

Only a thin sliver remains, the final light before complete darkness. This is a time of endings, of completion, of rest before renewal. What remains of the old cycle is precious and fleeting. The wise use this time to prepare for what comes next.

**Cosmic Energy:** Endings, completion, rest, preparation, final wisdom

## PHASE RESONANCE

Each zodiac sign resonates most strongly with certain moon phases. During these resonant phases, your sign's abilities become enhanced - you might use them more often, they might become more powerful, or you might gain additional capabilities.

This resonance is described in each sign's entry. The general pattern follows cosmic logic:

**Signs of Light and Power** (Dragon, Crown, Phoenix) tend to resonate with waxing and full phases, when light builds toward its peak.

**Signs of Darkness and Mystery** (Owl, Raven, Serpent) tend to resonate with waning and new phases, when shadows grow and secrets deepen.

**Signs of Balance and Transition** (Twin Blades, Chalice) tend to resonate with quarter phases, when light and dark stand in equilibrium.

**Signs of Endurance and Earth** (Oak, Tower, Forge) tend to resonate with gibbous phases, when power builds steadily or releases gradually.

**Signs of Action and Pursuit** (Hunter) resonate with phases that support their focused nature.

## TRACKING MOON PHASES

How you track the moon's phases depends on how central celestial mechanics are to your campaign.

### SIMPLE METHOD: NARRATIVE PHASES

The DM declares what phase the moon is in whenever it seems dramatically appropriate. The moon is full during the climactic battle. It's new when the party infiltrates the thieves' guild. The phase serves the story rather than following a strict calendar.

This method requires no tracking and lets the DM use lunar power as a dramatic tool. The downside is that players can't plan around phases or anticipate when their resonance will activate.

## STANDARD METHOD: PHASE PER SESSION

The moon advances one phase per game session. This creates a predictable rhythm without requiring careful calendar tracking. Over eight sessions, the full lunar cycle completes.

This method balances simplicity with predictability. Players know that if tonight is a Full Moon, next session will be Waning Gibbous. They can plan accordingly.

## DETAILED METHOD: CALENDAR TRACKING

The moon follows a realistic cycle of roughly 29 days, with each phase lasting about 3-4 days. The DM tracks in-game time carefully, and the moon's phase is always determinable from the current date.

This method creates the most immersive lunar system but requires more bookkeeping. It works best in campaigns that already track time carefully.

## MOON PHASE QUICK REFERENCE

PHASE	LIGHT LEVEL	ENERGY	DURATION*
New Moon	None	Hidden, potential	3-4 days
Waxing Crescent	Sliver	Growth, hope	3-4 days
First Quarter	Half (growing)	Decision, balance	3-4 days
Waxing Gibbous	Most	Building power	3-4 days
Full Moon	Complete	Peak, revelation	3-4 days
Waning Gibbous	Most (fading)	Reflection	3-4 days
Third Quarter	Half (shrinking)	Release, balance	3-4 days
Waning Crescent	Sliver (fading)	Endings, rest	3-4 days

\*Duration assumes detailed calendar tracking. Adjust as needed for your method.



New Moon

Waxing Crescent

First Quarter

Waxing Gibbous

Full Moon

Waning Gibbous

Third Quarter

Waning Crescent

## UNIVERSAL LUNAR EFFECTS

Beyond individual phase resonance, the moon's phases can affect everyone in your world. These optional rules add lunar flavor without requiring character-specific tracking.

### FULL MOON EFFECTS (OPTIONAL)

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During the Full Moon, consider applying some or all of these effects:

- Lycanthropes must transform and struggle to control themselves
- Divination magic is more reliable (advantage on related checks)
- Secrets are harder to keep (disadvantage on Deception checks)
- Healing magic is more effective (+1 hit point per die)
- Sleep is more difficult (Wisdom save DC 10 to benefit from long rest fully)

### NEW MOON EFFECTS (OPTIONAL)

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During the New Moon, consider applying some or all of these effects:

- Undead are more active and dangerous (+1 to attack rolls)
- Illusion magic is more convincing (disadvantage to see through)
- Stealth is easier (advantage on Stealth checks outdoors at night)
- Divination is clouded (disadvantage on related checks)
- Dark emotions surface more readily

## MULTIPLE MOONS

Some campaign worlds have more than one moon. This creates additional complexity and opportunity for your celestial system.

### TWO MOONS

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With two moons, you might track each separately, creating moments where their phases align (both full, both new, one full and one new) that carry special significance. Alternatively, designate one moon as "primary" for zodiac purposes while the other provides narrative flavor.

### MANY MOONS

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Worlds with numerous moons might abandon detailed phase tracking entirely in favor of the narrative method, with the DM declaring which moons are in which phases when it matters dramatically.

### NO MOON

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Some worlds have no natural satellite at all. In such settings, you might tie phase-like cycles to other phenomena - the pulse of a magical field, the rotation of a ring system, or purely internal cosmic rhythms that characters feel but cannot see.

## ECLIPSES

When the moon passes before the sun (solar eclipse) or into the world's shadow (lunar eclipse), cosmic forces behave unpredictably. Eclipses are rare and significant events that can serve as major plot points.

### SOLAR ECLIPSE EFFECTS

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During a solar eclipse, the sun's power is temporarily blocked by the moon. This might:

- Suppress fire magic and empower shadow magic
- Allow creatures of darkness to operate during day
- Create a window for rituals that require "day that is not day"
- Weaken sun-aligned zodiac signs while empowering moon-aligned ones

### LUNAR ECLIPSE EFFECTS

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During a lunar eclipse, the moon turns red as it passes through the world's shadow. This might:

- Empower blood magic and transformation
- Drive lycanthropes into frenzy regardless of phase
- Create a window for rituals that require "night without moon"
- Cause all phase resonances to activate simultaneously

# THE COSMIC CALENDAR

Different cultures name the months differently, but the twelve-month structure remains constant across most worlds that use this celestial system. Here is one common naming convention:

MONTH	ZODIAC SIGN	COMMON NAME	SEASON
1st	Dragon	Deepwinter	Deep Winter
2nd	Owl	Coldmoon	Late Winter
3rd	Twin Blades	Thawmonth	Winter's End
4th	Phoenix	Greenrise	Early Spring
5th	Oak	Bloomtide	Mid Spring
6th	Chalice	Highsun	Early Summer
7th	Crown	Longlight	High Summer
8th	Forge	Harvestfall	Late Summer
9th	Serpent	Harvestmoon	Early Autumn
10th	Hunter	Redleaf	Mid Autumn
11th	Tower	Stormwatch	Late Autumn
12th	Raven	Frostfall	Early Winter

Your campaign world might use entirely different names while keeping the same zodiac associations. The names matter less than the cycle they represent.

## COMPATIBILITY AND CONFLICT

Some signs naturally harmonize while others create tension. This isn't destiny - a Dragon and an Owl can be devoted friends, and two Phoenixes can be bitter enemies. But understanding cosmic tendencies helps explain why certain relationships feel easy while others require more work.

## ELEMENTAL HARMONY

Signs that share elements often understand each other intuitively:

- **Fire Signs** (Dragon, Phoenix, Crown, Forge) share passion and intensity
- **Earth Signs** (Oak, Tower) share patience and endurance
- **Air Signs** (Owl, Twin Blades, Hunter) share perception and movement
- **Water Signs** (Chalice, Serpent) share intuition and adaptability
- **Shadow Signs** (Owl, Raven, Serpent) share comfort with darkness and secrets
- **Light Signs** (Crown, Chalice, Phoenix) share radiance and openness

## OPPOSITE SIGNS

Signs opposite each other on the wheel (six months apart) often experience both powerful attraction and frustrating conflict:

SIGN	OPPOSITE	TENSION
Dragon	Crown	Leadership styles clash
Owl	Hunter	Patience vs. action
Twin Blades	Forge	Flexibility vs. focus
Phoenix	Tower	Change vs. stability
Oak	Serpent	Straightforward vs. cunning
Chalice	Raven	Life-giving vs. death-knowing

These oppositions can create compelling character dynamics - rivals, complicated romances, or partnerships where each provides what the other lacks.

## CUSP BIRTH

Characters born on the boundary between two signs - within a day or two of the transition - are called "cusp-born." They may feel the influence of both signs, pulled between two cosmic identities.

## MECHANICAL OPTIONS FOR CUSP BIRTH

If a player wants to create a cusp-born character, consider these options:

**Option 1: Choose One** The character picks one sign as dominant and uses its abilities normally. The other sign influences personality but provides no mechanical benefits.

**Option 2: Blended Passive** The character has the passive ability from one sign and the active ability from the other. This creates unique combinations but requires DM approval to ensure balance.

**Option 3: Shifting Resonance** The character uses one sign's abilities during that sign's month and the adjacent sign's abilities during its month. The rest of the year, they choose which set to use each day at dawn.

Cusp birth should be relatively rare - most characters are firmly one sign or another. But for players who find the concept compelling, these options provide ways to explore it mechanically.

## SIGNS IN SOCIETY

How much weight zodiac signs carry in society varies by culture and campaign.

### LOW ZODIAC CULTURES

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In some societies, zodiac signs are considered quaint superstition, conversation starters with no real importance. People might know their sign but attach no more significance to it than their favorite color. Characters from such cultures might be surprised to discover their sign's powers are real.

### MEDIUM ZODIAC CULTURES

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Many societies acknowledge zodiac influence without being dominated by it. People might consult astrologers for important decisions, consider sign compatibility when choosing spouses, or invoke their constellation's name in prayer. But signs don't determine careers or social standing.

### HIGH ZODIAC CULTURES

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Some societies organize entirely around celestial truth. Your sign might determine your profession, your marriage prospects, your legal rights. Dragon-born might be expected to lead. Raven-born might be required to tend the dead. Characters from such cultures carry their sign's weight wherever they go.

### SIGN-BASED PREJUDICE

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In some settings, certain signs face discrimination. Serpents might be distrusted as schemers. Ravens might be feared as death-touched. Owls might be suspected of knowing too much. This prejudice can create compelling character challenges but should be handled thoughtfully at your table.



# THE TWELVE ZODIAC SIGNS



THE GREAT WHEEL OF STARS TURNS OVERHEAD, marking the passage of time and the birth of souls. Twelve constellations rule the heavens, each claiming dominion over one month of the year. Those born during a constellation's reign carry its mark upon them - gifts that shape personality, guide

choices, and grant power when called upon.

These are not mere symbols or poetic metaphors. The zodiac signs are real forces woven into the fabric of reality itself. Astrologers spend lifetimes studying their patterns. Mystics draw power from their ancient light. Warriors invoke their names before battle. Lovers consult them before pledging their hearts.

Each sign governs a specific time of year, aligning with seasons and cosmic events. The Dragon rules the depths of winter when the world is coldest and survival demands inner fire. The Phoenix rises in spring when the world renews itself. The Serpent watches over the harvest when transformation brings bounty from simple seeds.

The month of your birth is not random chance. It is cosmic appointment. The universe itself chose that moment for you to enter the world, and in doing so, wrote the first chapter of your destiny in starlight.

## UNDERSTANDING YOUR SIGN

Each zodiac sign grants you two abilities - one passive and one active. These powers are always available to you, as natural as breathing, as permanent as the stars themselves.

**Passive abilities** represent the constant influence of your constellation. They shape how you interact with the world, granting you advantages in specific situations or enhancing your natural capabilities. You don't activate these powers, you simply possess them. They are part of who you are.

**Active abilities** are powers you can call upon when you need them most. Each can typically be used once per long rest or once per short rest, representing your capacity to channel your sign's cosmic energy in concentrated bursts. When you invoke these abilities, you're not just using a skill - you're calling down the power of the stars themselves.

## INTEGRATING ZODIAC SIGNS

The Zodiac system can be woven into your game in many ways, from a simple narrative tool to a full mechanical subsystem. This section provides options for different editions, power levels, and campaign styles.

### Power Level Warning

Zodiac Sign abilities are intentionally powerful - roughly equivalent to top-tier feats like Lucky, Sentinel, or Great Weapon Master. When adding them to your game, consider carefully which integration method suits your table's desired power level.

## USING WITH D&D 2024 RULES

The 2024 edition's structure offers several elegant integration points for Zodiac Signs.

### OPTION 1: THE COSMIC ORIGIN

*Balanced - Replaces Species Abilities*

Your Zodiac Sign is so fundamental to your being that it defines you more than your biological heritage. You retain your Species' basic traits (size, speed, creature type, sensory abilities like Darkvision), but replace all special Species abilities with your Zodiac Sign's Passive and Active abilities.

*Example: A Human born under the Phoenix keeps Medium size and 30 ft. speed, but trades Resourceful, Skillful, and Versatile for the Phoenix's Eternal Flame and Rise from Ashes.*

### OPTION 2: WRITTEN IN THE STARS

*Balanced - Replaces Origin Feat*

This is the most elegant option for 2024 campaigns. Your Zodiac Sign's abilities replace the Origin Feat granted by your Background. You keep all other Background benefits (skill proficiencies, tool proficiency, and starting equipment).

This maintains excellent balance, as Zodiac abilities are comparable in power to strong Origin Feats.

### OPTION 3: CHILDREN OF THE COSMOS

*High Power - Added to All Other Abilities*

For campaigns featuring demigod-level heroes, grant Zodiac abilities in addition to all normal Species and Background features.

**DM Guidance:** Treat the party as one level higher when calculating encounter difficulty. A 3rd-level party with Zodiac Signs should face challenges designed for 4th-level characters.

## USING WITH D&D 2014 RULES

The 2014 edition lacks Origin Feats, so adding Zodiac Signs requires different considerations.

### OPTION A: THE FEAT METHOD

*Balanced*

Treat the Zodiac Sign as equivalent to a Feat:

- **Variant Human:** Can choose their Zodiac Sign instead of a standard Feat at 1st level.
- **Ability Score Improvement:** Any character can awaken their Zodiac Sign instead of taking an ASI or Feat at 4th, 8th, 12th, 16th, or 19th level.

### OPTION B: THE HIGH FANTASY METHOD

*High Power*

Grant the Zodiac Sign at 1st level in addition to all normal race and background abilities.

**DM Guidance:** This makes characters significantly stronger - roughly equivalent to starting with an extra level. Treat the party as one level higher for encounter building throughout the first tier of play (levels 1–4).

## MODULAR INTEGRATION OPTIONS

Not every table wants the same level of mechanical complexity. These variants let you tailor the Zodiac system to your group's preferences.

### NARRATIVE ONLY: THE COSMIC FLAVOR

*Best for: Roleplay-focused groups who prefer simple combat mechanics*

Players choose a Zodiac Sign during character creation but gain no mechanical abilities. The Sign serves purely as a roleplaying framework.

- **Personality Guide:** Use the Sign's suggested traits, ideals, bonds, and flaws to inform character decisions.
- **Cosmic Inspiration:** The DM awards Inspiration when a player makes significant choices driven by their Sign's philosophy - a Dragon's pride leading them into unnecessary risk, a Chalice sacrificing their own interests for others, an Owl refusing to act until they've gathered more information.

### THE LATENT STAR: PASSIVE ONLY

*Best for: Low-magic campaigns or tables with newer players*

Players gain only their Sign's Passive ability. The Active ability is ignored entirely.

This approach provides constant, reliable benefits similar to a minor racial trait without adding resources to track or creating dramatic power spikes. It's ideal for groups who want celestial flavor without complexity.

### THE FALLING STAR: ACTIVE ONLY

*Best for: Tactical combat groups who enjoy "ultimate ability" moments*

Players gain only their Sign's Active ability. The Passive ability is ignored.

This functions like possessing a specific magic item that recharges on rest. Each character gains one dramatic "heroic moment" per day without permanent alterations to their baseline capabilities.

### THE CELESTIAL BOON: REWARD SYSTEM

*Best for: Long campaigns emphasizing character growth*

Players begin without Zodiac abilities. Instead, they unlock their Sign's power during play as a supernatural reward. This can occur when:

- **The Awakening:** The character reaches a milestone level (3rd or 5th level works well).
- **The Birthday:** The in-game calendar reaches the character's birth month, and they experience a celestial resonance.
- **The Cosmic Event:** The party witnesses or interacts with something of celestial significance - an ancient observatory, a fallen star, a solar eclipse, or completing a deed worthy of legend.

**Staged Unlocking:** Consider granting just the Passive ability initially, then unlocking the Active ability later as the character grows. This creates satisfying moments of power growth tied to narrative events.

#### Choosing Your Integration Method

Discuss with your players before the campaign begins. Consider:

- **Power Level:** Does your group want gritty realism or high fantasy heroics?
- **Complexity:** How many abilities do players want to track?
- **Narrative Weight:** Should the Zodiac be central to character identity or background flavor?

There's no wrong answer - only what works best for your table.

# THE DRAGON

*Deepwinter - The constellation of fire, ambition, and sovereign power*

When winter grips the world in its coldest embrace and snow falls silent on frozen ground, the Dragon blazes across the night sky. Its constellation burns brightest during the deepest part of winter, a defiant fire refusing to be extinguished by the dark.

Those born under the Dragon carry that same fire within them. They are natural leaders, driven by powerful ambitions and blessed with the charisma to make others follow. Like the mythical dragons of legend, they inspire both awe and fear, their presence filling any room they enter.

## THE MONTH OF DEEPWINTER

**Dates:** December 21 - January 20

**Season:** Deep Winter

**Element:** Fire and Air

**Gemstone:** Ruby - the stone of passion, courage, and power

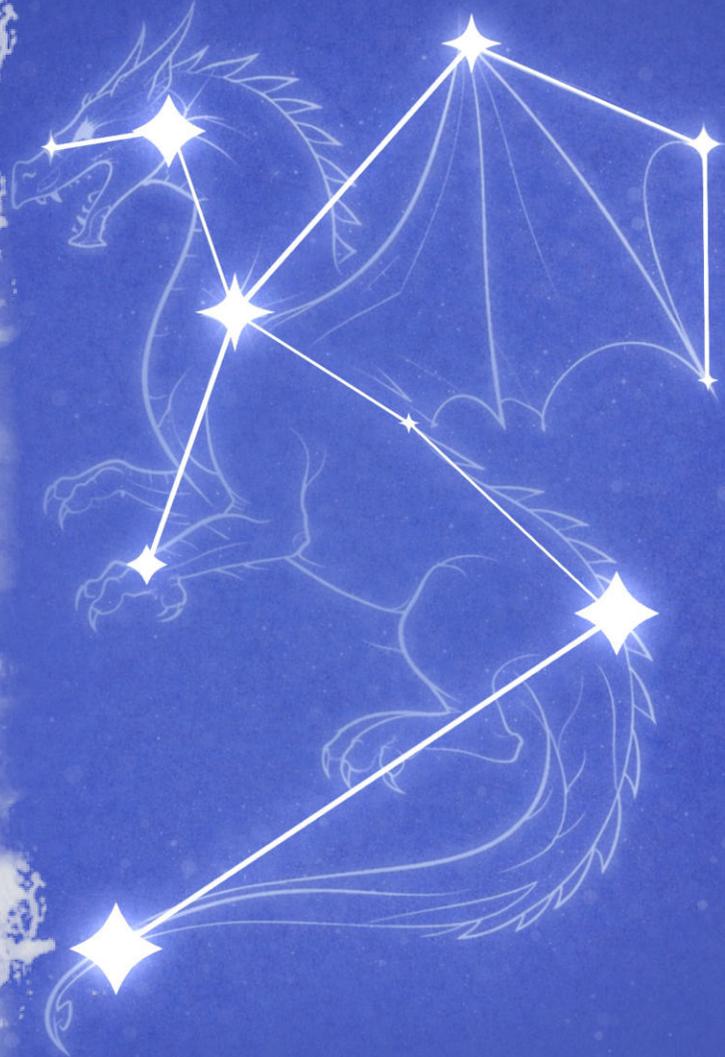
Deepwinter is the darkest time, when the sun barely climbs above the horizon and night seems to last forever. Yet it is also a time of inner strength, when those who can kindle fire within themselves survive while others falter. The Dragon constellation appears during this month like a promise that warmth will return, that power can overcome any cold, that leadership can guide people through the darkest times.

## PERSONALITY AND TRAITS

Those born under the Dragon tend to share certain qualities, though no two Dragons are exactly alike. These are tendencies, not destinies - patterns that emerge across those who share this cosmic bond.

**Commanding** - Dragons naturally assume leadership roles. They don't ask for authority, they simply take it, and others rarely question their right to do so. This can manifest as explicit leadership or simply as the tendency for people to look to you for guidance during crises.

**Ambitious** - Dragons dream big and pursue those dreams with relentless determination. They set high goals for themselves and often achieve what others thought impossible. However, this ambition can become consuming if left unchecked.



**Proud** - A Dragon's self-confidence borders on arrogance, and sometimes crosses that line entirely. They know their worth and expect others to recognize it too. This pride can be their greatest strength or their most dangerous flaw.

**Powerful** - Whether through physical might, magical ability, or force of personality, Dragons wield power and they know it. They are not subtle creatures - they blaze, they roar, they dominate.

**Protective** - Like the legendary dragons who guard their hoards, those born under this sign fiercely protect what they consider theirs - whether that's treasure, territory, or the people they've claimed as family.

**Arrogant** - The Dragon's great weakness is their tendency to overestimate themselves and underestimate others. They can be blinded by their own brilliance, failing to see threats until too late.

## ELEMENTAL AFFINITY

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Dragons claim dominion over both Fire and Air, a rare dual elemental nature that speaks to their complex cosmic significance.

**Fire** represents their passion, their inner heat that refuses to be extinguished. Dragons burn with ambition, with fury, with the fierce joy of victory. They are at their best when they can channel this fire into purposeful action, and at their worst when it consumes them entirely.

**Air** represents their pride and their reach. Dragons soar above others, both literally in their dreams and metaphorically in their aspirations. The air element grants them vision, allowing them to see possibilities others miss and to think on scales that terrify more grounded souls.

Together, these elements create a being of tremendous power and equally tremendous vulnerability. Fire needs air to burn bright, but too much air makes it rage out of control.

## PREFERRED CLASSES

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While Dragons can excel in any role, certain paths align particularly well with their cosmic nature.

**Sorcerers** - Particularly those with Draconic Bloodline, embody everything the Dragon represents. Their magic comes from within, wild and powerful and impossible to truly tame. They channel raw cosmic force through their own bodies, exactly as the Dragon constellation channels starfire across the heavens.

**Paladins** - The Dragon's natural leadership and protective instincts make them exceptional holy warriors. They inspire their allies, strike fear into their enemies, and stand as bulwarks against the darkness. Many Dragons find themselves drawn to Oaths of Conquest or Glory.

**Warlocks** - The Dragon's ambition often leads them to seek power wherever it can be found, even if that means making pacts with entities of questionable morality. They have the pride to believe they can control such relationships, and sometimes they're right.

**Barbarians** - Some Dragons express their fire through pure physical fury. They rage like wildfire, unstoppable and terrifying, burning through any obstacle in their path.

## DRAGON ZODIAC FEATURES

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### PASSIVE: DRAGON'S TONGUE

The Dragon speaks and the world listens. This cosmic gift manifests in multiple ways.

You can speak, read, and write Draconic, the ancient language of true dragons and the primordial tongue of creation itself. Words in Draconic carry weight and power that other languages lack. When you speak it, others recognize - even if they don't understand the words - that something significant is being said.

Additionally, you have advantage on Charisma (Intimidation) checks when dealing with creatures whose challenge rating is lower than your character level. Your draconic nature radiates from you, a barely visible aura of power that makes weaker beings instinctively recognize you as their superior. This is not magic, not compulsion, simply the cosmic truth of who you are reflected in how others perceive you.

This advantage applies whether you're interrogating a captured bandit, warning off a pack of wolves, or demanding an audience with a minor noble. The target feels the Dragon's presence in you and their courage falters.

### ACTIVE: COMMANDING ROAR

Once per long rest, you can channel your inner Dragon and let out a roar that shakes the heavens and rallies your allies.

As a bonus action, you unleash a mighty roar (or shout, or battle cry - the form doesn't matter, only the power behind it). Choose up to three allies within 30 feet who can hear you. Each chosen ally gains advantage on their next attack roll or saving throw made within the next minute.

This is not magical encouragement or tactical advice. This is pure draconic will flowing out from you and into your companions, filling them with a fragment of your cosmic fire. They fight harder, think clearer, stand taller. For that brief moment, they feel what it's like to have a Dragon's courage, and it transforms them.

You can use this ability even if you cannot literally roar - the power manifests regardless. A mute Dragon might unleash their roar as a soundless pulse of force, or a burst of visible fire that erupts from their location. The cosmos cares about intention, not implementation.

## PHASE RESONANCE: THE BUILDING POWER

Dragons resonate most strongly with the Waxing Gibbous moon, when the lunar light builds toward its peak, and with the Full Moon itself, when power reaches its apex.

During the **Waxing Gibbous** phase, your Commanding Roar can affect up to four allies instead of three, as the building power amplifies your cosmic connection.

During the **Full Moon**, both your passive and active abilities intensify. Your advantage on Intimidation checks extends to creatures with CR equal to your level (not just lower), and your Commanding Roar grants affected allies advantage on their next two attack rolls or saving throws instead of just one.

## ROLEPLAYING A DRAGON

Dragons are not subtle characters. They lead or they leave. They dominate or they destroy. They protect their own with fierce loyalty and crush their enemies with equal fervor.

When playing a Dragon, embrace the contradictions of your nature. You are powerful but not invincible. You are proud but not always right. You are protective but sometimes possessive. The best Dragon characters recognize their flaws even as they struggle to overcome them.

Consider how your draconic nature manifests in everyday situations:

- Do you automatically take charge during group planning, or do you have to consciously step back and let others lead?
- How do you react when someone challenges your authority or questions your decisions?
- What do you consider yours to protect? Just your party? Your hometown? Everyone weaker than you?
- How do you balance your ambition with your loyalty to others?

## SUGGESTED CHARACTERISTICS

Use these tables for inspiration when creating your Dragon character, or roll randomly to discover unexpected facets of your personality.

## PERSONALITY TRAITS

### D8 TRAIT

- 1 I never enter a room without everyone noticing my presence.
- 2 When I make a decision, I commit to it completely and expect others to follow.
- 3 I speak with absolute confidence even when I'm not entirely sure of my facts.
- 4 I collect trophies from my victories - both literal and metaphorical.
- 5 I give fierce loyalty to those I consider mine, and woe to anyone who threatens them.
- 6 I have a terrible temper that burns hot and fades quickly.
- 7 I'm always planning three steps ahead, building toward my next goal.
- 8 I never apologize, but I do acknowledge when I could have done better.

## IDEALS

### D6 IDEAL

- 1 **Leadership.** Those with power have the responsibility to guide those without. (Good)
- 2 **Ambition.** The only limit to what I can achieve is what I'm willing to fight for. (Any)
- 3 **Conquest.** The strong should rule, and I am strong. (Evil)
- 4 **Legacy.** I will be remembered long after I'm gone. (Any)
- 5 **Protection.** My strength exists to shield those who cannot shield themselves. (Good)
- 6 **Glory.** Victory means nothing if no one witnesses it. (Chaotic)

## BONDS

### D6 BOND

- 1 I swore an oath to achieve something great, and I will not rest until it's done.
- 2 My family's honor was tarnished - I will restore it or die trying.
- 3 A mentor recognized my potential when no one else did. I owe them everything.
- 4 I lost someone I was supposed to protect. I will never fail in that duty again.
- 5 There is a rival who bested me once. I will have my revenge or my redemption.
- 6 I'm building something - a kingdom, an organization, a legacy - that will outlast me.

## FLAWS

### D6 FLAW

- 1 My pride won't let me admit when I'm wrong or ask for help.
- 2 I see every disagreement as a challenge to my authority.
- 3 I'm so focused on my goals that I don't notice the suffering I cause.
- 4 I have a terrible temper and often act before thinking.
- 5 I can't stand being second-best at anything.
- 6 I overestimate my abilities and underestimate my enemies.

## DRAGON NAMES AND TITLES

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Many Dragons adopt titles or epithets that reflect their achievements or nature. These are not necessarily given by others - sometimes a Dragon simply decides what they should be called and dares anyone to dispute it.

**Examples:** The Unconquered, Flameheart, Skybreaker, The Crimson Crown, Stormvoice, The Unburned, Goldclaw, The Iron Lord, Brightscale, The Last Word

## SAMPLE DRAGON CONCEPTS

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**The Fallen Noble** - Born to privilege and power, you lost everything when your family was destroyed by political rivals. Now you're rebuilding from nothing, driven by the need to reclaim your birthright and prove that dragons can rise from any ashes.

**The Reluctant Leader** - You never wanted to be in charge, but your companions keep looking to you for direction. Your Dragon nature makes it nearly impossible not to take command, even when you'd rather someone else make the hard decisions.

**The Tyrant Reformed** - You ruled through fear and strength, and it worked until it didn't. Now you're trying to learn a better way to lead, fighting against your own nature and the expectations of everyone who knows what you were.

**The Protective Champion** - Your power exists for one purpose - to shield those who cannot shield themselves. You appointed yourself guardian of the weak and you take that responsibility with deadly seriousness.

## SIGNS OF THE STAR-TOUCHED

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It is said that Dragons never truly feel the cold. In the depths of winter, steam can be seen rising from their skin, and their touch is always fever-hot. Legends claim that a Dragon's blood smokes when spilled, and that staring into their eyes for too long is like staring into an open furnace - painful, yet mesmerizing. In many cultures, it is considered good luck to have a Dragon light the first fire of the new year, but bad luck to refuse a Dragon's command, lest their inner fire burn your fortune away.



# THE OWL

*Coldmoon - The constellation of wisdom, perception, and patient watchfulness*

When the Dragon's fire begins to fade and the coldest part of winter settles over the land, the Owl spreads its wings across the night sky. Silent and watchful, this constellation peers down at the frozen world with eyes that miss nothing.

Those born under the Owl inherit that penetrating gaze. They see what others miss, understand what others overlook, and possess wisdom that seems to come from somewhere beyond mere experience. Like the bird whose form graces the heavens, they are creatures of the night, patient hunters of knowledge and truth.

## THE MONTH OF COLDMOON

**Dates:** January 21 - February 19

**Season:** Late Winter

**Element:** Air and Shadow

**Gemstone:** Moonstone - the stone of intuition, wisdom, and hidden truth

Coldmoon comes when winter has settled in completely and the world has adapted to the cold. This is not the desperate depths of Deepwinter but a time of quiet endurance, when snow lies undisturbed and ice thickens on still ponds. The nights are long and clear, perfect for watching, for thinking, for seeing.

The Owl constellation appears during these long nights like a wise guardian, its stellar eyes watching over a sleeping world.

## PERSONALITY AND TRAITS

Owls are watchers and thinkers, blessed with insight and cursed with the burden of seeing too much.

**Wise** - Owls possess understanding beyond their years. They might be young in body but old in perspective, seeming to comprehend complexities that baffle others. This wisdom comes naturally to them, as instinctive as breathing.

**Observant** - Nothing escapes an Owl's notice. They catch the small details, the subtle clues, the quiet truths that louder people miss. This makes them exceptional investigators, counselors, and strategists.

**Patient** - Owls understand that not everything requires immediate action. They can wait, watch, and plan, comfortable with silence and stillness in ways that make more active people uncomfortable.

**Nocturnal** - Many Owls feel most alive at night, their minds clearest when the sun goes down. They are natural night owls (the term did not arise by accident), productive during hours when others sleep.

**Analytical** - Owls approach problems systematically, breaking them down into components and examining each piece carefully. They trust logic and evidence over emotion and instinct.



## ELEMENTAL AFFINITY

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Owls claim both Air and Shadow as their elements, a combination that speaks to their role as watchers from hidden places.

**Air** represents their intellect and perception, the clarity of thought that lets them see patterns others miss. Owls think on currents of logic, their minds as swift and unpredictable as wind.

**Shadow** represents their connection to darkness and secrets, their comfort in places where others fear to look. Owls do not fear the dark - they understand it, use it, thrive in it.

Together these elements create beings who exist in the spaces between - between knowledge and mystery, between light and dark, between involvement and observation.

## PREFERRED CLASSES

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**Wizards** - Particularly those focused on Divination, embody the Owl's quest for knowledge and understanding. They study, they learn, they uncover secrets through patient research and careful observation. Many Owls find themselves drawn to libraries and laboratories.

**Rangers** - The Owl's observant nature and patience make them natural hunters and scouts. They track prey with methodical precision, notice disturbances others miss, and strike from hidden positions. Many Owls favor archery over melee combat, attacking from distance with careful aim.

**Druids** - Particularly those who follow the Circle of the Moon, connect deeply with the Owl's nocturnal nature. They understand the night world in ways that day-walkers cannot, and many find their truest selves in animal forms that hunt beneath the stars.

**Clerics** - Those who follow gods of knowledge, secrets, or the night often find their calling under the Owl's sign. They serve as keepers of wisdom, uncoverers of hidden truths, and guides through dark times.

## OWL ZODIAC FEATURES

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### PASSIVE: OWL'S EYES

The cosmos blessed you with vision that pierces both darkness and deception.

You have darkvision out to 60 feet. If you already have darkvision from your race, its range increases by 30 feet instead. This is not mere adaptation to low light - your eyes literally gather and process light in ways that mortal eyes were not designed to do. In darkness, you see in shades of silver and grey, clear and sharp.

Additionally, you have advantage on Wisdom (Perception) checks made in dim light or darkness. This represents not just your enhanced vision but your understanding of how shadows work, how sounds carry differently at night, how to interpret the subtle signs that darkness reveals rather than conceals.

This advantage applies to all forms of perception - sight, hearing, even smell. You've spent so much time in darkness that you've learned to use all your senses in concert, building a complete picture of your surroundings even when you can't see clearly.

### ACTIVE: MOMENT OF CLARITY

Once per short rest, you can call upon your cosmic connection to see through confusion and perceive true understanding.

When you make an Intelligence or Wisdom check, you can roll it with advantage up to 3 times per day. This represents a moment where the Owl constellation's wisdom flows through you directly, granting you insight beyond your normal capabilities.

This isn't guessing or luck - it's genuine cosmic knowledge being transmitted from the stars to your mind. In that instant, you might remember a crucial detail from a book you read years ago, or suddenly understand a pattern you'd been studying without comprehension, or simply know the right answer without being able to explain why.

You decide whether to use this ability after seeing the initial roll but before the DM tells you whether you succeeded or failed. This timing is important - you can tell when you need the Owl's help, when your own knowledge falls short.

## PHASE RESONANCE: THE WISDOM OF DARKNESS

Owls resonate most powerfully with the New Moon and the Waning Crescent, when darkness dominates the night sky.

During the **New Moon**, your darkvision extends an additional 30 feet (90 feet total, or 120 if you had racial darkvision), and you can see invisible creatures and objects within this range as if they were merely translucent.

During the **Waning Crescent**, you can use your Moment of Clarity ability twice per short rest instead of once, as the fading moon reveals truths that the brighter phases conceal.

## ROLEPLAYING AN OWL

Owls are not cold or emotionless - they simply experience and express feeling differently than more demonstrative people. When playing an Owl, consider how your observant nature affects your social interactions.

Do you analyze your own emotions as if they were puzzles to solve? Do you notice tiny details about your companions that they don't realize they're revealing? How do you balance your tendency toward detachment with genuine caring for others?

Owls often struggle with decision paralysis - they see too many possibilities, understand too many consequences, and find it hard to commit to a single course of action. This can make them seem indecisive when they're actually just being thorough.

Consider also your relationship with darkness and night. Are you truly nocturnal, staying awake while others sleep? Or do you simply feel more comfortable when the sun goes down, more yourself in shadow than in light?

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I notice everything about people - their habits, their tells, their secrets.
- 2 I prefer to observe situations before involving myself in them.
- 3 I collect knowledge like others collect treasure, hoarding facts and lore.
- 4 I'm most productive at night and struggle to function in early morning.
- 5 I analyze my own emotions as if they were scientific phenomena.
- 6 I see patterns and connections that others miss, sometimes where none exist.
- 7 I speak rarely, but when I do, others listen.
- 8 I keep detailed notes about everything I observe and experience.

## IDEALS

### D6 IDEAL

- 1 **Knowledge.** Understanding is its own reward, regardless of application. (Neutral)
- 2 **Truth.** Secrets should be uncovered and lies exposed. (Good)
- 3 **Patience.** Rushing leads to mistakes, wisdom requires time. (Lawful)
- 4 **Mystery.** Some knowledge is meant to remain hidden. (Neutral)
- 5 **Clarity.** I seek to understand everything, even things I shouldn't. (Chaotic)
- 6 **Observation.** The watcher is more powerful than the participant. (Any)

## BONDS

### D6 BOND

- 1 I seek a specific piece of knowledge that has eluded me for years.
- 2 A mentor taught me to see the world clearly - I honor their memory through observation.
- 3 I witnessed something I wasn't meant to see, and now I'm hunted for that knowledge.
- 4 I'm writing the definitive text on a subject no one else thinks worthy of study.
- 5 I once failed to notice something crucial, and someone died because of it.
- 6 There's a mystery in my past that I've dedicated my life to solving.

## FLAWS

### D6 FLAW

- 1 I'm so focused on observation that I forget to actually live my own life.
- 2 I know too many secrets and sometimes speak before thinking about consequences.
- 3 I see multiple possibilities for every situation and struggle to choose one.
- 4 I trust logic over emotion, even when emotion is clearly more important.
- 5 I'm terrible at small talk and social niceties.
- 6 I sometimes forget that other people can't see what I see or know what I know.

## SAMPLE OWL CONCEPTS

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**The Reluctant Oracle** - You see patterns others miss, connections that seem obvious to you but invisible to everyone else. People come to you for answers, for predictions, for wisdom you're not sure you actually possess. You never asked to be the one who sees - but you can't stop looking.

**The Silent Watcher** - You've made observation your life's work. You watch, you listen, you remember. Somewhere along the way, you stopped participating in life and started only documenting it. Now you're trying to find the balance between watching the world and actually living in it.

**The Night Scholar** - While others sleep, you study. Libraries, laboratories, ancient ruins - anywhere knowledge hides, you seek it out. Your nocturnal nature has made you a stranger to the daylight world, but the secrets you've uncovered are worth the isolation. Aren't they?

**The Truth Seeker** - You were lied to about something important, and the deception changed everything. Now you've dedicated yourself to uncovering hidden truths, no matter how painful. Your Owl's perception cuts through falsehoods, but you're learning that some truths are better left buried.

## SIGNS OF THE STAR-TOUCHED

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Common superstition holds that those born under the Owl never truly sleep, they merely rest one eye while the other watches the spirit realm. While this is rarely literally true, Owls often possess a stillness that unnerves others, able to sit completely motionless for hours. Their eyes often reflect light like a cat's in the dark, flashing silver or gold. Because of their reputation for seeing truth, it is customary in some regions to bring disputes before an Owl at midnight, believing that lies cannot be spoken in their presence under the stars.



# THE TWIN BLADES

*Thawmonth - The constellation of duality, adaptation, and swift choices*

As winter's grip begins to weaken and the first thaws arrive, the Twin Blades constellation appears like matched daggers spinning across the night sky. Two stars orbit each other in perfect balance, neither dominant, both essential - a cosmic dance of duality.

Those born under the Twin Blades carry that duality within themselves. They are adaptable, versatile, capable of seeing both sides of every situation. Like the paired weapons their constellation resembles, they can fight with both hands, think with both sides of their mind, and walk two paths at once.

## THE MONTH OF THAWMONTH

**Dates:** February 20 - March 20

**Season:** Late Winter/Early Spring

**Element:** Metal and Air

**Gemstone:** Aquamarine - the stone of balance, courage, and clear communication

Thawmonth marks the transition between winter and spring, a time when ice begins to crack and melt, when frozen rivers start to flow again, when the world begins its slow transformation. This is a month of change and adaptation, of shifting from one state to another.

The Twin Blades constellation appears during this transitional time like a reminder that duality is not weakness but strength, that being able to change is not the same as being inconsistent. The twin stars shine with equal brightness, proving that you can be two things at once without being divided.

## PERSONALITY AND TRAITS

Those born under the Twin Blades are defined by their versatility and their tendency to see multiple perspectives simultaneously.

**Dual-Natured** - Twin Blades contain multitudes. They can be serious and playful, logical and intuitive, aggressive and defensive, often within the same conversation. This is not inconsistency - it's completeness.

**Adaptable** - Twin Blades adjust to new situations with remarkable ease. They can shift tactics mid-battle, change their approach mid-conversation, pivot from one skill to another without hesitation. Where others see obstacles, they see opportunities to try something different.

**Quick-Thinking** - Twin Blades process information rapidly, making connections and decisions faster than more methodical people. They trust their instincts and their ability to adjust if those instincts prove wrong.



**Versatile** - Twin Blades can fill multiple roles adequately rather than one role perfectly. They're good at many things rather than exceptional at one thing, which makes them invaluable when situations require flexibility.

**Unpredictable** - Twin Blades keep others guessing. Their dual nature means you can never be entirely certain which aspect of their personality will surface in any given moment, which makes them exciting companions and frustrating enemies.

**Indecisive** - The Twin Blade's greatest weakness is their difficulty making final choices. They see the merits of multiple options so clearly that committing to one path often feels like abandoning equally valid alternatives. This can lead to paralysis at crucial moments.

## ELEMENTAL AFFINITY

Twin Blades claim both Metal and Air, elements that seem opposite but create deadly synergy.

**Metal** represents their precision and their edge - the sharp focus they bring when they've made a decision, the cutting accuracy of their actions. Metal is hard, defined, unchangeable once forged.

**Air** represents their adaptability and their quicksilver thought - the way they flow around obstacles, the speed at which they move from one idea to another. Air is fluid, responsive, impossible to pin down.

Together, these elements create beings who are simultaneously razor-sharp and impossibly slippery, who can be as firm as steel or as elusive as wind depending on what the situation demands.

## PREFERRED CLASSES

**Rogues** - The Twin Blade's versatility, quick thinking, and unpredictability make them natural rogues. They adapt their tactics to each situation, strike from unexpected angles, and escape before anyone can pin them down. Many Twin Blades favor two-weapon fighting.

**Fighters** - Particularly those who focus on two-weapon fighting or who take the Battlemaster archetype, embody the Twin Blade's combat philosophy. They're skilled with multiple weapons, employ varied tactics, and can shift their approach mid-battle.

**Bards** - The Twin Blade's adaptability and communication skills make them natural performers and social manipulators. They can be whatever their audience needs - entertainer, counselor, spy, or leader.

**Monks** - The dual nature of the Twin Blades aligns well with monastic philosophies that embrace paradox and balance. Many Twin Blades find themselves drawn to the Way of the Open Hand or the Way of Shadow.

## TWIN BLADES ZODIAC FEATURES

### PASSIVE: VERSATILE MIND

Your dual nature grants you capabilities that more singular people lack.

You gain proficiency with one additional skill of your choice. This represents your tendency to pick up abilities from various sources rather than specializing deeply.

Additionally, you have mastered the art of misdirection. You can draw or stow two weapons whenever you would normally be able to draw or stow only one. Furthermore, you have Advantage on Dexterity (Sleight of Hand) checks to conceal weapons on your person. To outside observers, your hands simply move, and suddenly you are armed - a trick of timing that comes naturally to your dual-thinking mind.

This ability works whether you're drawing matched weapons or different ones, whether they're hidden or openly carried. You've practiced the motion so many times with so many combinations that your hands simply know what to do.

### ACTIVE: QUICK REVERSAL

Once per short rest, when fortune turns against you, you can call upon your dual nature to reverse the flow of events.

When you fail an attack roll, ability check, or saving throw, you can immediately reroll it. You must take the new result, even if it's lower than the original roll.

This represents your ability to instantly shift approaches when your first instinct proves wrong. The blade in your right hand misses so you strike with your left. Your initial argument fails so you pivot to a completely different persuasive tactic. Your dodge goes the wrong way so you throw yourself in the opposite direction.

The cosmic power of the Twin Blades flows through this ability, giving you a second chance through second nature. You're not just rolling again - you're becoming your other self, the twin aspect that was waiting for its moment to act.

## PHASE RESONANCE: THE DANCE OF BALANCE

Twin Blades resonate most strongly with the First Quarter moon, when light and darkness split the lunar face in perfect balance.

During the **First Quarter** phase, you can use Quick Reversal twice per short rest instead of once, as the balanced moon reflects your own dual nature back to you with doubled power.

Additionally, during any **Waxing** phase (Waxing Crescent, First Quarter, or Waxing Gibbous), you have advantage on Dexterity (Acrobatics) checks, as the growing moon enhances your physical adaptability.

## ROLEPLAYING A TWIN BLADE

Twin Blades are fascinating to roleplay because they give you permission to embrace contradictions. You can be cautious and reckless, kind and cruel, wise and foolish - not randomly, but as genuine aspects of your complete personality.

When playing a Twin Blade, consider which of your dual aspects others see most often. Do you present one face to the world while keeping your other nature private? Or do you let both sides show freely, leaving others confused about who you really are?

Think about how your dual nature affects your decision-making. Do you agonize over choices because you can see both options so clearly? Or have you learned to trust your instincts and commit fully to each decision as you make it, knowing you can reverse course if needed?

Consider also how you fight when using two weapons. Do they work in perfect synchronization, or does each blade have its own personality, its own purpose? Some Twin Blades name their weapons and treat them as extensions of their dual selves.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I approach problems from multiple angles simultaneously.
- 2 I can argue both sides of any debate with equal conviction.
- 3 I change tactics mid-action if I sense my current approach isn't working.
- 4 I collect skills and knowledge from every source I encounter.
- 5 I'm comfortable being two different people in different situations.
- 6 I find it hard to commit to plans because I always see alternatives.
- 7 I fight with two weapons because one never seems like enough.
- 8 I contradict myself often and don't see this as a problem.

## IDEALS

### D6 IDEAL

- 1 **Adaptability.** The ability to change is more valuable than any fixed strength. (Chaotic)
- 2 **Balance.** All things exist in pairs - light and dark, good and evil, order and chaos. (Neutral)
- 3 **Versatility.** Why master one path when I can walk several? (Any)
- 4 **Duality.** Containing opposites makes me complete, not divided. (Neutral)
- 5 **Choice.** Every moment offers new possibilities if you're brave enough to see them. (Chaotic)
- 6 **Completeness.** I refuse to be defined by a single aspect of myself. (Any)

## BONDS

### D6 BOND

- 1 I'm searching for my "other half" - not a romantic partner, but someone who completes me.
- 2 I was trained by two teachers with opposite philosophies, and I honor both.
- 3 I swore contradictory oaths and now must find a way to honor both.
- 4 Someone important to me can't reconcile my dual nature - I want to prove I'm not broken.
- 5 I'm caught between two groups/families/loyalties and must serve both.
- 6 My weapons were a gift from someone who understood my nature perfectly.

## FLAWS

### D6 FLAW

- 1 I can't make important decisions without agonizing over alternatives.
- 2 I contradict myself so often that people don't trust what I say.
- 3 I change my mind constantly, abandoning plans mid-execution.
- 4 I try to do too many things at once and end up doing none of them well.
- 5 I'm so adaptable that I have no core principles - I become whatever the situation needs.
- 6 I actively avoid committing to relationships, careers, or causes because commitment feels like losing half of myself.

## SAMPLE TWIN BLADE CONCEPTS

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**The Split Soul** - You believe you're literally two souls sharing one body, and you've named both aspects of yourself. Others might think you're eccentric or unstable, but you know the truth - you're just more honest about human nature's contradictions than most people.

**The Masterless Duelist** - You studied under two legendary swordmasters with completely different styles. Most students had to choose one path or the other, but you learned both, creating a fighting technique uniquely yours.

**The Double Agent** - You serve two organizations, feeding information to both, loyal to both, betraying neither. Your dual nature lets you hold both allegiances without inner conflict, though outsiders would call you a traitor to both sides.

**The Unbound Wanderer** - You refuse to be tied down by single classes, single weapons, single philosophies. You're a fighter who dabbles in magic, a rogue who knows some bardic tricks, a wanderer who learns from every path crossed.

## SIGNS OF THE STAR-TOUCHED

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There is an old folk belief that Twin Blades are born with two shadows, or that their reflection sometimes moves independently of them. Because of this, they are often viewed with a mix of fascination and suspicion. Gamblers and thieves consider it incredibly lucky to flip a coin with a Twin Blade before a heist, believing their duality can trick fate itself. Physically, many Twin Blades are perfectly ambidextrous, switching dominance between hands unconsciously, often writing with one hand while eating with the other.



# THE PHOENIX

*Greenrise - The constellation of renewal, passion, and the courage to begin again*

As spring erupts across the land and the world shakes off winter's death, the Phoenix blazes across the sky in eternal glory. This constellation burns brightest during the season of renewal, a cosmic promise that endings are just new beginnings waiting to unfold.

Those born under the Phoenix inherit that same capacity for renewal. They are resilient beyond measure, passionate beyond reason, and blessed with the cosmic gift of second chances. Like the legendary bird that burns and rises from its own ashes, they transform pain into power and defeat into opportunity.

## THE MONTH OF GREENRISE

**Dates:** March 21 - April 19

**Season:** Early Spring

**Element:** Fire and Spirit

**Gemstone:** Diamond - the stone of purity, strength, and eternal light

Greenrise marks spring's true beginning, when green returns to the world and life surges back after winter's dormancy. Seeds split, buds open, animals emerge from hibernation.

The Phoenix constellation appears during this transformative time like a guardian of second chances, watching over a world that's learning to live again. This is a month of hope and possibility, when anything seems achievable because even the frozen earth can bloom.

## PERSONALITY AND TRAITS

Those born under the Phoenix are defined by their remarkable resilience and their burning passion for life.

**Resilient** - Phoenixes endure what would break others. They absorb punishment, survive catastrophe, and emerge from disaster not just intact but stronger. This isn't stubbornness - it's genuine cosmic fortitude.

**Passionate** - Phoenixes feel everything intensely. They love fiercely, hate completely, commit absolutely. They don't know how to do anything halfway - they burn with full flame or not at all.

**Hopeful** - Even in the darkest times, Phoenixes believe in the possibility of renewal. They inspire others through their unshakeable conviction that things can get better, that endings aren't final, that the sun will rise again.

**Volatile** - Phoenix passion cuts both ways. They burn hot with anger as easily as joy, cycling through intense emotions rapidly. Their fires can warm or consume, heal or destroy.

**Self-Destructive** - The Phoenix's greatest danger is their tendency to burn themselves out completely. They push too hard, care too much, give everything they have until there's nothing left. Sometimes they don't rise from the ashes - sometimes they just burn.



## ELEMENTAL AFFINITY

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Phoenixes claim both Fire and Spirit, a combination that speaks to their role as cosmic symbols of transcendence through transformation.

**Fire** represents their passion, their transformative power, their capacity to burn away the old and forge the new. Phoenix fire doesn't just destroy - it purifies, cleanses, renews.

**Spirit** represents their intangible resilience, the core of their being that persists even when the physical form fails. This is what allows them to rise again, what makes them more than just mortal flesh.

Together, these elements create beings who can endure any trial because they understand that their true self exists beyond physical limitation, that death itself is just another transformation waiting to happen.

## PREFERRED CLASSES

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**Sorcerers** - The Phoenix's magical nature and transformative power make sorcery their natural path. They channel magic through their very being, their spells reflecting their passionate intensity and their ability to adapt and evolve.

**Monks** - Particularly those who follow the Way of the Sun Soul or the Way of the Long Death, understand the Phoenix's philosophy that the body is temporary but the spirit endures. They transform suffering into strength through discipline and will.

**Clerics** - Those who serve gods of life, light, or renewal often find themselves born under the Phoenix. They channel divine power to heal, restore, and give others the second chances they themselves have experienced. The Life and Light domains call strongly to Phoenix souls.

**Bards** - The Phoenix's passion and intensity make them natural performers. They pour their whole selves into their art, inspiring others through the sheer force of their emotional commitment. Many Phoenix bards favor the College of Eloquence or the College of Valor.

## PHOENIX ZODIAC FEATURES

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### PASSIVE: ETERNAL FLAME

The cosmic fire of rebirth burns within you, granting protection and renewal.

You have resistance to fire damage, your body instinctively absorbing and dispersing flame rather than burning. This isn't immunity - you can still be harmed by exceptionally intense fires - but normal flames barely touch you. You can hold your hand in a candle flame and feel only warmth, walk through a burning building with minor discomfort.

Additionally, when you finish a long rest, you can end one condition affecting you: poisoned or diseased. Your body's natural renewal process burns away impurities and foreign influences, restoring you to your baseline state. This doesn't work on magical curses or extremely potent diseases (DM discretion), but normal poisons and common illnesses cannot persist through your cosmic rebirth.

This cleansing happens automatically - you don't choose whether to use it. When you wake from a long rest, your body has already purged what needed purging.

### ACTIVE: RISE FROM ASHES

Once per long rest, you can channel the Phoenix's ultimate gift - the power to survive death itself through transformation.

When you would be reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. As you invoke this power, flames briefly erupt around you (harmlessly to others) and you can immediately move up to half your speed without provoking opportunity attacks.

This movement represents your transformation - you're not just barely surviving, you're actively repositioning through cosmic renewal. You might leap backward to safety, charge forward toward an ally who can protect you, or dash toward cover. The flames that surround you during this moment aren't real fire - they're visible manifestations of your spirit refusing to be extinguished.

This ability doesn't work if the damage would kill you outright (reducing you to negative hit points equal to your maximum). Even the Phoenix cannot return from total obliteration. But as long as a spark remains, you can fan it back into flame.

## PHASE RESONANCE: THE FIRE OF RENEWAL

Phoenixes resonate most strongly with the Waxing Crescent moon, when the lunar light begins its growth, and with the Full Moon, when light reaches its peak.

During the **Waxing Crescent** phase, your Eternal Flame passive extends to also allow you to end one level of exhaustion when you finish a long rest, representing the growing moon's amplification of your renewal power.

During the **Full Moon**, your Rise from Ashes ability can be used twice per long rest instead of once, as the moon's full light fuels your transformation power to its maximum capacity.

## ROLEPLAYING A PHOENIX

Phoenixes are not calm, measured characters. They live intensely, feel deeply, and commit absolutely. When playing a Phoenix, embrace your emotional nature - but remember that intensity doesn't mean instability.

Consider how your ability to renew yourself affects your worldview. Are you fearless because you know you can survive almost anything? Or does your knowledge of how much pain survival can cost make you more cautious? Do you throw yourself into danger trusting in cosmic rebirth, or does each near-death experience remind you that even the Phoenix can burn out?

Your passion is a double-edged sword. It inspires others but can also overwhelm them. It drives you to achieve great things but can burn you out. Learning to manage that fire without extinguishing it is the Phoenix's eternal challenge.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I've reinvented myself so many times that I barely remember who I used to be.
- 2 I feel everything intensely - joy, sorrow, anger, love - there's no middle ground.
- 3 I'm not afraid of failure because I know I can always start over.
- 4 I inspire hope in others even when I'm struggling to maintain my own.
- 5 I burn bridges easily, convinced I can always build new ones.
- 6 I have scars from all my past lives/failures, and I wear them proudly.
- 7 I see potential for renewal in everything, even things that seem beyond saving.
- 8 I cycle through intense emotions rapidly, burning hot then cooling quickly.

## IDEALS

### D6 IDEAL

- 1 **Renewal.** Every ending is a new beginning waiting to happen. (Good)
- 2 **Passion.** Life should be lived intensely or not at all. (Chaotic)
- 3 **Resilience.** What doesn't kill me literally makes me stronger. (Any)
- 4 **Hope.** As long as one ember remains, the fire can return. (Good)
- 5 **Transformation.** Change is the only constant, and I embrace it fully. (Chaotic)
- 6 **Rebirth.** I refuse to be defined by my past - I choose who I become. (Any)

## BONDS

### D6 BOND

- 1 I survived something that killed everyone else - I owe it to them to make my survival matter.
- 2 Someone gave me a second chance when I needed it most, and I'm paying that forward.
- 3 I'm trying to rebuild something I lost, making it better than it was before.
- 4 I've burned out and risen so many times that I'm afraid the next time might be my last.
- 5 There's one thing I've never been able to renew or fix, and it haunts me.
- 6 I inspired someone to keep going during their darkest time - I can't let them down now.

## FLAWS

### D6 FLAW

- 1 I burn myself out completely and regularly, pushing past exhaustion into collapse.
- 2 I abandon things too easily, convinced I can always start fresh somewhere else.
- 3 My intense emotions overwhelm others and push them away.
- 4 I'm addicted to transformation and can't stay stable even when I should.
- 5 I take reckless risks because I trust too much in my ability to survive.
- 6 I've died and been reborn so many times that I've lost perspective on mortality.

## SAMPLE PHOENIX CONCEPTS

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**The Survivor** - You've lived through disasters that killed everyone around you. Each survival changed you, shaped you, made you into someone new. Now you carry the weight of being the one who lived when others didn't, and you're determined to make that survival meaningful.

**The Reinventor** - You've been a dozen different people in a dozen different places, always moving on when things get complicated or when you get bored or when you fail. Each new identity is a fresh start, another chance to get it right. Maybe this time will be the one that sticks.

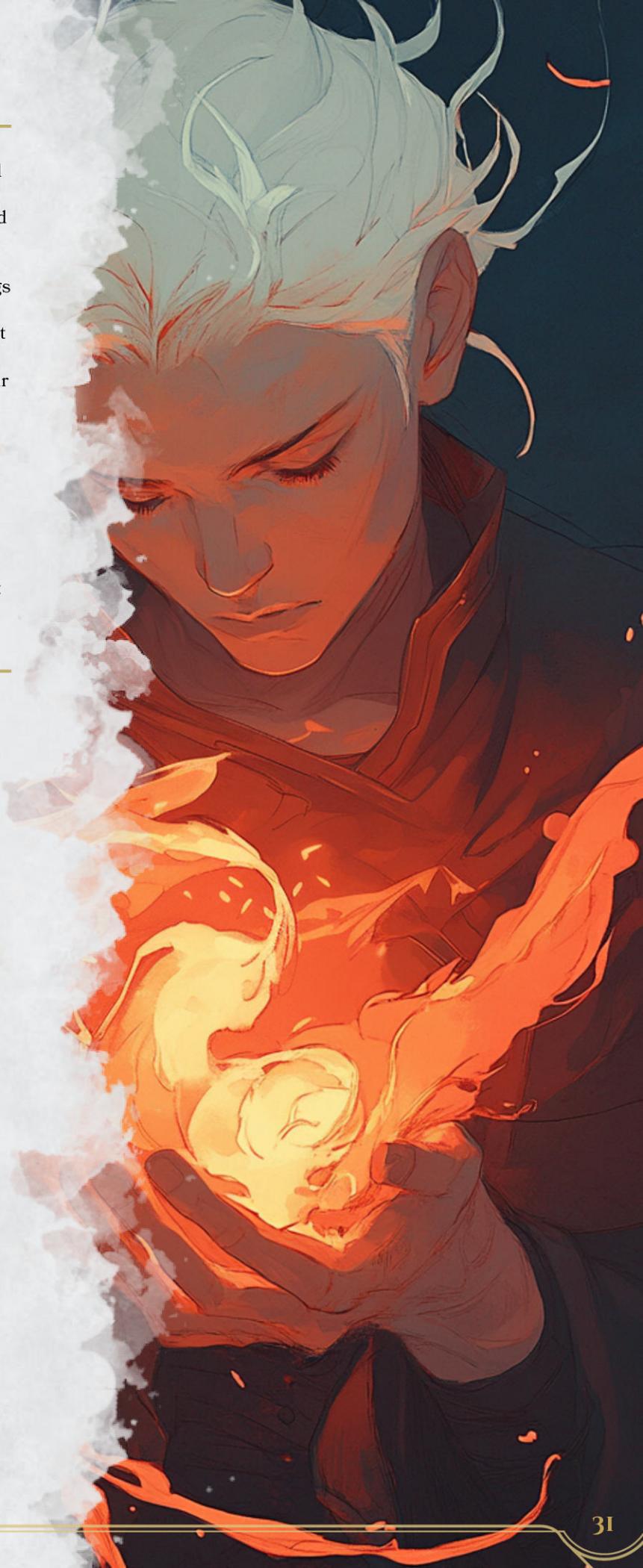
**The Burn-Out Prophet** - You push yourself beyond your limits constantly, burning through resources and energy and relationships in pursuit of your goals. You know you're on a path to destruction, but you can't stop - you have to burn bright while you can, because you know the darkness is coming.

**The Hope-Bringer** - Your gift for rising from ashes makes you a beacon of hope for others who are struggling. You help people start over, rebuild, find their second chances. Your own renewal powers are strongest when you're using them to inspire others.

## SIGNS OF THE STAR-TOUCHED

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Phoenix souls often bear physical marks of their cosmic lineage - birthmarks that resemble burns or scars, even on skin that has never been touched by fire. These "ash marks" are worn with pride, seen not as injuries but as proof of survival. Legend says that a Phoenix's tears are hot to the touch, and that flowers will bloom faster on a grave if a Phoenix mourns there. In rural communities, a Phoenix is often asked to plant the first seed of spring, symbolizing the return of life from the dead earth.



# THE OAK

*Bloomtide - The constellation of endurance, growth, and patient strength*

When spring reaches full bloom and the world explodes with life, the Oak spreads its branches across the heavens. This ancient constellation has watched over countless springs, a cosmic reminder that true strength comes not from violence but from the patient endurance of deep roots and weathered bark.

Those born under the Oak inherit that steadfast nature. They are immovable when they choose to be, growing slowly but inexorably toward their goals. Like the mighty oaks that can live for centuries, they endure where flashier beings burn out, and they provide shelter and strength for those who need it.

## THE MONTH OF BLOOMTIDE

**Dates:** April 20 - May 20

**Season:** Mid Spring

**Element:** Earth

**Gemstone:** Emerald - the stone of growth, patience, and enduring vitality

Bloomtide arrives when spring reaches its peak, when flowers burst open and leaves unfurl and the world becomes almost violently alive. This is the season of growth made manifest, of potential transformed into reality through patient natural processes.

The Oak constellation appears during this fertile time like a guardian of growth, reminding the world that the mightiest trees started as small seeds. This is a month that honors patient strength over flashy speed, the deep roots that sustain life over the bright flowers that bloom and fade.

## PERSONALITY AND TRAITS

Those born under the Oak embody the virtues and limitations of ancient, enduring strength.

**Stubborn** - Oaks do not bend easily. Once they've set themselves on a path or made up their mind, they're nearly impossible to sway. This can be admirable determination or frustrating inflexibility, often both simultaneously.

**Dependable** - When an Oak makes a promise, you can trust it absolutely. They follow through, they show up, they do what they said they'd do. They're the people you want beside you when everything else is falling apart.

**Strong** - Oaks possess tremendous strength, both physical and mental. They can bear weights that would crush others, endure hardships that would break different souls. Their strength is not flashy - it's simply there, reliable as stone.

**Patient** - Oaks understand that growth takes time, that some things cannot be rushed. They can wait out problems that make more impulsive people panic. They know that the longest path is sometimes the surest one.



**Persistent** - Oaks don't quit. They keep going long after others have given up, weathering storms through sheer stubborn refusal to fall. This persistence can achieve remarkable things, but it can also keep them pushing toward goals that stopped being worthwhile long ago.

**Inflexible** - The Oak's greatest weakness is their inability to adapt when adaptation is needed. They are the immovable object, which is glorious when you need something that won't move - but disastrous when the situation requires flexibility and change.

## ELEMENTAL AFFINITY

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Oaks claim pure Earth as their element, the most fundamental and grounding of all cosmic forces.

**Earth** represents stability, endurance, growth, and the patient accumulation of strength over time. Earth doesn't hurry, doesn't compromise, doesn't pretend to be something it's not. It simply is, solid and real and permanent.

Oaks channel this earthen nature through everything they do. They're grounded in the literal and metaphorical senses - connected to the physical world, practical in their thinking, focused on tangible results rather than abstract possibilities.

Unlike signs that claim dual elements, Oaks are singular in their nature. They are what they are, without contradiction or complexity. This makes them easier to understand than more mercurial signs, but also less adaptable.

## PREFERRED CLASSES

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**Fighters** - The Oak's combination of strength, endurance, and reliability makes them natural warriors. They hold the line, protect their allies, and keep fighting long after others have fallen. They favor heavy armor and defensive tactics.

**Barbarians** - Some Oaks express their connection to nature through primal rage and unstoppable fury. They're as hard to stop as a tree falling in a storm, channeling the raw power of the earth itself through their attacks.

**Paladins** - Particularly those who take the Oath of Devotion or Oath of the Ancients, embody the Oak's combination of strength and steadfast commitment. They make oaths and keep them, they protect the weak, they endure in the face of corruption and evil.

**Druids** - Many Oaks feel a deep connection to natural cycles and the patient growth of the wild. They often favor more defensive and supportive druid circles, seeing themselves as guardians of nature rather than its warriors.

## OAK ZODIAC FEATURES

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### PASSIVE: DEEP ROOTS

Your cosmic connection to the eternal oak grants you remarkable endurance and strength. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Your carrying capacity is doubled, representing not just physical strength but your capacity to bear burdens that would overwhelm others. You can haul twice as much weight, wear heavier armor without slowing down, and carry injured companions when necessary. This isn't strain or effort - it's simply your nature to be strong enough to bear what needs bearing.

Additionally, you can work through 1 level of exhaustion without suffering its effects. You still have the exhaustion level (it counts toward your total and can stack with additional exhaustion), but the first level simply doesn't impair you. Your deep roots sustain you when others would falter.

This means that when you gain your first level of exhaustion, nothing happens. You note that you have it, and if you gain a second level, then you start suffering the normal effects of having 2 levels of exhaustion. This ability represents your capacity to push through fatigue that would stop lesser beings.

### ACTIVE: IMMOVABLE OAK

Once per long rest, you can channel the Oak's ultimate gift - the power to simply refuse to move.

As a reaction when you would be pushed, pulled, knocked prone, or teleported against your will, you can choose to be completely unaffected. Your roots - metaphorical or briefly literal - hold you exactly where you are, anchoring you to reality itself.

This works against any effect that would forcibly reposition you, whether it's a giant's shove, a spell like *thunderwave*, or even more exotic effects like being swallowed and then expelled. When you invoke this power, you simply don't move. The force washes over you or around you, but you remain.

The cosmos enforces this immovability through your deep connection to the earth element. For that instant, you become as unmovable as the mountain's root, and reality itself acknowledges your choice to stay exactly where you are.

This doesn't prevent you from choosing to move - only from being moved against your will. You can walk away from the effect that just failed to push you, you just couldn't be pushed.

## PHASE RESONANCE: THE STRENGTH OF GROWTH

Oaks resonate most strongly with the Waxing Gibbous moon, when the moon builds toward fullness, steadily growing brighter each night.

During the **Waxing Gibbous** phase, you can work through 2 levels of exhaustion without suffering effects instead of just 1, as the building moon amplifies your endurance.

During the **Full Moon**, when you use Immovable Oak, you also gain resistance to all damage until the start of your next turn, your body becoming as hard as ancient wood while your roots hold firm.

## ROLEPLAYING AN OAK

Oaks are characters of steady reliability rather than exciting dynamism. When playing an Oak, embrace your role as the party's foundation - you might not be the flashiest member, but you're the one everyone knows they can count on.

Consider how your inflexibility manifests. Are you stubborn about methods or about goals? Do you refuse to change your mind once it's made up, or are you simply slow to adapt to new information? Can you recognize when your stubbornness is helping versus when it's hurting?

Think about what you consider worth protecting. Oaks are naturally defensive, sheltering those who need protection. Who do you see as worthy of your strength? Is it everyone weaker than you, or have you chosen specific people or causes to champion?

Your patience is both gift and curse. You can wait out problems that panic others, but you might also wait too long when immediate action is needed. Finding the balance between patient endurance and necessary action is an ongoing challenge.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 Once I set my mind on something, nothing can change it.
- 2 I'm always the last one standing, still pushing when everyone else has quit.
- 3 I measure my words carefully - I speak only when I have something worth saying.
- 4 I take pride in my ability to bear burdens others cannot carry.
- 5 I'm most comfortable when I have a clear purpose and a steady routine.
- 6 I move slowly and deliberately, never rushing even when others panic.
- 7 I judge people by their reliability - do they keep their word or don't they?
- 8 I'm deeply uncomfortable with change, even when I know it's necessary.

## IDEALS

### D6 IDEAL

- 1 **Endurance.** Survival is victory - outlast your problems and you've won. (Neutral)
- 2 **Protection.** The strong should shelter the weak from life's storms. (Good)
- 3 **Patience.** Good things come to those who can wait for them. (Lawful)
- 4 **Strength.** Power should be cultivated slowly and used carefully. (Any)
- 5 **Stability.** Change is the enemy - preservation is the goal. (Lawful)
- 6 **Growth.** Slow progress is still progress - keep growing, never stop. (Good)

## BONDS

### D6 BOND

- 1 I'm the last of my family/order/people - I must endure to preserve their memory.
- 2 I swore an oath that I will keep no matter how long it takes or what it costs.
- 3 Someone depends on my strength to survive - I cannot let them down.
- 4 I'm building something that will outlast me - a legacy carved in stone.
- 5 I failed to protect someone once - I've rooted myself to ensure it never happens again.
- 6 There's a place (or person) I've sworn to guard, and nothing will move me from that duty.

## FLAWS

### D6 FLAW

- 1 I'm so stubborn that I'll destroy myself rather than admit I'm wrong.
- 2 I refuse to adapt to changing circumstances, even when my inflexibility causes problems.
- 3 I move so slowly that I miss opportunities that require quick action.
- 4 I take on too many burdens, trying to carry everything myself rather than asking for help.
- 5 I'm so focused on endurance that I've forgotten why I'm enduring.
- 6 I judge others harshly when they show weakness or fail to meet my standards of reliability.

## SAMPLE OAK CONCEPTS

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**The Last Guardian** - You're the final protector of something that everyone else has abandoned - a dying order, a forgotten shrine, a broken promise. Everyone else moved on, but you stayed rooted, and you'll keep your watch until the end.

**The Unmovable Object** - You've made it your life's work to be the person who doesn't break, doesn't bend, doesn't yield. When everyone else is panicking and running, you stand firm. It's cost you flexibility and sometimes friends, but you've never wavered.

**The Patient Builder** - You're creating something that will take decades or longer to complete, and you're fine with that. While others chase quick victories, you're laying foundations that will support structures unimaginable to those with less vision.

**The Burden-Bearer** - You carry weight for others because you can and they can't. You've appointed yourself the one who bears what needs bearing, who shoulders the burdens too heavy for normal shoulders. It's exhausting, but you're an Oak - exhaustion is just another weight to carry.

## SIGNS OF THE STAR-TOUCHED

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Those born under the Oak are said to have footsteps that are heavier than they should be, creating a sound like settling stone rather than flesh and bone. Animals, particularly herd beasts and dogs, are instinctively calm around them, sensing their stability. There is a saying among the wise: "Promises made to an Oak are carved in stone." It is believed that breaking a word given to an Oak brings misfortune that lasts for seven years, as the earth itself remembers the insult to its child.



# THE CHALICE

*Highsun - The constellation of compassion, healing, and sacrificial love*

As summer begins its reign and warmth returns to the world, the Chalice constellation pours its light across the night sky. This constellation appears as a cosmic vessel overflowing with starlight, a reminder that the greatest strength sometimes lies in the willingness to give rather than take, to fill others rather than hoard for yourself.

Those born under the Chalice inherit that generous spirit. They are natural healers, caregivers, and protectors whose greatest joy comes from easing the suffering of others. Like the sacred cup their constellation resembles, they hold within themselves the capacity to nourish, restore, and bless those around them.

## THE MONTH OF HIGHSUN

**Dates:** May 21 - June 20

**Season:** Early Summer

**Element:** Water and Light

**Gemstone:** Pearl - the stone of purity, healing, and gentle strength

Highsun arrives when the sun reaches its greatest height and warmth blankets the land. This is a season of abundance and growth, when life flourishes and the world seems generous with its gifts. Rain falls to nourish growing things, rivers run full and clear, and the earth gives freely of its bounty.

The Chalice constellation appears during this bountiful time like a promise that there is always enough - enough light, enough warmth, enough love - for those willing to pour it forth for others.

## PERSONALITY AND TRAITS

Those born under the Chalice are defined by their capacity for compassion and their commitment to healing others.

**Compassionate** - Chalice feel others' pain almost as if it were their own. They cannot walk past suffering without trying to ease it. This empathy drives them to heal, to help, to make things better however they can.

**Nurturing** - Chalice naturally care for those around them. They feed the hungry, comfort the sorrowful, tend the wounded. They create safe spaces where others can rest and recover. Their presence itself can be healing.

**Empathetic** - Chalice don't just understand others' emotions intellectually - they feel them. This deep emotional connection makes them exceptional counselors and mediators but can also overwhelm them with feelings that aren't their own.

**Generous** - Chalice give freely of themselves - their time, their energy, their resources, their love. They measure their worth by how much they can help others rather than by what they accumulate for themselves.



**Self-Sacrificing** - Chalice will deprive themselves to provide for others, will drain themselves empty to fill others up. They put others' needs before their own automatically, often without conscious thought.

**Naive** - The Chalice's greatest weakness is their tendency to see the best in everyone, to believe that all suffering can be healed with enough compassion. They can be taken advantage of by those who would exploit their generous nature, and they often don't recognize genuine malice when they encounter it.

## ELEMENTAL AFFINITY

Chalices claim both Water and Light, elements that nourish and illuminate.

**Water** represents their flowing compassion, their adaptability in service to others, their ability to fill whatever vessel needs filling. Water cleanses, refreshes, and sustains life - all things the Chalice does naturally.

**Light** represents their illuminating presence, the way they brighten others' lives and drive away the darkness of despair. Light reveals truth and warms the cold - the Chalice does both through their healing touch and gentle wisdom.

Together, these elements create beings who are both gentle and powerful, who can soothe and strengthen, who bring life wherever they flow.

## PREFERRED CLASSES

**Clerics** - Particularly those who follow the Life or Peace domains, embody everything the Chalice represents. They channel divine power specifically to heal, protect, and comfort. Many Chalices who choose the path of faith find themselves naturally drawn to gods of healing, compassion, or community.

**Paladins** - Some Chalices express their protective nature through martial strength, becoming holy warriors who fight to defend the innocent. They often take the Oath of Devotion or the Oath of Redemption, viewing their combat abilities as tools for protecting those who cannot protect themselves.

**Bards** - The Chalice's empathy and emotional intelligence make them natural performers and social connectors. They heal through inspiration and entertainment, lift spirits through music, and bind communities together through shared joy. Many gravitate toward the College of Eloquence or College of Lore.

**Druids** - Some Chalices find their calling in nature, becoming healers and guardians who work through natural magic. They see themselves as vessels through which nature's bounty flows to those in need.

## CHALICE ZODIAC FEATURES

### PASSIVE: VESSEL OF MERCY

Your cosmic connection to the eternal chalice enhances your natural healing abilities.

When you use a spell, ability, or item to restore hit points to a creature, they regain 1 additional hit point. This increases to 2 additional hit points at 5th level, 3 at 11th level, and 4 at 17th level.

This bonus applies to any healing you provide - whether through spells like *cure wounds*, class features like Lay on Hands, magical items, or even nonmagical healing like spending Hit Dice during a short rest while you tend to wounds. Your presence as a conduit for healing energy makes all restoration more effective.

The cosmic power of the Chalice flows through you whenever you try to mend others, adding its blessing to your efforts. This isn't something you activate or control - it's simply what you are, a vessel through which healing flows more purely.

### ACTIVE: SACRIFICIAL GIFT

Once per long rest, you can channel the Chalice's ultimate gift - the power to pour out your own life force to save another.

As an action, touch a willing creature and transfer up to half your current hit points to them (rounded down, minimum 1). The creature regains hit points equal to the amount you sacrificed. This is a direct transfer of life energy, not healing magic - you literally give part of yourself to another.

This ability can bring someone back from the brink of death at the cost of putting yourself in danger. You might drain yourself to critically wounded levels to restore a fallen ally, trusting that they can protect you once they're back on their feet.

The transfer is instantaneous and painless for both parties - the recipient feels a surge of vitality while you feel a moment of weakness. Observers see faint light flowing from you to the person you're touching, like liquid starlight being poured from one vessel to another.

You cannot use this ability if you have fewer than 2 current hit points (you need something to transfer), and you cannot reduce yourself below 1 hit point with this transfer (you cannot sacrifice yourself completely).

## PHASE RESONANCE: THE OVERFLOWING CUP

Chalices resonate most strongly with the Waxing Crescent moon, when light is gently growing, and with the Full Moon, when light reaches its maximum.

During the **Waxing Crescent** phase, the bonus healing from Vessel of Mercy increases by 1 (so you'd grant +2 at 1st-4th level, +3 at 5th-10th level, etc.), as the growing moon amplifies your capacity to fill others with life.

During the **Full Moon**, you can use Sacrificial Gift twice per long rest instead of once, as the moon at its fullest reflects your own nature as a full vessel ready to pour forth.

## ROLEPLAYING A CHALICE

Chalices are characters of profound empathy who often struggle with the weight of caring so deeply about everyone's suffering. When playing a Chalice, explore the tension between your desire to help everyone and your limited ability to do so.

Consider how your empathy manifests practically. Can you feel others' pain, or do you simply understand it intellectually? Does it drain you to be around suffering people, or does it energize you to have clear purpose? How do you handle situations where you can't help, where healing isn't enough, where the damage is too great or the person doesn't want to be saved?

Think about your boundaries. Every Chalice must learn where they end and others begin, must develop the ability to say no sometimes, must preserve enough of themselves to continue helping in the long term. Have you learned this lesson, or are you still burning yourself out trying to save everyone?

Your self-sacrificing nature can be beautiful or destructive depending on how you manage it.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I can't walk past someone in pain without trying to help them.
- 2 I measure my success by how many people I've helped, not by what I've achieved for myself.
- 3 I feel others' emotions so strongly that I sometimes forget which feelings are mine.
- 4 I automatically give away my resources to anyone who needs them more than I do.
- 5 I see potential for redemption in everyone, no matter what they've done.
- 6 I create calm, safe spaces wherever I go - people instinctively trust me.
- 7 I physically cannot stand by while someone suffers when I could intervene.
- 8 I find it almost impossible to say no when someone asks me for help.

## IDEALS

### D6 IDEAL

- 1 **Compassion.** All suffering deserves to be acknowledged and, if possible, eased. (Good)
- 2 **Sacrifice.** My needs matter less than the needs of those I can help. (Good)
- 3 **Healing.** Mending what's broken is the highest calling. (Good)
- 4 **Community.** We are strongest when we support and care for each other. (Good)
- 5 **Mercy.** Everyone deserves a second chance, regardless of what they've done. (Good)
- 6 **Service.** I exist to serve others - that is my purpose and my joy. (Any)

## BONDS

### D6 BOND

- 1 I failed to save someone I loved - I've dedicated my life to making sure I never fail again.
- 2 A healer once saved my life when I had nothing to offer in return - I'm paying that gift forward.
- 3 I'm trying to heal a wound in my community/family that everyone else thinks is permanent.
- 4 Someone showed me mercy when I deserved none - I try to show that same mercy to others.
- 5 I'm searching for a cure to a disease/curse that affects someone I care about.
- 6 I've been granted healing powers and I believe they came with divine responsibility.

## FLAWS

### D6 FLAW

- 1 I give so much of myself that I'm constantly exhausted and depleted.
- 2 I trust too easily and get taken advantage of by people who exploit my compassion.
- 3 I can't prioritize - I try to help everyone equally and end up helping no one effectively.
- 4 I take it personally when people reject my help or refuse to be healed.
- 5 I'm so focused on others' needs that I completely neglect my own.
- 6 I see suffering where it doesn't exist and try to fix problems people don't have.

## SAMPLE CHALICE CONCEPTS

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**The Plague Doctor** - You've seen too much death from disease, and you've sworn to heal as many as you can. You travel to places others avoid, tending to the sick that no one else will touch, pouring yourself out until there's nothing left.

**The Reformed** - You caused tremendous suffering in your past, and now you're trying to atone by healing an equal amount of pain. You keep meticulous track, trying to balance the scales, knowing they can never truly be balanced but unable to stop trying.

**The Temple Healer** - Your faith calls you to serve as a living chalice for divine healing. You see yourself as merely a vessel through which the gods work, channeling their mercy to mortal wounds.

**The Emotional Sponge** - You absorb others' pain, literally taking it into yourself so they don't have to carry it. This leaves you carrying everyone's burdens, but seeing their relief makes it worthwhile - at least, that's what you tell yourself.

## SIGNS OF THE STAR-TOUCHED

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Folklore claims that water never goes stale in the presence of a Chalice, and that food served by their hand is more nourishing. They often have a natural, pleasant scent reminiscent of rain or fresh linen, regardless of their circumstances. In times of plague or sickness, superstitious folk might try to touch the hem of a Chalice's garment, believing their mere proximity can drive away illness. Conversely, it is considered a grave sin to deny a Chalice hospitality, as their symbol represents the ultimate offering of care.



# THE CROWN

*Longlight - The constellation of nobility, radiance, and rightful authority*

When summer reaches its longest days and the sun seems reluctant to set, the Crown constellation blazes across the heavens in golden glory. This ring of stars shines brightest during the season of endless light, a cosmic symbol of legitimate power, earned authority, and the responsibilities that come with leadership.

Those born under the Crown carry themselves with natural dignity. They are not merely ambitious like the Dragon - they possess an innate sense of rightful place, a quiet certainty that they belong in positions of honor.

## THE MONTH OF LONGLIGHT

**Dates:** June 21 - July 22

**Season:** High Summer

**Element:** Light and Fire

**Gemstone:** Amber - the stone of warmth, clarity, and preserved radiance

Longlight encompasses the summer solstice, when daylight reaches its maximum and the sun rules supreme. This is a season of brilliance and warmth, when shadows shrink to almost nothing and the world basks in golden light. Everything seems possible under the long summer sun.

The Crown constellation appears during this radiant time like a promise that true authority brings light rather than darkness, that rightful rulers illuminate their people rather than overshadow them. This is a month that honors nobility of spirit, the kind of leadership that elevates everyone it touches.

## PERSONALITY AND TRAITS

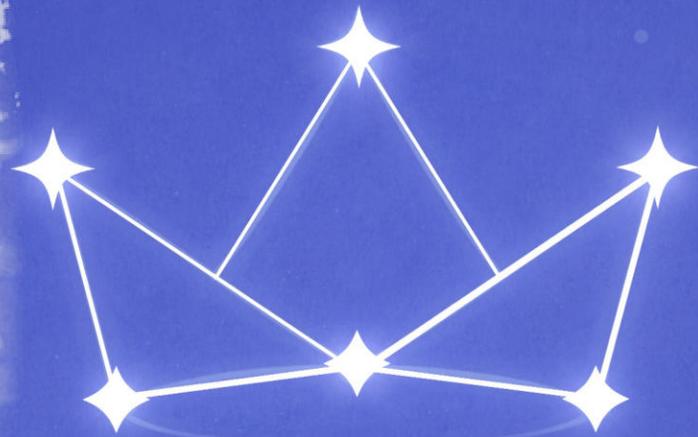
Those born under the Crown embody the virtues and burdens of noble authority.

**Dignified** - Crowns carry themselves with natural poise and grace. They don't need to demand respect - they simply assume it, and others rarely question their right to it. This dignity isn't arrogance, it's the quiet confidence of someone who knows their worth.

**Radiant** - Crowns draw attention without trying. They light up rooms, attract followers, inspire loyalty. There's something about their presence that makes others want to be near them, to bask in their glow.

**Generous** - Unlike the Dragon who hoards, the Crown gives freely. They share their light, their resources, their attention. They understand that true nobility means lifting others up rather than keeping them down.

**Responsible** - Crowns take their duties seriously. They feel the weight of expectation and strive to meet it. When others depend on them, they rise to the occasion, even when it costs them personally.



**Proud** - Crowns know their value and expect acknowledgment. They don't beg for recognition - they assume it's their due. This pride can be inspiring confidence or insufferable arrogance depending on how it's expressed.

**Vain** - The Crown's greatest weakness is their need for admiration. They can become obsessed with appearances, with maintaining their image, with being seen as worthy. When their authority is questioned or their dignity insulted, they may react with disproportionate fury or crushing despair.

## ELEMENTAL AFFINITY

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Crowns claim both Light and Fire, elements of illumination and warmth.

**Light** represents their radiant nature, their ability to illuminate and inspire, their role as beacons for others to follow. Light reveals truth, drives away darkness, and shows the way forward - all things the Crown does naturally.

**Fire** represents their warmth and their passion for leadership, the burning desire to be worthy of the authority they hold. Fire can warm or burn, and the Crown must learn to share their heat without consuming those around them.

Together, these elements create beings who shine like small suns, drawing others into their orbit and warming them with their presence - or blinding and burning those who get too close.

## PREFERRED CLASSES

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**Paladins** - The Crown's natural authority and sense of responsibility make them exceptional holy warriors. They lead by example, inspire through action, and take their oaths with the solemnity of coronation vows. Many Crowns favor the Oath of Devotion or Oath of Glory.

**Clerics** - Particularly those who follow gods of light, nobility, or civilization, embody the Crown's connection to divine authority. They serve as intermediaries between the heavens and the people, channeling power to illuminate and protect.

**Bards** - The Crown's charisma and natural stage presence make them compelling performers. They don't just entertain - they inspire, leading audiences through emotional journeys and binding communities together. Many favor the College of Glamour.

**Warlocks** - Some Crowns seek power through pacts, believing their noble nature makes them worthy of bargaining with greater beings. They often favor the Celestial patron, maintaining their connection to light even through unconventional means.

## CROWN ZODIAC FEATURES

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### PASSIVE: AURA OF NOBILITY

Your cosmic connection to the eternal crown grants you an unmistakable air of authority and grace.

You have advantage on Charisma (Persuasion) checks when dealing with creatures who can see you clearly. Your bearing, your posture, your very presence communicates legitimate authority that others instinctively recognize and respect. This isn't magical compulsion - it's simply the cosmic truth of who you are, reflected in how you carry yourself.

Additionally, you can shed bright light in a 10-foot radius and dim light for an additional 10 feet as a bonus action. You can dismiss this light as a bonus action as well. This radiance emanates from you like a soft golden glow, marking you as someone touched by celestial power. The light is warm and comforting rather than harsh, illuminating without blinding.

This light is not fire - it produces no heat and cannot ignite objects. It's pure radiance, the visual manifestation of your connection to the Crown constellation.

### ACTIVE: ROYAL DECREE

Once per long rest, you can channel the Crown's ultimate gift - the power to speak with authority that the universe itself acknowledges.

As an action, you issue a one-word command to a creature within 30 feet that can hear and understand you. The target must succeed on a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier) or follow the command on its next turn. The command must be a single word such as "Halt," "Flee," "Kneel," "Drop," or "Approach."

This functions similarly to the *command* spell but is not magical in nature - it's cosmic authority made manifest. Creatures immune to being charmed are not automatically immune to this effect, though they have advantage on the saving throw. You are speaking with the voice of the stars themselves, and even strong-willed creatures feel the weight of that authority.

If the command would be directly harmful to the target (such as commanding them to walk off a cliff), they automatically succeed on the saving throw. The Crown rules through legitimate authority, not cruel manipulation.

## PHASE RESONANCE: THE LIGHT OF AUTHORITY

Crowns resonate most strongly with the Full Moon, when lunar light reaches its peak, and with the Waxing Gibbous, when that light builds toward fullness.

During the **Full Moon**, your Aura of Nobility's light radius doubles (20 feet bright light, 20 feet dim light), and creatures have disadvantage on saving throws against your Royal Decree as the full moon amplifies your cosmic authority.

During the **Waxing Gibbous** phase, you can use Royal Decree twice per long rest instead of once, as the building moon strengthens your connection to celestial power.

## ROLEPLAYING A CROWN

Crowns are characters of presence and responsibility. When playing a Crown, consider how you balance your natural authority with humility, your need for recognition with genuine care for others.

Think about what kind of leader you are. Do you command through inspiring others or through the weight of your presence? Do you see leadership as a privilege to be enjoyed or a burden to be borne? How do you handle it when others question your authority or fail to show proper respect?

Consider your relationship with the spotlight. Do you seek attention actively or does it simply find you? Are you comfortable being watched constantly, or does the pressure of always being seen wear on you? What happens when you're forced into obscurity or anonymity?

Your pride is both your greatest strength and your most dangerous vulnerability. It drives you to be worthy of admiration, but it can also blind you to your faults and make you brittle when challenged.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I carry myself with perfect posture and deliberate grace at all times.
- 2 I naturally assume command of situations and expect others to follow.
- 3 I share my resources freely with those who show me proper loyalty.
- 4 I take my responsibilities so seriously that I sometimes forget to enjoy my position.
- 5 I dress impeccably and maintain my appearance even in difficult circumstances.
- 6 I remember every slight and every compliment with equal clarity.
- 7 I speak in formal, measured tones that make everything sound like a proclamation.
- 8 I'm genuinely confused when people don't automatically defer to me.

## IDEALS

### D6 IDEAL

- 1 **Noblesse Oblige.** Those with power and privilege must serve those without. (Good)
- 2 **Legitimacy.** Authority must be earned and maintained through worthy action. (Lawful)
- 3 **Radiance.** I exist to illuminate others, to help them shine brighter. (Good)
- 4 **Dignity.** All beings deserve to be treated with respect and honor. (Good)
- 5 **Glory.** My deeds will be remembered long after lesser people are forgotten. (Any)
- 6 **Order.** Proper hierarchy creates stability and allows civilization to flourish. (Lawful)

## BONDS

### D6 BOND

- 1 I was born to rule but stripped of my birthright - I will reclaim what's mine.
- 2 My people depend on me, and I will not fail them no matter the cost.
- 3 A mentor taught me that true nobility comes from service, not birth - I honor their lessons.
- 4 I carry a symbol of authority that I must prove myself worthy to bear.
- 5 Someone I trusted betrayed my confidence - I will never be so vulnerable again.
- 6 I'm building a legacy that will outlast my mortal life and inspire generations.

## FLAWS

### D6 FLAW

- 1 I cannot tolerate disrespect and react poorly to any perceived slight.
- 2 I'm so focused on appearances that I sometimes sacrifice substance for style.
- 3 I expect deference and become confused or angry when I don't receive it.
- 4 I take on too much responsibility because I don't trust others to do things properly.
- 5 I measure my worth by others' admiration and feel hollow without constant validation.
- 6 I refuse to show weakness even when asking for help would be the wise choice.

## SAMPLE CROWN CONCEPTS

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**The Exiled Royal** - You were born to rule, trained for it, destined for it - and then it was taken from you. Now you wander, your noble bearing intact even without a throne, seeking either to reclaim your birthright or to find new purpose for your gifts.

**The Reluctant Noble** - Authority falls on your shoulders whether you want it or not. People look to you, follow you, expect you to lead. You'd rather be ordinary, but the Crown constellation had other plans.

**The People's Champion** - You believe true nobility means serving the common folk, not lording over them. Your crown is earned through deeds, not birth, and you wear it to remind yourself of your responsibilities.

**The Fallen Star** - Once you shone brightly, admired by all. Then disgrace - deserved or not - stripped you of your glory. Now you seek redemption, trying to prove that you're still worthy of the light you once carried.

## SIGNS OF THE STAR-TOUCHED

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Even in the dimmest lighting, those born under the Crown seem to catch the light. Their eyes might possess a golden fleck, or their hair might shine with unnatural luster. Silence often falls naturally when they enter a room, a phenomenon bards call "The King's Hush." It is a common tradition in some kingdoms for newborns to be brought before a Crown for a blessing, in hopes that a fraction of their authority and dignity will rub off on the child.



# THE FORGE

*Harvestfall - The constellation of creation, transformation, and purposeful labor*

As summer begins its slow surrender to autumn and the first harvests are gathered, the Forge constellation glows like banked coals across the night sky. This constellation represents the sacred fire of creation, the heat that transforms raw materials into objects of purpose and beauty.

Those born under the Forge inherit that transformative nature. They are makers and shapers, people who see potential in raw materials and have the skill and determination to realize it. Like the smiths who work before roaring furnaces, they understand that true creation requires heat, pressure, and patient labor.

## THE MONTH OF HARVESTFALL

**Dates:** July 23 - August 22

**Season:** Late Summer

**Element:** Fire and Metal

**Gemstone:** Carnelian - the stone of creativity, courage, and skilled craftsmanship

Harvestfall marks the transition between summer's growth and autumn's gathering. This is when the year's labor begins to show results, when crops ripen and preparations for winter begin in earnest. It's a time of purposeful work, of taking what nature provides and transforming it into what people need.

The Forge constellation appears during this industrious time like a reminder that creation is sacred work, that the act of making transforms not just materials but the maker themselves. This is a month that honors craft, skill, and the dignity of labor.

## PERSONALITY AND TRAITS

Those born under the Forge embody the virtues and intensity of dedicated craftspeople.

**Creative** - Forges see possibilities where others see only raw materials. They imagine finished products before the first stroke of work begins, and they have the vision to pursue those imaginings into reality.

**Industrious** - Forges work hard and work constantly. They're not satisfied with idleness - they need projects, purposes, things to make and problems to solve. Rest feels like waste to them.

**Skilled** - Forges master their chosen crafts through dedication and practice. They respect competence and pursue excellence in everything they do. Shoddy work offends them on a fundamental level.

**Transformative** - Forges change things - materials, situations, sometimes people. They take what exists and make it into something better, something more useful, something more beautiful.



**Intense** - Forges burn hot. They throw themselves into their work with fierce concentration, losing track of time and physical needs when they're deep in creation. This intensity produces remarkable results but can also consume them.

**Obsessive** - The Forge's greatest weakness is their tendency to become so focused on their work that they neglect everything else. They can lose relationships, health, even their sense of self in pursuit of perfection. When a project consumes them, nothing else matters.

## ELEMENTAL AFFINITY

Forges claim both Fire and Metal, elements of transformation and permanence.

**Fire** represents their creative passion, the heat that makes transformation possible. Forge fire is controlled and purposeful, directed toward creation rather than destruction. It softens what is hard, illuminates what is dark, and makes change possible.

**Metal** represents the permanence of their creations, the durability of well-crafted work. Metal endures where softer materials fail. It holds edges, bears weight, and lasts for generations when properly made.

Together, these elements create beings who transform the temporary into the lasting, who apply controlled passion to create permanent beauty.

## PREFERRED CLASSES

**Artificers** - The Forge's natural home is among those who blend magic and craftsmanship. They create wondrous items, infuse objects with power, and see magic as just another tool in their workshop. Many Forges who discover magical talent become legendary artificers.

**Fighters** - Some Forges express their craftsmanship through the art of combat, treating their own bodies and skills as works in progress to be constantly refined. They favor weapons they've made or modified themselves and armor they've personally fitted.

**Clerics** - Those who follow gods of the forge, craft, or creation often find their calling under this sign. They see divine purpose in skilled labor and channel their faith through the act of making.

**Wizards** - Some Forges approach magic as another craft to master, studying spellwork with the same dedication they'd bring to metalworking. They favor schools that create tangible effects - Conjuraton, Transmutation, and similar practical arts.

## FORGE ZODIAC FEATURES

### PASSIVE: MAKER'S HANDS

Your cosmic connection to the eternal forge grants you remarkable skill with tools and materials.

You gain proficiency with one set of artisan's tools of your choice. If you spend at least 10 minutes working with tools you're proficient in, you can add double your proficiency bonus to the ability check instead of your normal proficiency bonus.

This represents your deep understanding of craft - not just the mechanical motions but the underlying principles that make good work possible. You see materials differently than others do, understanding their strengths and weaknesses, their possibilities and limitations.

Additionally, you can perform 8 hours of crafting work in only 6 hours, your efficiency and focus allowing you to accomplish more in less time. This applies to any crafting activity, whether you're smithing armor, brewing potions, or copying spell scrolls. Your hands simply know what to do, moving with purpose that wastes no motion.

### ACTIVE: FORGE'S BLESSING

Once per long rest, you can channel the Forge's ultimate gift - the power to temporarily enhance crafted objects with cosmic fire.

As a bonus action, touch a weapon, suit of armor, or shield. For 1 minute, the object gains one of the following benefits of your choice:

**Weapon:** The weapon deals an extra 1d4 fire damage on each hit. This extra damage increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

**Armor:** The wearer gains resistance to fire damage and sheds dim light in a 5-foot radius, the armor radiating protective warmth.

**Shield:** When the wielder is hit by a melee attack, the attacker takes 1d4 fire damage as the shield flares with retributive heat. This extra damage increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

This blessing is visible - the affected object glows with inner fire, obviously enhanced by cosmic power. The effect ends early if you use this ability again or if the object is more than 60 feet from you.

You're not casting a spell - you're channeling the Forge constellation's creative fire directly into worked metal or other materials, temporarily elevating the craftsmanship to cosmic levels.

## PHASE RESONANCE: THE CREATIVE FIRE

Forges resonate most strongly with the Waxing Gibbous moon, when light builds toward fullness, and with the First Quarter moon, when effort transforms into visible progress.

During the **Waxing Gibbous** phase, your Forge's Blessing lasts for 10 minutes instead of 1 minute, the building moon sustaining your creative fire longer.

During the **First Quarter** phase, you can affect two objects with a single use of Forge's Blessing (still using one bonus action), as the balanced moon doubles your transformative power.

## ROLEPLAYING A FORGE

Forges are characters defined by what they create and how they approach the act of creation. When playing a Forge, consider your relationship with your craft and how it shapes your identity.

Think about what you make. Are you a traditional smith, or do you craft in other materials? Do you create practical items or works of art? What would you consider your masterpiece, and have you made it yet or are you still working toward it?

Consider how your creative intensity affects your relationships. Do you neglect people when you're deep in a project? Can you be fully present with others, or is part of your mind always designing, planning, imagining? How do you handle interruptions to your work?

Your obsessive nature can produce wonders or destroy you depending on how you manage it. Learning when to stop, when good enough is truly good enough, is one of the Forge's greatest challenges.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I'm constantly examining objects, evaluating their craftsmanship and imagining improvements.
- 2 I lose track of time when I'm working and have to be reminded to eat and sleep.
- 3 I take better care of my tools than I do of myself.
- 4 I can't stand shoddy workmanship and feel compelled to point it out.
- 5 I see potential projects everywhere - that piece of wood, that scrap of metal, that strange material.
- 6 I express affection by making things for people.
- 7 I'm happiest when my hands are busy with meaningful work.
- 8 I judge people partly by their relationship with crafted objects - do they appreciate good work?

## IDEALS

### D6 IDEAL

- 1 **Excellence.** Good enough is never good enough - I strive for perfection. (Any)
- 2 **Creation.** Making things is sacred work that gives life meaning. (Any)
- 3 **Legacy.** My creations will outlast me and carry my spirit forward. (Any)
- 4 **Transformation.** Everything can be improved with skill and effort. (Chaotic)
- 5 **Purpose.** Every object should serve a function, beauty and utility are inseparable. (Lawful)
- 6 **Mastery.** True skill comes only through endless practice and dedication. (Any)

## BONDS

### D6 BOND

- 1 I'm trying to recreate a legendary item that was lost to history.
- 2 My mentor taught me everything I know - I honor them through excellent work.
- 3 I made something terrible once, something that caused harm - I'm trying to atone through creation.
- 4 The tools I inherited connect me to generations of craftspeople before me.
- 5 I'm searching for a rare material that will allow me to create my masterpiece.
- 6 Someone destroyed my greatest work - I will recreate it and prove they couldn't truly destroy what I made.

## FLAWS

### D6 FLAW

- 1 I become so absorbed in projects that I neglect everything and everyone else.
- 2 I can't resist starting new projects even when I have unfinished work.
- 3 I'm never satisfied with my work and constantly see flaws others don't notice.
- 4 I hoard materials and tools, unable to pass up anything that might be useful someday.
- 5 I value objects more than people sometimes, caring more about things than relationships.
- 6 I push myself past exhaustion when working, damaging my health in pursuit of completion.

## SAMPLE FORGE CONCEPTS

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**The Wandering Smith** - You travel from place to place, setting up temporary forges and creating what each community needs. You leave behind horseshoes, tools, weapons, and the memory of someone who could shape metal like magic.

**The Obsessed Perfectionist** - You're working on your masterpiece, the creation that will define your life and legacy. It's never quite right, never quite finished, but you keep refining, keep improving, convinced that perfection is possible if you just work harder.

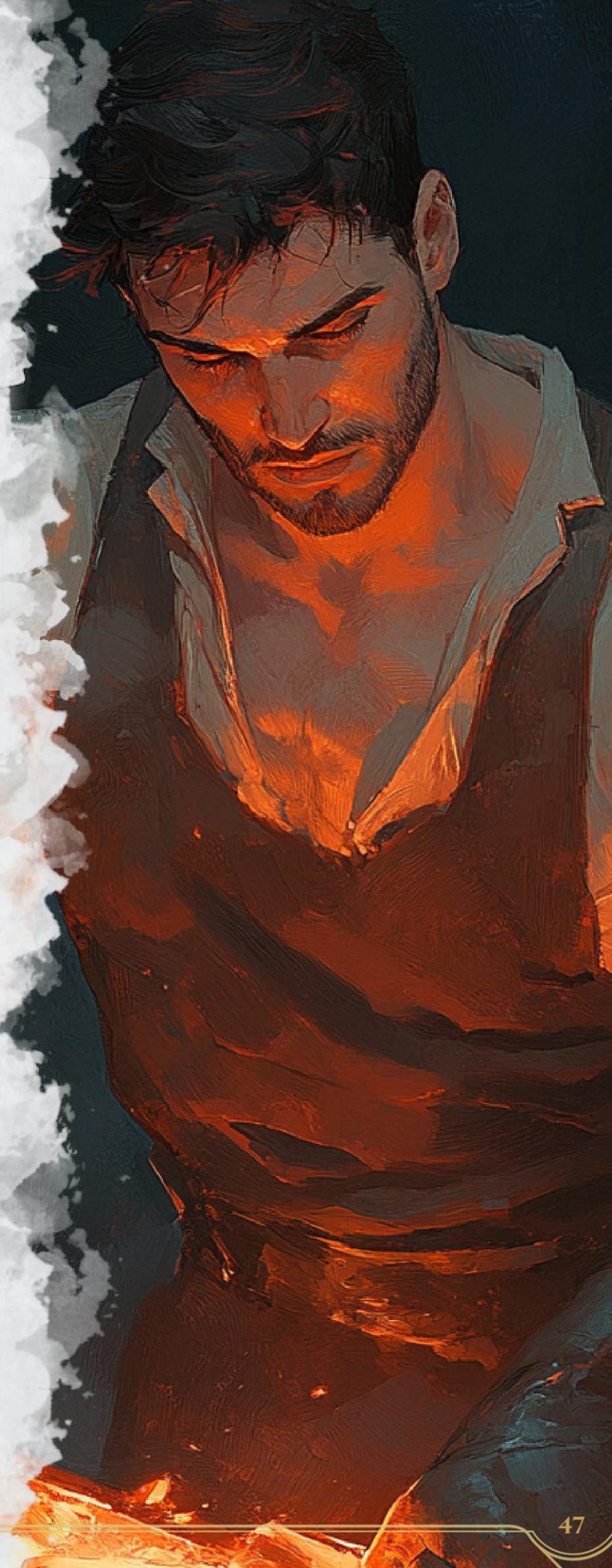
**The Weapon Maker** - You create instruments of destruction, the finest blades and armor in the land. You struggle with the knowledge that your best work is used to kill, but you can't stop - the craft calls to you.

**The Reconstructor** - You specialize in repairing what's broken, restoring what's damaged. Whether it's shattered weapons, ruined artwork, or even broken relationships, you believe everything can be fixed with enough skill and patience.

## SIGNS OF THE STAR-TOUCHED

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It is whispered that the Forge-born can hear the "voice" of materials - that metal sings to them of its hidden flaws and wood groans about where it wants to be carved. Their hands are often rough and calloused from birth, or possess an unnatural steadiness that never trembles. Tools seem to last longer in their grip, never rusting or dulling. In crafting communities, a broken tool is often given to a Forge to hold for a moment before repair, believing their touch realigns the object's spirit.



# THE SERPENT

*Harvestmoon - The constellation of cunning, transformation, and hidden wisdom*

As autumn deepens and the harvest moon rises fat and golden over fields of gathered grain, the Serpent constellation coils across the sky in sinuous glory. This ancient sign represents the wisdom that comes from shedding old skins, the cunning required for survival, and the transformative power of those who embrace change rather than fear it.

Those born under the Serpent inherit that flexible nature. They are adaptable and shrewd, able to navigate complex situations through wit rather than force. Like the snake that sheds its skin to grow, they understand that transformation sometimes requires leaving behind what no longer serves them.

## THE MONTH OF HARVESTMOON

**Dates:** August 23 - September 22

**Season:** Early Autumn

**Element:** Water and Earth

**Gemstone:** Sapphire - the stone of wisdom, truth, and hidden depths

Harvestmoon arrives when the major harvest completes and communities gather to celebrate abundance before winter's approach. This is a time of transition, when summer's warmth fades and the world prepares for colder months. It's also a time of accounting, of measuring what the year has produced and planning how to make it last.

The Serpent constellation appears during this transitional time like a reminder that survival requires cunning, that wisdom means knowing when to hold on and when to let go. This is a month that honors adaptability and the intelligence to thrive in changing circumstances.

## PERSONALITY AND TRAITS

Those born under the Serpent embody the virtues and dangers of cunning adaptability.

**Cunning** - Serpents think strategically, always considering angles and possibilities that others miss. They plan ahead, anticipate problems, and find solutions through cleverness rather than brute force.

**Adaptable** - Serpents adjust to changing circumstances with remarkable ease. They don't fight against the current - they flow with it, finding advantage in situations that would frustrate more rigid people.

**Perceptive** - Serpents notice things. They read people, situations, and environments with uncanny accuracy. Little escapes their attention, and they use what they observe to inform their strategies.

**Patient** - Serpents know when to wait. They can remain still for long periods, watching and planning, then strike with perfect timing when opportunity presents itself.



**Secretive** - Serpents keep their own counsel. They share information strategically, revealing only what serves their purposes. This makes them excellent keepers of secrets - both their own and others'.

**Untrustworthy** - The Serpent's greatest weakness is the reputation they earn through their cunning. Even when they mean well, others suspect them of hidden motives. Their secretive nature and strategic thinking make people assume the worst, sometimes fairly and sometimes not.

## ELEMENTAL AFFINITY

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Serpents claim both Water and Earth, elements of adaptation and grounding.

**Water** represents their fluid nature, their ability to flow around obstacles and find the path of least resistance.

Water is patient, persistent, and ultimately unstoppable - it wears away stone given enough time.

**Earth** represents their practical grounding, their connection to material reality and survival. Serpents are not dreamers lost in abstraction - they focus on tangible results and real-world effectiveness.

Together, these elements create beings who are both fluid and grounded, able to adapt to any situation while never losing sight of practical goals.

## PREFERRED CLASSES

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**Rogues** - The Serpent's cunning, patience, and perceptiveness make them natural rogues. They strike from unexpected angles, use information as a weapon, and achieve their goals through skill and planning rather than direct confrontation.

**Warlocks** - Some Serpents bargain for power, using their negotiating skills to secure favorable pacts with otherworldly patrons. They often favor the Great Old One or Archfey patrons, entities whose alien thinking matches their own unconventional approach.

**Bards** - The Serpent's social perceptiveness and strategic thinking make them excellent manipulators of words and emotions. They charm, deceive, and persuade, using performance as a tool for achieving their actual goals.

**Druids** - Many Serpents feel kinship with the natural world's cycles of death and renewal. They favor forms that hunt through patience and venom rather than brute force, and they understand the ecosystem's cold necessities.

## SERPENT ZODIAC FEATURES

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### PASSIVE: SERPENT'S AWARENESS

Your cosmic connection to the eternal serpent grants you heightened perception and the ability to sense danger before it strikes.

You have advantage on Wisdom (Insight) checks to determine if someone is lying or hiding their true intentions. Your serpent's perception extends beyond mere observation to an almost supernatural sensitivity to deception and hidden agendas.

Additionally, you cannot be surprised while you are conscious. Your senses remain alert even when you seem relaxed, detecting threats that others would miss until too late. You might not know exactly what the danger is, but you sense its approach and are ready to react.

This doesn't mean you're paranoid or constantly on edge - it's more subtle than that. You simply notice the guard whose hand drifts toward his weapon, the shadow that moves against the wind, the silence that falls over a forest before predators attack.

### ACTIVE: SHED SKIN

Once per long rest, you can channel the Serpent's ultimate gift - the power to escape bonds and limitations by leaving them behind.

As a bonus action, you can automatically escape from any nonmagical restraints (such as manacles or a creature that has you grappled) and end one of the following conditions affecting you: grappled, restrained, or paralyzed.

When you use this ability, you seem to briefly blur or shift, sliding free of whatever held you as if your body had become temporarily boneless. Observers might see a ghostly afterimage of your old position as you slip away from it.

This represents the Serpent's ability to shed what constrains it, to leave behind limitations and emerge renewed. The restraints aren't destroyed - they simply no longer contain you. Manacles fall open, grasping hands close on empty air, paralyzed muscles suddenly respond again.

This ability works against magical restraints and conditions at the DM's discretion, particularly if the magic is of relatively low level or if the effect makes narrative sense.

## PHASE RESONANCE: THE WISDOM OF SHADOWS

Serpents resonate most strongly with the Waning Crescent moon, when darkness grows and shadows deepen, and with the New Moon, when darkness is complete.

During the **Waning Crescent** phase, your Serpent's Awareness extends to grant you advantage on Dexterity (Stealth) checks as well, the fading moon cloaking you in its growing darkness.

During the **New Moon**, you can use Shed Skin twice per long rest instead of once, and it can end the frightened or charmed conditions in addition to the others listed, as the absent moon frees you from all that would bind your will.

## ROLEPLAYING A SERPENT

Serpents are characters of subtlety and strategy. When playing a Serpent, consider how your cunning affects your relationships and your approach to problems.

Think about your relationship with trust. Do you struggle to trust others because you know how easily people can deceive? Do others struggle to trust you because of your secretive nature? How do you build genuine relationships when part of you is always calculating?

Consider how you use your perceptiveness. Do you share what you notice with others, or keep your observations to yourself? Do you use your insight to help people or to manipulate them? Where do you draw the line between strategic thinking and outright deception?

Your reputation for untrustworthiness may or may not be deserved. Some Serpents are genuinely manipulative and self-serving. Others are loyal and honest but suffer from assumptions based on their calculating nature. Which are you?

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I always position myself with my back to the wall and clear sightlines to exits.
- 2 I reveal information strategically, sharing only what serves my purposes.
- 3 I study everyone I meet, cataloging their tells and weaknesses.
- 4 I prefer to solve problems through cunning rather than direct confrontation.
- 5 I'm patient enough to wait for the perfect moment, even if it takes years.
- 6 I shed old identities and habits easily, reinventing myself as circumstances require.
- 7 I speak in measured tones, never revealing more emotion than I intend.
- 8 I keep contingency plans for my contingency plans.

## IDEALS

### D6 IDEAL

- 1 **Survival.** The ultimate goal is to endure - everything else is secondary. (Any)
- 2 **Cunning.** Intelligence and strategy triumph over brute force. (Any)
- 3 **Adaptation.** Change is the only constant - those who can't adapt don't survive. (Chaotic)
- 4 **Knowledge.** Information is power, and I collect both. (Neutral)
- 5 **Self-Reliance.** Trust yourself first and last - everyone else has their own agenda. (Any)
- 6 **Patience.** The best victories come to those willing to wait for them. (Lawful)

## BONDS

### D6 BOND

- 1 Someone saw through my deceptions and trusted me anyway - I owe them my loyalty.
- 2 I'm playing a long game against an enemy who doesn't even know I exist yet.
- 3 I keep secrets for someone powerful, and those secrets keep me valuable.
- 4 I destroyed someone through my schemes and now I'm trying to undo the damage.
- 5 I've shed so many skins that I'm searching for who I really am underneath them all.
- 6 My family/organization depends on my cunning to protect them from threats they don't see.

## FLAWS

### D6 FLAW

- 1 I can't resist manipulating situations, even when honest straightforwardness would work better.
- 2 I trust no one completely, not even those who've proven their loyalty repeatedly.
- 3 I overcomplicate simple problems, looking for hidden angles that don't exist.
- 4 I've told so many lies that I sometimes lose track of the truth.
- 5 I use people as tools and struggle to form genuine connections.
- 6 My reputation for deviousness precedes me, making honest dealings difficult.

## SAMPLE SERPENT CONCEPTS

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**The Reformed Schemer** - You spent years manipulating others for personal gain, and you were good at it. Now you're trying to use your cunning for better purposes, but old habits die hard and not everyone believes you've changed.

**The Hidden Protector** - You work in shadows to protect people who don't even know you exist. You manipulate events, eliminate threats, and guide outcomes, all without recognition or thanks. It's lonely work, but someone has to do it.

**The Information Broker** - You trade in secrets, collecting and selling knowledge to those who can afford your prices. You're neutral in most conflicts, valuable to all sides, and trusted by none - exactly how you like it.

**The Survivor** - You've lived through situations that killed everyone around you, escaping through cunning when strength would have failed. Now you're always planning your next escape route, always watching for the next threat.

## SIGNS OF THE STAR-TOUCHED

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Superstition surrounds the Serpent-born more than any other sign. It is said they do not shiver in the cold and that their unblinking stare can halt a striking viper. Many believe that Serpents shed their skin metaphorically every seven years, emerging as slightly different people with new names or habits. Because of their reputation for secrets, people often write their darkest confessions on slips of paper and burn them in a Serpent's presence, trusting the Serpent to "keep" the secret in the smoke.



# THE HUNTER

*Redleaf - The constellation of pursuit, precision, and relentless focus*

As autumn paints the forests in shades of crimson and gold and the world prepares for winter's scarcity, the Hunter constellation rises to dominate the night sky. This ancient sign represents the focused pursuit of goals, the patience to wait for the perfect shot, and the skill to strike true when the moment comes.

Those born under the Hunter inherit that focused nature. They are goal-oriented and precise, able to identify what they want and pursue it with unwavering determination. Like the hunters who venture into autumn woods seeking game for winter stores, they understand that survival sometimes depends on the ability to track, to wait, and to strike decisively.

## THE MONTH OF REDLEAF

**Dates:** September 23 - October 22

**Season:** Mid Autumn

**Element:** Air and Wood

**Gemstone:** Opal - the stone of focus, intuition, and the hunter's keen sight

Redleaf arrives when autumn reaches its peak, when leaves turn brilliant colors before falling and animals grow fat in preparation for winter. This is hunting season in many lands, a time when communities stockpile meat and preserve food for the cold months ahead. It's a season of purposeful action, of pursuing necessary goals with skill and determination.

The Hunter constellation appears during this purposeful time like a reminder that survival requires focus, that goals are achieved through patient pursuit rather than scattered effort. This is a month that honors skill, dedication, and the discipline to stay on target.

## PERSONALITY AND TRAITS

Those born under the Hunter embody the virtues and intensity of dedicated pursuers.

**Focused** - Hunters lock onto goals and don't waver. Once they've decided what they want, they pursue it with single-minded determination that can seem obsessive to more scattered people.

**Patient** - Hunters understand that the best opportunities often require waiting. They can hold still for hours, watching, planning, ready to act when the perfect moment arrives.

**Precise** - Hunters value accuracy over raw power. They'd rather land one perfect strike than throw a dozen wild blows. This precision extends beyond combat to everything they do.

**Independent** - Hunters often work alone, trusting their own skills and judgment. They can cooperate with others but prefer to rely on themselves when possible.



**Perceptive** - Hunters notice what others miss. They read tracks, interpret signs, sense changes in their environment that indicate approaching prey or danger.

**Obsessive** - The Hunter's greatest weakness is their tendency to become consumed by their pursuits. When they've identified a target - a person, a goal, an enemy - they can lose perspective, sacrificing everything else in pursuit of that single objective.

## ELEMENTAL AFFINITY

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Hunters claim both Air and Wood, elements of movement and natural precision.

**Air** represents their keen senses, their ability to read wind and weather, their swift and silent movement through the world. Air carries scents and sounds that tell the Hunter where prey has passed.

**Wood** represents their connection to wilderness and natural cycles, their understanding of how living things move and behave. Wood is patient, growing slowly toward the light, just as the Hunter patiently pursues their quarry.

Together, these elements create beings who move through the natural world as if they were part of it, reading signs that others can't see and striking with the precision of a hawk diving on prey.

## PREFERRED CLASSES

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**Rangers** - The Hunter's natural home is among those who blend martial skill with wilderness expertise. They track, they hunt, they protect the borders between civilization and wild. Many Hunters find their calling in the ranger's path.

**Rogues** - Some Hunters apply their pursuit skills to urban environments, tracking people instead of animals. They become bounty hunters, assassins, or investigators, using the same patience and precision in streets and shadows.

**Fighters** - Hunters who focus on combat mastery often become exceptional fighters, particularly those who specialize in archery or other ranged weapons. They favor precision over power, single perfect strikes over flurries of attacks.

**Monks** - The Hunter's focus and discipline align well with monastic training. They pursue spiritual perfection with the same intensity they'd bring to any other goal, hunting enlightenment through endless practice.

## HUNTER ZODIAC FEATURES

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### PASSIVE: HUNTER'S MARK

Your cosmic connection to the eternal hunter grants you the ability to focus on prey with supernatural intensity.

As a bonus action, you can designate one creature you can see as your quarry. Until you designate a different creature or until that creature dies, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track that creature.

Additionally, your weapon attacks against your quarry deal an extra 1 damage on a hit. This increases to 2 extra damage at 5th level, 3 at 11th level, and 4 at 17th level. This bonus damage represents your supernatural focus, your ability to spot openings and vulnerabilities that others would miss.

You can only have one quarry at a time. If you designate a new creature, the previous designation ends immediately. This ability doesn't require concentration - once you've marked your prey, the connection persists automatically.

The mark is invisible and intangible, but you feel it like a thread connecting you to your quarry. You know their general direction (but not distance) whenever they're on the same plane of existence.

### ACTIVE: PERFECT SHOT

Once per short rest, you can channel the Hunter's ultimate gift - the power to make a single strike with cosmic precision.

When you make a weapon or spell attack, you can declare it a Perfect Shot before rolling. This attack has advantage and scores a critical hit on a roll of 18-20. Additionally, this attack ignores half cover and three-quarters cover.

The Perfect Shot represents a moment of absolute focus where the universe aligns to guide your strike. Time seems to slow. Distractions fade away. There is only you, your weapon, and your target.

If this attack misses despite its advantages, the ability is still expended - even perfect focus sometimes fails against sufficiently skilled or lucky targets. But when it connects, the results are devastating.

## PHASE RESONANCE: THE STALKER'S MOON

Hunters resonate most strongly with the Third Quarter moon, when light and dark are balanced and neither prey nor predator has complete advantage, and with the Waning Gibbous moon, when the light begins to fade but hunting remains possible.

During the **Third Quarter** phase, your Hunter's Mark bonus damage doubles, as the balanced moon sharpens your focus to razor precision.

During the **Waning Gibbous** phase, you can use Perfect Shot twice per short rest instead of once, as the fading light paradoxically clarifies your vision.

## ROLEPLAYING A HUNTER

Hunters are characters of intensity and focus. When playing a Hunter, consider how your single-minded nature affects your relationships and your approach to life.

Think about what drives your pursuits. Are you hunting literal prey, tracking criminals, pursuing knowledge, or chasing more abstract goals? How did you develop this focused nature? What happens when you achieve a goal - do you feel satisfaction or emptiness?

Consider how your independence affects your companions. Do you struggle to work as part of a team? Can you share the hunt with others, or do you need to be the one who makes the final strike? How do you handle situations that require cooperation?

Your obsessive potential is both your greatest strength and your most dangerous weakness. That focus can achieve remarkable things, but it can also blind you to everything outside your current pursuit.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I constantly scan my surroundings, noting exits, threats, and opportunities.
- 2 Once I've set my sights on a goal, I don't stop until I've achieved it.
- 3 I prefer to work alone but can tolerate partners if they don't slow me down.
- 4 I speak in short, direct sentences and have little patience for unnecessary words.
- 5 I study my targets obsessively, learning everything about them before I act.
- 6 I'm most comfortable in wild places, away from civilization's noise and complexity.
- 7 I take pride in clean, efficient kills or victories - suffering should be minimized.
- 8 I see most situations in terms of predator and prey.

## IDEALS

### D6 IDEAL

- 1 **Focus.** Scattered attention achieves nothing - true success requires dedication. (Any)
- 2 **Precision.** One perfect action is worth a hundred sloppy attempts. (Lawful)
- 3 **Self-Reliance.** I trust my own skills above all else. (Any)
- 4 **Balance.** The hunt must be fair - preying on the helpless brings no honor. (Good)
- 5 **Survival.** The strong hunt the weak - that's nature's way. (Evil)
- 6 **Mastery.** I hunt to perfect my skills, testing myself against worthy prey. (Any)

## BONDS

### D6 BOND

- 1 Someone taught me the way of the hunt - I honor their memory through my skills.
- 2 There's one quarry that has eluded me for years - I will find them eventually.
- 3 I protect a territory or community from threats, hunting those who would harm it.
- 4 My weapon has been with me through countless hunts - it's part of who I am.
- 5 I'm hunting something that hunted me first, turning the tables on a former predator.
- 6 I pursue knowledge or truth with the same intensity others pursue prey.

## FLAWS

### D6 FLAW

- 1 I become so focused on my current pursuit that I neglect everything else.
- 2 I have trouble accepting help, even when I clearly need it.
- 3 I can't resist a challenging target, even when pursuing it is unwise.
- 4 I'm uncomfortable in social situations and prefer the simplicity of the hunt.
- 5 I've reduced people to prey before, and I'm not sure I wouldn't do it again.
- 6 My focus can become obsession - I've sacrificed relationships and health in pursuit of goals.

## SAMPLE HUNTER CONCEPTS

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**The Monster Slayer** - You hunt creatures that threaten communities, tracking down beasts and terrors that others fear to face. Each hunt teaches you more about your prey and yourself.

**The Bounty Hunter** - You pursue people for pay, tracking fugitives and returning them for justice or vengeance depending on who's paying. The hunt is what matters - the morality is someone else's problem.

**The Quest Seeker** - You hunt goals rather than prey, pursuing achievements and accomplishments with the same intensity a tracker pursues game. Each quest completed just reveals the next one waiting.

**The Reformed Predator** - You used to hunt people for dark purposes - assassination, slavery, worse. You've stopped, but the skills remain, and the urge to hunt never truly fades. Now you try to turn those skills toward better targets.

## SIGNS OF THE STAR-TOUCHED

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There is a stillness to the Hunter that feels predatory, birds often stop singing when they pass, and housecats give them a wide berth. Legend says that a Hunter can find anything that is lost, provided they want it badly enough. Because of this, they are often hired not just to track beasts, but to find lost heirlooms or missing children. Physically, Hunters often possess eyes of startling clarity - colors like piercing blue, hawk-yellow, or wolf-grey that seem to magnify whatever they look at.



# THE TOWER

*Stormwatch - The constellation of vigilance, protection, and unyielding resolve*

As autumn deepens and storms begin to sweep across the land, the Tower constellation rises like a beacon against the darkening sky. This ancient sign represents steadfast protection, the watchfulness that keeps danger at bay, and the strength to stand firm when chaos threatens.

Those born under the Tower inherit that protective nature. They are guardians and sentinels, people who plant themselves between danger and those they've sworn to protect. Like the fortress towers that watch over vulnerable communities, they provide safety and stability in uncertain times.

## THE MONTH OF STORMWATCH

**Dates:** October 23 - November 21

**Season:** Late Autumn

**Element:** Stone and Lightning

**Gemstone:** Topaz - the stone of protection, alertness, and warning

Stormwatch arrives when autumn's beauty gives way to autumn's fury, when winds howl and rains lash the land. This is a time of preparation and protection, when communities reinforce their homes and prepare for winter's siege. It's also a season of vigilance, watching for threats that arrive on storm winds.

The Tower constellation appears during this turbulent time like a promise that strength can weather any storm, that watchful protection can keep darkness at bay. This is a month that honors guardians and the courage it takes to stand watch when others sleep.

## PERSONALITY AND TRAITS

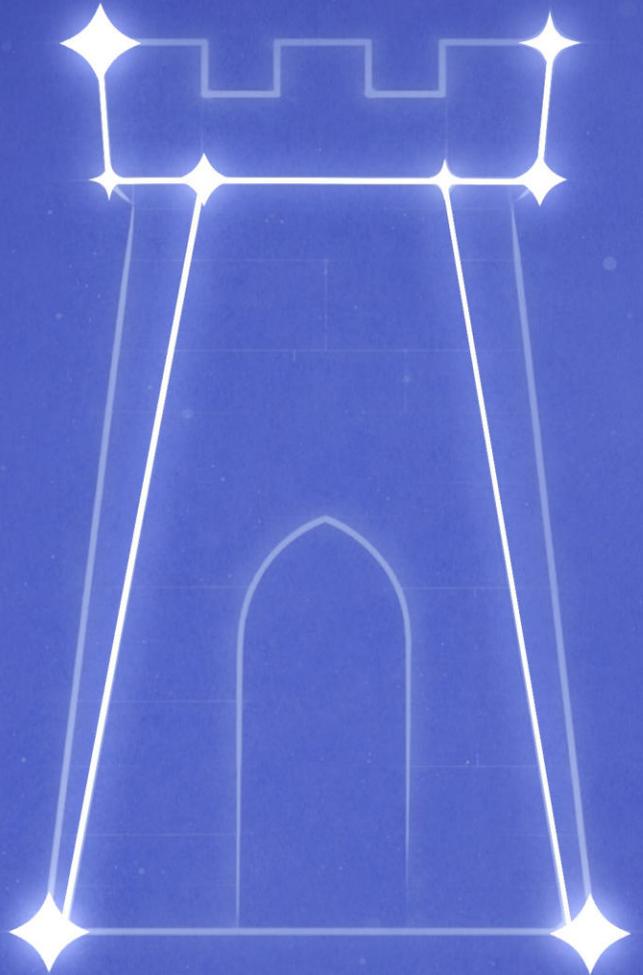
Those born under the Tower embody the virtues and burdens of eternal vigilance.

**Vigilant** - Towers are always watching, always alert. They notice threats that others miss, sense danger before it arrives, and remain ready to respond at any moment.

**Protective** - Towers exist to shelter others. They put themselves between danger and the vulnerable without hesitation, considering it their fundamental purpose rather than a choice.

**Steadfast** - Towers don't flee, don't waver, don't abandon their posts. Once they've committed to a position or a cause, they hold it no matter the cost.

**Reliable** - Towers keep their word and fulfill their duties. Others know they can depend on a Tower when it matters most.



**Solitary** - Towers often stand alone. They're comfortable with isolation, with the long watches where no one else is present. This can make them seem distant or cold.

**Inflexible** - The Tower's greatest weakness is their inability to adapt when circumstances require it. They hold positions that should be abandoned, maintain vigilance that becomes paranoia, and refuse to bend even when bending would be wiser.

## ELEMENTAL AFFINITY

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Towers claim both Stone and Lightning, elements of endurance and sudden response.

**Stone** represents their stability and permanence, their ability to endure assault after assault without crumbling. Stone doesn't flee, doesn't complain, doesn't compromise - it simply stands.

**Lightning** represents their capacity for sudden, devastating action. Towers may seem passive most of the time, simply watching and waiting, but when threats materialize, they strike with shocking speed and power.

Together, these elements create beings who are both immovably defensive and terrifyingly offensive when the moment requires it.

## PREFERRED CLASSES

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**Fighters** - The Tower's protective instincts and combat readiness make them natural warriors. They favor defensive fighting styles and heavy armor, creating mobile fortresses on the battlefield.

**Paladins** - Many Towers hear divine calling to their protective work, becoming holy warriors who guard the innocent and oppose evil. They take oaths of devotion or protection and fulfill them with Tower steadfastness.

**Clerics** - Towers who feel called to divine service often become clerics of protection, war, or order. They channel divine power to shield allies and smite those who threaten them.

**Artificers** - Some Towers focus on creating defenses rather than being them personally. They build walls, craft wards, design traps, and create protective items for those they guard.

## TOWER ZODIAC FEATURES

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### PASSIVE: SENTINEL'S WATCH

Your cosmic connection to the eternal tower grants you supernatural alertness and the ability to protect those around you.

You cannot have disadvantage on Perception checks, regardless of circumstances. Darkness, distraction, exhaustion, none of these can fully dull your watchfulness. You might suffer other penalties, but your Tower nature ensures you're never completely compromised.

Additionally, when a creature within 5 feet of you is attacked, you can use your reaction to impose disadvantage on that attack roll. You must be able to see the attacker and you must not be incapacitated. This represents your protective instincts - you physically interpose yourself, deflect the strike with your own weapon, or simply disrupt the attacker's aim through your threatening presence.

You can use this protective reaction a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

### ACTIVE: BASTION'S RESOLVE

Once per long rest, you can channel the Tower's ultimate gift - the power to become an immovable defensive position that shields others.

As a bonus action, you plant your feet and become the center of a protective zone. Until the start of your next turn, you and all allies within 10 feet of you have resistance to all damage. Additionally, you cannot be moved from your position by any means during this time - you're anchored to reality itself.

While in this stance, you can still take actions and reactions, but you cannot willingly move from your position. The resistance extends to all damage types without exception - the Tower's protection is absolute within its limited duration.

This represents a moment when you become, briefly, a true tower - immovable, indestructible, a shelter against any storm. The effect is visible: you seem to grow more solid, more present, more real than the chaos around you.

## PHASE RESONANCE: THE WATCHER'S MOON

Towers resonate most strongly with the Full Moon, when light illuminates threats that would hide in darkness, and with the Third Quarter moon, when vigilance matters most as shadows begin to grow.

During the **Full Moon**, your Sentinel's Watch reaction can be used an unlimited number of times, as the full moon's light empowers your protective instincts to their maximum.

During the **Third Quarter** phase, Bastion's Resolve lasts until the end of your next turn instead of just until the start, doubling your defensive window as the balanced moon sustains your focus.

## ROLEPLAYING A TOWER

Towers are characters defined by what they protect and how far they'll go to fulfill that duty. When playing a Tower, consider the nature of your vigilance and the costs it carries.

Think about what you guard. Is it people, places, ideals, secrets? How did you come to take up this responsibility? What would happen if you abandoned your post - and could you live with yourself if you did?

Consider the toll of constant watchfulness. Do you ever truly relax? Can you sleep well, or does part of you remain alert even in dreams? How do you maintain relationships when you're always partially focused on potential threats?

Your inflexibility can be heroic or tragic depending on the situation. Sometimes standing firm is exactly what's needed. Sometimes it gets people killed because you couldn't retreat when retreating was the right choice.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I constantly scan for threats, even in situations that should be completely safe.
- 2 I position myself between my companions and any potential danger automatically.
- 3 I sleep lightly if at all, always ready to respond to alarms.
- 4 I check doors, windows, and other entry points whenever I enter a new space.
- 5 I give warnings about dangers that others think I'm imagining.
- 6 I'm most comfortable when I have a clear role and position to defend.
- 7 I speak little but watch constantly.
- 8 I remember every threat I've ever faced and plan for their return.

## IDEALS

### D6 IDEAL

- 1 **Protection.** Shielding the vulnerable from harm is the highest purpose. (Good)
- 2 **Duty.** I have a responsibility and I will fulfill it regardless of personal cost. (Lawful)
- 3 **Vigilance.** The price of safety is eternal watchfulness. (Lawful)
- 4 **Sacrifice.** My life matters less than the lives I protect. (Good)
- 5 **Stability.** Order and security make civilization possible. (Lawful)
- 6 **Strength.** Only the powerful can protect - weakness invites disaster. (Any)

## BONDS

### D6 BOND

- 1 I failed to protect someone once - I will never fail again.
- 2 There's a specific place I've sworn to guard, and I will hold it until I die.
- 3 I protect someone who doesn't know they need protection - or doesn't want it.
- 4 My family has served as guardians for generations - I uphold that tradition.
- 5 I'm the last line of defense against a threat that others don't believe in.
- 6 Someone saved me when I was helpless - now I protect others in their memory.

## FLAWS

### D6 FLAW

- 1 I refuse to retreat or abandon a position even when staying is suicidal.
- 2 My vigilance has become paranoia - I see threats everywhere, even where none exist.
- 3 I neglect my own needs in favor of my protective duties.
- 4 I'm so focused on protection that I forget people need more than just safety.
- 5 I've become controlling, treating those I protect as possessions rather than people.
- 6 I can't distinguish between threats that require response and threats I should ignore.

## SAMPLE TOWER CONCEPTS

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**The Sworn Shield** - You've dedicated your life to protecting one specific person, organization, or place. Everything else is secondary to that duty. You've sacrificed personal relationships, ambitions, even your own identity to become the perfect guardian.

**The Last Sentinel** - You guard something that everyone else has forgotten or abandoned. Maybe it's a ruined temple, a dying order, or a secret that must never be revealed. You stand watch alone, wondering if your vigil will ever end.

**The Paranoid Protector** - You've seen too many threats, faced too many dangers. Now you see them everywhere, even where they don't exist. Your vigilance keeps people safe, but it also exhausts them and yourself.

**The Broken Tower** - You failed. The thing you were supposed to protect was destroyed despite your efforts. Now you wander, seeking new purpose, trying to prove that you can still be the guardian you were meant to be.

## SIGNS OF THE STAR-TOUCHED

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In crowded markets or busy streets, people instinctively part ways for a Tower, often without realizing why. They possess a "gravitational pull" that makes them feel like the most solid thing in any room. It is considered incredibly safe to sleep in the same house as a Tower, folklore claims that nightmares and evil spirits cannot cross the threshold if a Tower stands guard. Physically, they tend to be broad-shouldered or possess a dense, sturdy frame, looking as if they were carved from granite rather than born.



# THE RAVEN

*Frostfall - The constellation of death, transition, and the mysteries beyond the veil*

As autumn surrenders to winter's approach and the first frosts paint the world in silver, the Raven constellation spreads its dark wings across the sky. This ancient sign represents endings and transitions, the mysteries that lie beyond death, and the wisdom that comes from acknowledging mortality.

Those born under the Raven inherit that liminal nature. They are comfortable with endings, attuned to death's presence, and blessed (or cursed) with insight into matters that others fear to contemplate. Like the black birds that gather at battlefields and cemeteries, they serve as witnesses to transition and guides for those passing between states of being.

## THE MONTH OF FROSTFALL

**Dates:** November 22 - December 20

**Season:** Early Winter

**Element:** Shadow and Spirit

**Gemstone:** Obsidian - the stone of protection, truth, and vision into darkness

Frostfall marks the true beginning of winter's reign, when warmth finally surrenders and the world grows cold and still. This is a time when the boundary between life and death seems thinner, when ancestors are honored and the departed remembered. Many cultures hold their festivals of the dead during Frostfall, acknowledging those who have crossed over.

The Raven constellation appears during this haunted time like a guide through darkness, a reminder that endings are not truly final and that death is a transition rather than a termination. This is a month that honors mystery, memory, and the courage to face what lies beyond.

## PERSONALITY AND TRAITS

Those born under the Raven embody the qualities of those who walk between worlds.

**Mysterious** - Ravens are enigmatic, difficult to read, comfortable with ambiguity. They don't feel compelled to explain themselves or make their motivations clear to others.

**Perceptive** - Ravens see through illusions and deceptions, perceiving truths that others miss or refuse to acknowledge. They're particularly attuned to hidden things, secret sorrows, and approaching endings.

**Comfortable with Death** - Ravens don't fear mortality the way others do. They've made peace with endings, both their own eventual death and the deaths of those around them. This acceptance can be healthy wisdom or disturbing detachment.



**Transitional** - Ravens often serve as guides during times of change, helping others navigate difficult passages. They're drawn to thresholds, boundaries, and moments of transformation.

**Intuitive** - Ravens trust their instincts and often know things without being able to explain how. They receive impressions, hunches, and premonitions that prove accurate more often than chance would suggest.

**Morbid** - The Raven's greatest weakness is their tendency to fixate on death and darkness. They can become obsessed with endings, seeking them out, even hastening them. Their comfort with mortality can shade into death worship or nihilism.

## ELEMENTAL AFFINITY

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Ravens claim both Shadow and Spirit, elements of mystery and transition.

**Shadow** represents their connection to darkness, secrets, and the unknown. Ravens thrive where light fails, finding comfort and power in places others fear to go.

**Spirit** represents their attunement to the non-physical, to souls and essences, to what persists beyond the death of the body. They sense the departed and sometimes communicate with them.

Together, these elements create beings who exist partially in both worlds - the material and the spiritual, the living and the dead.

## PREFERRED CLASSES

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**Warlocks** - Many Ravens form pacts with entities connected to death, shadow, or the spaces between planes. They favor patrons like the Undying, the Hexblade, or the Great Old One.

**Clerics** - Ravens who hear divine calling often serve gods of death, transition, or the afterlife. They become guides for the dying and comfort for the bereaved, channeling divine power that others fear.

**Rogues** - Some Ravens apply their comfort with darkness and death to more practical purposes, becoming assassins, spies, or investigators of the macabre.

**Wizards** - Ravens drawn to magical study often focus on Necromancy or Divination, seeking to understand death's mysteries through arcane means.

## RAVEN ZODIAC FEATURES

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### PASSIVE: DEATH'S WITNESS

Your cosmic connection to the eternal raven grants you awareness of mortality and the ability to perceive what lies beyond the living world.

You can sense when any creature within 30 feet of you drops to 0 hit points, even if you can't see them. You feel a subtle pulse, a cold whisper, an awareness that a life has ended or nearly ended nearby.

Additionally, you have advantage on saving throws against effects that would frighten you. Your familiarity with death and its mysteries has inoculated you against fear of the unknown - you've already contemplated the darkest possibilities and accepted them.

This doesn't make you immune to fear, just resistant. You can still be startled, still feel the natural instinct to flee from danger. But supernatural fear, the kind that breaks lesser wills, finds less purchase in a soul that has already made peace with mortality.

### ACTIVE: RAVEN'S CALL

Once per long rest, you can channel the Raven's ultimate gift - the power to speak with those who have passed beyond.

You can cast *Speak with Dead* without expending a spell slot or material components. When you use this ability, a spectral raven appears briefly, serving as a conduit between you and the deceased.

The corpse you question doesn't need to have a mouth or be capable of speech - the Raven enables communication regardless of the body's condition. The spell functions as normal otherwise, with the corpse answering questions to the best of its knowledge at the time of death.

This isn't truly magic in the conventional sense - it's your cosmic connection to the space between life and death allowing you to briefly bridge that gap. The deceased speak because you are a creature of thresholds, and they recognize that kinship.

## PHASE RESONANCE: THE VEIL'S THINNING

Ravens resonate most strongly with the New Moon, when darkness is complete and the barrier between worlds grows thin, and with the Waning Crescent, when light fades toward extinction.

During the **New Moon**, you can use Raven's Call twice per long rest instead of once, and the spirits you contact can answer one additional question, as the absent moon weakens the veil between worlds.

During the **Waning Crescent** phase, your Death's Witness range extends to 60 feet, and you can sense not just when creatures drop to 0 hit points but also when they're below half their maximum hit points, perceiving the shadow of death gathering around the wounded.

## ROLEPLAYING A RAVEN

Ravens are characters who walk between worlds, comfortable with matters that disturb others. When playing a Raven, consider how your relationship with death affects your daily life and relationships.

Think about what drew you to this connection with mortality. Did you have a near-death experience? Did you lose someone important? Were you simply born with awareness of the veil's thinness? How does your comfort with death manifest - is it peaceful acceptance or something darker?

Consider how others react to your nature. Many people find Ravens unsettling, avoiding them or treating them with superstitious fear. How do you handle this rejection? Do you embrace the isolation, seek to put people at ease, or simply not care what they think?

Your morbid tendencies can provide valuable perspective or drag you into unhealthy obsession. Finding balance between accepting death and still valuing life is the Raven's eternal challenge.

## SUGGESTED CHARACTERISTICS

### PERSONALITY TRAITS

#### D8 TRAIT

- 1 I'm drawn to cemeteries, battlefields, and other places touched by death.
- 2 I speak of mortality casually, often making others uncomfortable.
- 3 I see omens and portents in everyday events, particularly regarding endings.
- 4 I keep mementos of the dead - not trophies, but reminders of lives that mattered.
- 5 I'm more comfortable with silence than with conversation.
- 6 I have one foot in the spirit world and sometimes seem distant or distracted.
- 7 I comfort the dying and the bereaved - it's the most important thing I do.
- 8 I ask questions about death that others find disturbing but I consider natural.

## IDEALS

### D6 IDEAL

- 1 **Transition.** Death is not an end, just a change - I help others understand this. (Good)
- 2 **Memory.** The dead should be remembered and honored, not forgotten. (Good)
- 3 **Truth.** Death strips away all pretense - only what truly matters survives. (Neutral)
- 4 **Balance.** Life and death are partners, not enemies - both are necessary. (Neutral)
- 5 **Power.** Death is the ultimate power, and I seek to understand and wield it. (Evil)
- 6 **Acceptance.** Fear of death causes more suffering than death itself. (Any)

## BONDS

### D6 BOND

- 1 Someone I loved died and I still feel their presence - I'm searching for answers about what remains.
- 2 I promised a dying person I would complete their unfinished work.
- 3 I serve as guide for souls in my community, ensuring proper passage to whatever comes next.
- 4 There's a spirit that follows me - I'm trying to understand what it wants.
- 5 I died once, briefly - what I saw on the other side changed me forever.
- 6 I'm trying to prevent a death that I've foreseen but cannot explain to others.

## FLAWS

### D6 FLAW

- 1 I'm so comfortable with death that I sometimes forget others aren't.
- 2 I see endings everywhere and sometimes miss the beginnings happening alongside them.
- 3 I'm fascinated by death to an unhealthy degree, seeking it out even when I shouldn't.
- 4 I've become emotionally numb, unable to feel grief or joy the way I once did.
- 5 I trust the dead more than the living, which creates problems with my companions.
- 6 I sometimes hasten endings that should be allowed to unfold naturally.

## SAMPLE RAVEN CONCEPTS

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**The Death Midwife** - You help people die well. You sit with the dying, comfort the bereaved, and ensure that transitions happen peacefully. It's sacred work that terrifies most people, but you were born for it.

**The Ghost Speaker** - The dead talk to you. You didn't ask for this ability and sometimes you wish it would stop. Spirits seek you out with unfinished business, and you can't refuse to listen.

**The Nihilist Redeemed** - You once believed in nothing, saw death as the only truth and life as meaningless. Something changed - a revelation, a relationship, a responsibility. Now you use your understanding of darkness to help others find light.

**The Deathless Hunter** - Something that should have died refuses to do so. Undead, immortals, creatures that cheat the natural order - you hunt them, restoring the balance that their existence disrupts.

## SIGNS OF THE STAR-TOUCHED

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Ravens are often born with pale skin or hair that turns prematurely white or black. The air around them often feels a few degrees cooler, and candles may flicker when they speak of the dead. In many cultures, it is customary to invite a Raven to funerals, not to mourn, but to stand at the door and ensure the spirit departs correctly. Superstition warns never to lie to a Raven about the deceased, for the Raven can hear the truth whispered by the wind itself.



# ALTERNATIVE CELESTIAL SYSTEMS

The twelve zodiac signs and eight moon phases described in this compendium represent one way the cosmos organizes itself - the most common way, perhaps, but far from the only way. Different worlds spin at different speeds, orbit different suns, endure different climates. And on each of these worlds, the celestial system adapts to match local reality.

This chapter provides frameworks for adapting the zodiac to non-standard campaign settings. Rather than presenting complete alternative systems, it offers the logic and tools you need to create celestial systems that fit your world perfectly.

## THE CORE PRINCIPLE

The twelve signs represent fundamental cosmic archetypes - leadership (Dragon, Crown), wisdom (Owl, Serpent), transformation (Phoenix, Twin Blades), endurance (Oak, Tower), compassion (Chalice), creation (Forge), pursuit (Hunter), and transition (Raven). These archetypes exist regardless of how your world measures time. What changes is how mortals access and organize them.

When adapting the system, ask yourself:

- How does your world measure time?
- What celestial bodies are visible and significant?
- How do the inhabitants understand cosmic influence?

The answers shape which framework to use.

## FRAMEWORK 1: ADJUSTING TIME DIVISIONS

The standard system assigns one sign per month across a twelve-month year. When your world's calendar differs, you have several options.

### SHORTER YEARS (6-8 MONTHS)

Worlds with faster orbits or different calendar traditions might have shorter years. Two approaches work well:

**Compressed Signs:** Each month contains two signs. Characters born in the first half of a month belong to one sign; those born in the second half belong to another. This preserves all twelve signs but makes birth timing more significant.

**Reduced Pantheon:** Only six or eight signs are recognized in this culture. Choose signs that represent the most important archetypes for your setting. A warrior culture might honor Dragon, Hunter, Tower, Phoenix, Forge, and Twin Blades while considering the others "foreign" or "lesser" signs. This creates interesting tension when characters encounter cultures that recognize different sign groupings.



## LONGER YEARS (18-24 MONTHS)

Worlds with slower orbits or multiple suns might have extended years.

**Extended Reign:** Each sign rules for multiple months. A sign that governs three months instead of one might have stronger influence over those born during its reign - consider granting advantage on one additional skill check type or extending the duration of Active abilities.

**Cusp Abundance:** With longer periods between signs, cusp-born characters (those born during transitions) become more common and culturally significant. You might create formal "Cusp Signs" that blend adjacent archetypes.

## TWO-SEASON WORLDS

Worlds with extreme axial tilts, binary stars, or magical climate patterns might experience only two seasons - endless summer and endless winter, wet and dry, light and dark.

**Seasonal Courts:** Divide the twelve signs into two groups of six, each associated with one season. Characters born during the Season of Fire (Dragon, Phoenix, Crown, Forge, Hunter, Twin Blades) share certain cultural expectations, while those born during the Season of Shadow (Owl, Raven, Serpent, Tower, Oak, Chalice) share others. This creates natural faction divisions without removing any signs.

**Dominant and Dormant:** All twelve signs exist, but six are "dominant" during each season while the others are "dormant." Characters whose signs are currently dominant gain enhanced abilities (perhaps their Active ability recharges on short rest instead of long rest), while those with dormant signs operate at normal power. This creates shifting social dynamics as seasons change.

## WORLDS WITHOUT YEARS

Some settings lack conventional yearly cycles - planes of eternal twilight, underground civilizations, or realms where time flows strangely.

**Event-Based Assignment:** Signs are determined not by birth date but by the circumstances of birth. A child born during a battle might be Dragon-marked. One born during a funeral becomes Raven-touched. Birth during a feast suggests Chalice, while birth during a journey indicates Hunter. This makes each character's sign feel personally significant rather than calendrically arbitrary.

**Choice or Initiation:** In some cultures, individuals choose their sign upon reaching adulthood, or are assigned one through divination, trial, or spiritual experience. This approach works well for settings where destiny is actively shaped rather than passively received.

### Quick Reference: Time Adaptation

WORLD TYPE	RECOMMENDED APPROACH
6-month year	Compressed signs or reduced pantheon
18+ month year	Extended reign or cusp abundance
2 seasons	Seasonal courts or dominant/dormant
No years	Event-based or choice/initiation

## FRAMEWORK 2: ALTERNATIVE ASSIGNMENT METHODS

Birth month is the standard determinant, but other methods create different narrative possibilities.

## BIRTH YEAR CYCLES

Instead of monthly rotation, signs follow a yearly cycle - each year belongs entirely to one sign, and everyone born that year shares it.

This approach (familiar from Chinese astrology) creates generational identity. "Year of the Dragon" children share personality tendencies and may be expected to become leaders. "Year of the Raven" generations might be viewed with superstition or assigned to death-related professions.

**Mechanical Adjustment:** Since entire age cohorts share signs, consider making the Passive ability universal but the Active ability rarer - perhaps only those born during significant celestial events within their sign's year (eclipses, conjunctions, meteor showers) can access it.

## ELEMENTAL ASSIGNMENT

Rather than twelve individual signs, organize them into elemental triads or pairs. Characters are primarily identified by element, with specific sign as a secondary consideration.

**Fire Children** (Dragon, Phoenix, Crown, Forge) share core traits of passion and intensity. **Earth Children** (Oak, Tower) embody stability. **Air Children** (Owl, Twin Blades, Hunter) prize perception and movement. **Water Children** (Chalice, Serpent) flow with intuition. **Shadow Children** (Owl, Raven, Serpent) embrace mystery. **Spirit Children** (Phoenix, Raven) understand transition.

This framework suits settings where elemental magic is central, such as worlds inspired by Avatar: The Last Airbender or classical Greek philosophy.

## BLOODLINE INHERITANCE

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Signs pass through family lines rather than being determined by birth timing. A Dragon-blooded family produces Dragon children regardless of birth date, creating hereditary cosmic castes.

This approach suits high-fantasy settings with strong noble houses or clan structures. It raises questions about mixed-sign marriages, adoption, and whether bloodline or birth date “wins” when they conflict.

## DIVINE OR RANDOM ASSIGNMENT

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Some cultures believe the gods assign signs according to divine purpose, or that cosmic forces randomly mark souls before birth. The actual birth date is irrelevant - what matters is what the priests declare or what omens reveal.

This approach empowers religious institutions (who control sign identification) and creates mystery around characters whose true signs are unknown, mistaken, or deliberately falsified.

## FRAMEWORK 3: CELESTIAL VISIBILITY

What characters can see in the sky shapes how they understand cosmic influence.

### MULTIPLE MOONS

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Worlds with two or more moons complicate phase tracking but enrich lunar magic.

**Primary Moon:** Designate one moon as the “true” moon for phase resonance purposes. Other moons provide narrative flavor or affect specific phenomena (lycanthropy tied to the red moon, dreams to the silver moon, tides to both).

**Compound Phases:** Track both moons and create special effects when their phases align. When both moons are full simultaneously (perhaps once per year), all phase resonances activate at maximum power. When one is full while the other is new, strange magical interference occurs.

### NO VISIBLE STARS

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Underground civilizations, worlds with perpetual cloud cover, or settings where the stars have literally gone dark require alternative cosmic connections.

**Internal Constellations:** Characters connect to star-patterns that exist in memory, prophecy, or the collective unconscious rather than the visible sky. The signs are no less real - they’re simply accessed through meditation, dreams, or inherited knowledge rather than observation.

**Substitute Bodies:** Bioluminescent fungi, magical crystals, or floating lights might serve the same navigational and symbolic function as stars. The “constellations” of a deep-underground culture might be

patterns in a vast cavern ceiling that has been mapped for millennia.

## ALIEN SKIES

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Characters from other planes or distant worlds might recognize completely different constellations. A visitor from the Feywild might know the Twelve Courts rather than the Twelve Signs - but the underlying archetypes remain similar.

This creates opportunities for cross-cultural exchange. A Feywild native might recognize a Dragon-born character as belonging to the Summer Court’s Wyrms constellation, establishing unexpected kinship despite completely different celestial traditions.

## FRAMEWORK 4: CULTURAL INTERPRETATION

The same twelve signs can mean very different things to different cultures.

### REVERSAL OF VALUES

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One culture’s hero is another’s villain. A militant society might revere Dragon, Hunter, and Tower while viewing Chalice and Owl as weak or suspicious. A peaceful civilization might reverse these valuations entirely.

**Mechanical Suggestion:** Consider granting advantage or disadvantage on social checks based on how the local culture views the character’s sign. A Dragon in a Dragon-revering culture has advantage on Persuasion; in a Dragon-fearing culture, they have advantage on Intimidation instead.

### PROFESSION ASSIGNMENT

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Some societies assign careers based on zodiac signs. Ravens tend the dead. Forges become smiths. Crowns are groomed for leadership. Owls serve as judges or scholars.

This creates interesting character tension when someone’s sign conflicts with their chosen path - a Chalice who wants to be a warrior, a Hunter who dreams of settling down, a Serpent trying to build trust despite cultural assumptions.

### THEOLOGICAL DIFFERENCES

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Different religions might claim the constellations as their gods’ servants, ancient heroes transformed into stars, cosmic prisons holding dangerous entities, or natural phenomena without spiritual significance.

A cleric from a constellation-worshipping faith and a wizard who views stars as purely astronomical objects might both use the same zodiac mechanics while having completely incompatible beliefs about what those mechanics represent.

## COMMON ALTERNATIVE MODELS

These brief examples show how published settings and popular media have handled similar systems. Use them as inspiration for your own adaptations.

### THE YEARLY ANIMAL CYCLE

Inspired by Chinese astrology, this model assigns one sign to each year in a twelve-year cycle. Everyone born in the Year of the Dragon shares that sign regardless of birth month. This creates strong generational identities - “Dragon generations” might be known for ambition, “Owl generations” for scholarship. The current year’s sign often influences global events, with prophecies predicting what each year will bring. This works well for campaigns spanning decades where generational differences matter.

### THE ELEMENTAL NATIONS

Inspired by settings like Avatar: The Last Airbender, this model reduces twelve signs to four or five elemental groupings. Characters identify primarily as Fire, Water, Earth, Air, or Spirit, with the specific zodiac sign as a personal detail within that broader identity. Fire Nation characters might be Dragon, Phoenix, Crown, or Forge, but outsiders simply see them as “fire-touched.” This suits settings where elemental magic defines cultures and conflicts.

### THE SEASONAL COURTS

Inspired by fey mythology, this model divides signs between two eternal courts - Summer (Dragon, Phoenix, Crown, Forge, Hunter, Twin Blades) and Winter (Owl, Oak, Chalice, Tower, Serpent, Raven). Characters owe allegiance to their birth court, creating natural faction divisions. Courts might be literal political entities or simply cultural identities, but the binary creates immediate dramatic tension whenever Summer-born and Winter-born characters interact.

### THE TAROT CORRESPONDENCE

For settings where fortune-telling is central, map zodiac signs onto tarot-like card systems. Each sign corresponds to a major arcana: Dragon as Strength, Owl as the Hermit, Phoenix as Judgment, and so forth. Characters might discover their signs through card readings rather than birth records, and “drawing your sign’s card” during divination could trigger enhanced abilities or prophetic visions.

## THE ANCESTOR TOTEMS

Inspired by various indigenous traditions, this model treats signs as totem animals or ancestor spirits rather than stellar configurations. A Dragon-born character has the dragon as their spirit guide; an Owl-born walks with the owl’s wisdom. This reframes cosmic connection as ancestral blessing, suitable for settings emphasizing animism, shamanism, or ancestor veneration.

## BUILDING YOUR OWN SYSTEM

When creating a custom celestial system, follow these steps:

**Step 1: Define Time** How does your world measure cycles? Map the twelve signs onto whatever divisions exist - years, seasons, months, weeks, or significant events.

**Step 2: Determine Assignment** How do inhabitants know their signs? Birth timing, divination, family inheritance, personal choice, or divine revelation all work differently.

**Step 3: Establish Visibility** What can characters actually see in the sky? Stars, moons, planets, magical phenomena, or nothing at all? This shapes how cultures understand and access cosmic power.

**Step 4: Layer Culture** How do different societies interpret the same signs? Religious, professional, and moral valuations create depth and conflict.

**Step 5: Decide Mechanics** Which integration option from the previous chapter applies? How do phase resonances work if your world has unusual moons?

#### The Golden Rule

Whatever system you create, maintain the core promise: every character has a cosmic identity that grants meaningful abilities and roleplaying hooks. The specific arrangements matter less than ensuring all players feel connected to forces larger than themselves.

# THE TIDALLY LOCKED WORLD



THREE SIGNS FOR WORLDS WHERE ONE FACE always sees the sun and one face knows only darkness

Some worlds do not rotate. Captured by their star's gravity, they present one face to eternal day while the other endures eternal night. Between these extremes lies a thin ring of habitable twilight - and each of these three zones produces beings of profoundly different nature.

The Tidally Locked zodiac differs from all others. Rather than cycling through time, its signs divide by space. Where you were born - in the burning day, the frozen night, or the twilight between - determines your cosmic nature absolutely and permanently.

## THE PHILOSOPHY OF DIVIDED EXISTENCE

Those who live on tidally locked worlds understand truths that rotating peoples cannot imagine. Day and night are not times but places. Travel changes everything. And the three realms - Sunside, Darkside, and the Terminator - produce beings as different from each other as fire from ice.

This zodiac has only three signs, but each contains multitudes. The variations within a single realm are vast - a Sunside person from the scorching heart of day differs from one born at the day's cooler edges. But all Sunside people share fundamental traits that separate them from their Darkside or Terminator cousins.

## THE SUNBORN

*Children of the Eternal Day*

**Region:** Sunside - the hemisphere of endless light

**Element:** Burning Radiance

**Symbol:** An eye that never closes

Those born on the Sunside know nothing of darkness except as legend or distant travel. Their world is one of endless light, scorching heat at the center fading to merely warm at the edges. They are people shaped entirely by the sun's unblinking presence.

## SUNBORN NATURE

Sunborn people tend toward certain characteristics shaped by eternal day:

**Transparent:** In a world without shadows, hiding is nearly impossible. Sunborn cultures tend toward radical honesty, not from virtue but necessity. Sunborn often struggle to understand that others might conceal their true intentions - the concept of secrets can seem foreign or immoral to them.

**Energetic:** Constant solar input means constant activity. Sunborn tend to be restless, driven, always in motion. Rest and stillness feel unnatural. Many Sunborn struggle to sleep without absolute darkness, something their homeland never provides.

**Extreme:** Knowing only one state of existence, Sunborn often think in absolutes. Things are or are not. Actions are right or wrong. The concept of gradual transition can be difficult for them to grasp. They may find the Twilight Born's comfort with ambiguity disturbing.

**Vulnerable to Darkness:** Sunborn who venture into dim regions often experience profound disorientation, depression, or even physical illness. Absolute darkness can be psychologically traumatic for those who have never experienced it.

## SUNBORN VARIATIONS

Within Sunside, distance from the center creates meaningful variation:

**Heartland Sunborn:** Those from the scorching center, where the sun hangs directly overhead and heat is most intense. They are the most extreme of their kind - utterly resistant to heat, profoundly vulnerable to cold, absolute in their thinking. They may view Edge Sunborn as almost contaminated by their proximity to twilight.

**Edge Sunborn:** Those from the cooler margins of Sunside, where the sun hangs low and the Terminator's influence begins. They are more moderate, more capable of understanding shadow, more curious about other realms. Heartland Sunborn may distrust them while Twilight Born find them the most approachable of Sunside folk.

## SUNBORN FEATURES

**Passive: Child of Endless Day.** You have resistance to fire and radiant damage. You can see normally in any amount of light, no matter how bright, and you are immune to being blinded by light-based effects. However, you have disadvantage on saving throws against effects that create magical darkness, and you cannot see through such darkness even with darkvision from other sources.

Additionally, you have disadvantage on saving throws against effects that would cause exhaustion while in darkness, and you must succeed on a DC 10 Wisdom saving throw to benefit from a long rest unless you have access to bright light.

**Active: Solar Flare (1/long rest).** As an action, you release a burst of concentrated sunlight. Choose either a 30-foot cone or a 60-foot line. Each creature in the area must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failure, a creature takes 4d8 radiant damage and is blinded until the end of your next turn. On a success, a creature takes half damage and isn't blinded. This ability deals double damage to creatures with sunlight sensitivity.

# THE DARKBORN

*Children of the Eternal Night*

**Region:** Darkside - the hemisphere of endless darkness

**Element:** Deep Cold

**Symbol:** A void that swallows light

Those born on Darkside know nothing of light except as legend or distant travel. Their world is one of eternal darkness, killing cold at the center fading to merely frigid at the edges. They are people shaped entirely by the sun's permanent absence.

## DARKBORN NATURE

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Darkborn people tend toward certain characteristics shaped by eternal night:

**Hidden:** In a world of permanent shadow, concealment is natural. Darkborn cultures assume that everyone holds secrets, that true intentions are never fully revealed, that privacy is sacred. Darkborn often find Sunborn honest, naive, suspicious, or even obscene - why would anyone expose themselves so completely?

**Patient:** Limited energy means measured action. Darkborn tend to be slow, deliberate, conserving their strength for when it matters. They may find Sunborn restlessness exhausting and wasteful. What Sunborn call "hesitation," Darkborn call "wisdom."

**Subtle:** Knowing only gradations of darkness, Darkborn perceive nuance in ways Sunborn cannot. They distinguish between different qualities of shadow, different depths of cold, different silences. They think in spectrums and shades rather than absolutes.

**Vulnerable to Light:** Darkborn who venture into bright regions experience pain, disorientation, and sometimes permanent eye damage. Even moderate light can be overwhelming. Absolute brightness can be as traumatic to them as absolute darkness is to Sunborn.

## DARKBORN VARIATIONS

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Within Darkside, distance from the center creates meaningful variation:

**Deep Darkborn:** Those from the absolute center, where no light has ever reached and cold is most intense. They are the most extreme of their kind - perfectly adapted to darkness, profoundly vulnerable to light, patient in ways that seem inhuman. They may view Edge Darkborn as contaminated by twilight's influence.

**Edge Darkborn:** Those from the margins, where the faintest glow from the Terminator sometimes touches the sky and cold is less deadly. They are more moderate, more capable of tolerating light, more curious about other realms. Deep Darkborn may distrust them while Twilight Born find them the most approachable of Darkside folk.

## DARKBORN FEATURES

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**Passive: Child of Endless Night.** You have resistance to cold and necrotic damage. You have darkvision out to 120 feet that functions even in magical darkness. You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

However, you have disadvantage on saving throws against effects that create bright light, and you are blinded for 1 round when first exposed to sunlight or equivalent brightness (such as the *daylight* spell). Additionally, you have disadvantage on attack rolls and ability checks while in bright light.

**Active: Void Touch (1/long rest).** As an action, you reach into primordial darkness and draw it forth. Choose a point within 60 feet. A 20-foot-radius sphere of magical darkness appears, centered on that point. The darkness spreads around corners and lasts for 1 minute. No light, magical or otherwise, can illuminate this area. Creatures other than you that start their turn in the darkness or enter it for the first time on their turn take 2d6 cold damage. You can see through this darkness as if it weren't there.

# THE TWILIGHT BORN

*Children of the Eternal Threshold*

**Region:** The Terminator - the thin ring where day meets night

**Element:** Balanced Transition

**Symbol:** A line dividing light from darkness

Those born on the Terminator know both light and darkness, living on the eternal boundary between extremes. Their world is one of perpetual transition, where walking in one direction leads to blinding day and walking in the other leads to freezing night. They exist in balance that neither extreme realm can understand.

## TWILIGHT BORN NATURE

Twilight Born tend toward certain characteristics shaped by eternal boundary:

**Balanced:** Living between extremes, Twilight Born naturally seek middle paths. They understand perspectives that seem contradictory to others, can sympathize with both Sunborn and Darkborn positions, and often serve as mediators between groups that cannot understand each other directly.

**Mobile:** Their homeland is defined by movement. Walk toward the sun and it grows brighter, walk toward the dark and it grows dimmer. Twilight Born are natural travelers, comfortable with change and transition in ways that both Sunborn and Darkborn find unsettling.

**Adaptive:** Experiencing both light and darkness, heat and cold, Twilight Born adapt to conditions that would break others. They are generalists in a world of specialists, capable of functioning anywhere even if they never feel entirely at home.

**Belonging Nowhere:** The Twilight Born's greatest burden is that they fit perfectly in neither extreme realm. Sunborn find them too shadowy, too secretive, too comfortable with darkness. Darkborn find them too bright, too restless, too comfortable with light. Even among their own kind, Twilight Born may feel they belong more to the boundary itself than to any community.

## TWILIGHT BORN VARIATIONS

Within the Terminator, position relative to sun and dark creates meaningful variation:

**Sunward Twilight Born:** Those born closer to the day side, where light is bright and warmth noticeable. They lean toward Sunborn traits while retaining Twilight adaptability. They may feel more kinship with Sunborn than with Darkward cousins.

**Darkward Twilight Born:** Those born closer to the night side, where shadows dominate and cold creeps in. They lean toward Darkborn traits while retaining Twilight adaptability. They may feel more kinship with Darkborn than with Sunward cousins.

**True Terminator:** Those born precisely on the line, where light and dark are perfectly balanced. They are the most neutral of all, the perfect mediators, but they may feel they truly belong nowhere. Some consider this a blessing of cosmic balance, others experience it as profound rootlessness.

## TWILIGHT BORN FEATURES

**Passive: Child of the Threshold.** You have resistance to both fire and cold damage. You have darkvision out to 60 feet and can also see normally in bright light. You suffer no penalties from either extreme lighting condition unless the conditions are supernatural in intensity.

Additionally, you have advantage on saving throws against effects that would charm you into favoring one extreme over the other, and you can serve as a translator between Sunborn and Darkborn, understanding the cultural assumptions behind their words even without shared language.

**Active: Walk Between (1/short rest).** As a bonus action, you step into the boundary between light and dark, becoming partially present in both and fully present in neither. You become invisible until the start of your next turn, until you attack, or until you cast a spell. While invisible, you can move through spaces occupied by other creatures and you ignore difficult terrain. You leave no tracks and make no sound during this movement.

## SOCIETY ON THE TIDALLY LOCKED WORLD

The three peoples of a tidally locked world develop complex relationships shaped by their fundamental differences and mutual dependencies.

### SUNBORN AND DARKBORN RELATIONS

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These peoples are opposites in almost every way. Direct communication between them is often impossible without Twilight Born translators - not just because of language, but because their basic assumptions about reality differ so completely.

Yet trade between the realms is valuable precisely because each produces what the other cannot. Sunborn export goods requiring solar energy, light-based technology, and materials that form only in heat. Darkborn export goods requiring absolute cold, darkness-adapted organisms, and knowledge developed through millennia of patient study.

This trade almost always passes through the Terminator, making Twilight Born essential intermediaries.

### THE TWILIGHT BORN ROLE

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Twilight Born serve as traders, diplomats, messengers, and translators between extreme realms. They are trusted fully by neither - Sunborn find them too comfortable with shadow, Darkborn find them too comfortable with light - but they are necessary for any interaction between peoples who literally cannot survive in each other's homelands.

This role gives Twilight Born economic and political importance far beyond their small population, but it also means they are often seen as servants of the extreme realms rather than as a people in their own right. Some Twilight Born embrace this intermediary role, others resent being defined by their usefulness to others.

### TRAVEL AND SURVIVAL

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For Sunborn and Darkborn, visiting each other's realms requires extensive magical protection. A Sunborn in Darkside without protection will freeze within hours and may suffer psychological trauma from the darkness. A Darkborn in Sunside without protection will burn and may be blinded permanently.

Twilight Born can survive in either realm with difficulty, making them the only people who can travel the entire world without magical aid.

## CULTURAL ASSUMPTIONS

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Each realm develops distinct cultural assumptions that can create profound misunderstandings:

**Sunborn assume** that honesty is natural and deception is difficult, that rest is wasteful and activity is virtue, that certainty is possible and ambiguity is weakness.

**Darkborn assume** that privacy is sacred and exposure is violation, that patience is wisdom and haste is foolishness, that subtlety is sophistication and directness is crudeness.

**Twilight Born assume** that balance is ideal and extremes are dangerous, that adaptation is survival and rigidity is death, that all perspectives have merit and absolute truth is illusion.

When these assumptions clash, conflict often follows. A Sunborn's honest question may seem like an invasive attack to a Darkborn. A Darkborn's careful discretion may seem like suspicious deception to a Sunborn. A Twilight Born's diplomatic both-sides approach may seem like cowardly fence-sitting to either.

### MIXED HERITAGE

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Characters with parents from different realms are extremely rare. How did the parents survive in each other's realms long enough to meet, let alone conceive? Such children are viewed with wonder, suspicion, or religious significance depending on the culture.

Mechanically, a mixed-heritage character might choose features from two different realm signs, taking the passive from one parent's realm and the active from the other. Or they might be treated as Twilight Born regardless of where they were actually raised.

# USING ALTERNATIVE SYSTEMS

When incorporating alternative zodiacs into your campaign, consider these questions:

## FOR THE DM

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**Which system exists in your world?** Perhaps different continents use different systems, or perhaps only one exists.

**How do the systems interact?** If multiple zodiacs exist, how do followers of each view the others? As equally valid? As heresy? As quaint superstition?

**What do “missing” signs mean?** If a character has a sign that doesn’t exist in a local system, how do NPCs react?

## FOR PLAYERS

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**Which system were you born under?** If your homeland uses an alternative zodiac, you might use those modified abilities.

**How do you view other systems?** Does your character believe their birth zodiac is the “real” one, or are they cosmopolitan about celestial truth?

**What happens when you travel?** Your abilities remain constant, but how you’re perceived may change dramatically.

## COMBINING SYSTEMS

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A character born under the Dragon in temperate lands remains a Dragon if they travel to a summer world - but they might find that their sign is especially respected there, or that locals treat them as a spiritual sibling.

A character born Sunborn who travels to a rotating world might be told they have “no sign” or might be assigned to the Dragon or Crown based on superficial similarities.

These interactions create roleplay opportunities and highlight how culture shapes our understanding of cosmic truth.



# SUBCLASSES



# PALADIN: OATH OF THE STARS

THE STARS DO NOT WAVER. NEITHER SHALL I. I AM constant as the constellations, eternal as the light that guides travelers through darkness.

Paladins who swear the Oath of the Stars pledge themselves not to a god but to the eternal heavens themselves. They see the constellations as ideals made manifest - the Dragon's ambition, the Tower's vigilance, the Chalice's compassion. These paladins become champions of cosmic order, their divine power drawn from starlight rather than prayer.

The stars do not answer prayers. They do not grant forgiveness or demand worship. They simply shine, eternal and unchanging, and paladins of this oath strive to embody that constancy. They serve as beacons in the darkness, guiding others through troubled times with the same reliability that navigators trust when reading the night sky.

## OATH OF THE STARS FEATURES

PALADIN LEVEL	FEATURE
3rd	Oath Spells, Channel Divinity
7th	Aura of Starlight
15th	Eternal Vigilance
20th	Name Written in Stars

## OATH SPELLS

### 3rd level Oath of the Stars feature

You gain oath spells at the paladin levels listed in the Oath of the Stars Spells table. See the Sacred Oath class feature for how oath spells work.

PALADIN LEVEL	SPELLS
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>moonbeam, see invisibility</i>
9th	<i>daylight, spirit guardians</i>
13th	<i>divination, guardian of faith</i>
17th	<i>dawn, wall of light</i>



## CHANNEL DIVINITY

### 3rd level Oath of the Stars feature

You gain the following two Channel Divinity options.

**Constellation's Guidance.** As a bonus action, you trace a constellation in the air that shimmers above your head for 1 minute. Choose one constellation when you use this feature:

- **The Dragon:** Once per turn, when you or an ally within 30 feet hits a creature with a weapon attack, the attacker can add your Charisma modifier to the damage roll.
- **The Owl:** You and allies within 30 feet gain darkvision 60 feet and can't be surprised.
- **The Tower:** You and allies within 30 feet can't be moved against their will and have advantage on saves against being knocked prone.
- **The Phoenix:** While within 30 feet of you, if you or an ally drops to 0 Hit Points and doesn't die outright, the creature drops to 1 Hit Point instead. Once a creature benefits from this effect, it cannot do so again until you use this Channel Divinity option again.

**Starlight Rebuke.** When a creature within 30 feet hits you or an ally with an attack, you can use your reaction and your Channel Divinity to wreath the attacker in burning starlight. The attacker takes radiant damage

## AURA OF STARLIGHT

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### *7th level Oath of the Stars feature*

You emit an aura of soft starlight while you aren't incapacitated. The aura extends 10 feet from you in every direction but not through total cover.

You and friendly creatures in the aura have darkvision out to 30 feet. If a creature already has darkvision, its range increases by 30 feet while in the aura. Additionally, creatures in the aura can't be blinded by nonmagical means.

At 18th level, the range of this aura increases to 30 feet.

## ETERNAL VIGILANCE

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### *15th level Oath of the Stars feature*

The constancy of the stars infuses your being. You no longer need to sleep and can't be put to sleep by any means. You still need 8 hours of light activity to gain the benefits of a long rest.

Additionally, when you finish a long rest, choose one damage type: fire, cold, radiant, or necrotic. You have resistance to that damage type until you finish your next long rest.

## NAME WRITTEN IN STARS

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### *20th level Oath of the Stars feature*

Your legend has become intertwined with the constellations themselves. As an action, you can assume the form of a celestial avatar, gaining the following benefits for 1 minute:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- You have resistance to all damage.
- When you hit a creature with a weapon attack, it takes an extra 2d8 radiant damage.
- You can use a bonus action to teleport up to 30 feet to an unoccupied space you can see.

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

## PLAYING AN OATH OF THE STARS PALADIN

**Combat Role:** You excel as a front-line protector who enhances your entire party through your Constellation's Guidance. Your Aura of Starlight provides consistent utility, while Starlight Rebuke punishes enemies who attack your allies. At higher levels, your Eternal Vigilance makes you an ideal sentinel who never needs to sleep.

**Oath Philosophy:** Consider what the stars represent to your character. Do you see them as distant gods, as mathematical constants, or as something else entirely? Your oath is about constancy and guidance - being the reliable light that others can depend upon in darkness.

**Roleplaying Tips:** Your character embodies the eternal, unchanging nature of the stars. You might be patient to a fault, thinking in timescales that frustrate more impulsive companions. Consider how you handle change and uncertainty - do you struggle when situations require flexibility, or have you learned that even the stars appear to move across the sky while remaining fundamentally constant? Your calm, steady presence should be a comfort to allies and an intimidating certainty to enemies.



# WIZARD: SCHOOL OF ASTROMANCY

THE STARS ARE NOT MERELY LIGHTS IN THE SKY - THEY are the source code of reality itself. Learn to read them, and you learn to read the universe.

Wizards who study the School of Astromancy believe that magic itself flows from the stars. The mathematical precision of celestial movements, the ancient patterns of the constellations, the predictable dance of sun and moon - all of these are expressions of the fundamental forces that wizards tap when they cast spells.

Astromancers study astronomy alongside arcana, learning to read the night sky as easily as they read spellbooks. They time their magic to celestial events, draw power from starlight, and cast spells that call upon the heavens themselves. Their towers are often observatories, their laboratories filled with orreries and star charts.

## SCHOOL OF ASTROMANCY FEATURES

WIZARD LEVEL	FEATURE
2nd	Celestial Savant, Star Chart
6th	Celestial Conjunction
10th	Read the Heavens
14th	Rewrite the Stars

## CELESTIAL SAVANT

*3rd level School of Astromancy feature*

You gain proficiency with navigator's tools if you don't already have it. You can use navigator's tools as a spellcasting focus for your wizard spells.

Additionally, the gold and time you must spend to copy a divination spell or evocation spell that deals radiant damage into your spellbook is halved.

## STAR CHART

*3rd level School of Astromancy feature*

You create a magical star chart that enhances your spellcasting. The star chart is a Tiny object that you can use as a spellcasting focus. If lost or destroyed, you can create a new one during a long rest using 10 gp of materials.

While holding your star chart, you gain the following benefits:

- You can cast *augury* once without expending a spell slot. You regain the ability to do so when you finish a long rest.
- When you cast a wizard spell of 1st level or higher that deals damage, you can change the damage type to radiant.

## CELESTIAL CONJUNCTION

*6th level School of Astromancy feature*

You learn to enhance your magic by timing it to celestial patterns. When you cast a wizard spell of 1st level or higher, you can invoke a celestial conjunction to modify the spell in one of the following ways:

**Solar Flare.** If the spell deals radiant damage, it ignores resistance to that damage type.

**Lunar Veil.** If the spell requires Concentration, you can maintain Concentration on it and one other spell simultaneously. To do so, at least one of the spells must be of 2nd level or lower. If you fail a Constitution saving throw to maintain Concentration, you lose Concentration on both spells.

**Stellar Precision.** The spell's range doubles. If the spell has a range of touch, it becomes 30 feet instead.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



## READ THE HEAVENS

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### *10th level School of Astromancy feature*

Your understanding of celestial patterns grants you prophetic insight. You always know the current phase of the moon and can predict celestial events (eclipses, conjunctions, meteor showers) up to one year in advance.

Additionally, when you finish a long rest, roll a d20 and record the number. Once before your next long rest, you can replace any attack roll, saving throw, or ability check made by you or a creature you can see with this roll. You must choose to do so before the roll is made.

## REWRITE THE STARS

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### *14th level School of Astromancy feature*

You learn the to alter fate by manipulating celestial patterns. When a creature you can see within 60 feet makes an attack roll, ability check, or saving throw, you can use your reaction to force them to reroll. You choose whether to use the original roll or the new one.

After the reroll is resolved, you can impose one of the following effects on the target:

**If the new result is lower:** Treat it as a natural 1. The target has disadvantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn.

**If the new result is higher:** Treat it as a natural 20. The target has advantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 5th level or higher to use it again.

## PLAYING A SCHOOL OF ASTROMANCY WIZARD

**Combat Role:** You excel at enhancing your spells through careful timing and celestial attunement. Your Celestial Conjunction allows you to overcome resistances, maintain multiple concentration spells, or extend your reach. Your Read the Heavens ability provides excellent utility for ensuring crucial rolls succeed.

**Academic Approach:** Consider how your character studies magic differently from other wizards. Do you time your spell research to celestial events? Do you believe certain spells work better under specific constellations? Your spellbook might be organized by celestial correspondences rather than spell level.

**Roleplaying Tips:** Your character sees the universe through a lens of mathematical precision and cosmic patterns. You might find beauty in astronomical phenomena that others overlook, or become frustrated when events don't align with your carefully calculated predictions. Consider how you handle the tension between believing in cosmic order and the chaos of adventuring life. Your magic should feel connected to the heavens - describe starlight gathering in your hands, constellations briefly appearing when you cast spells, or the moon seeming to brighten in response to your power.



# CLERIC: LUNAR DOMAIN

THE MOON DOES NOT DEMAND WORSHIP. SHE SIMPLY shines, and in her light, we see ourselves more clearly. I am her reflection in this world.

Clerics of the Lunar Domain serve deities of the moon, the night, and the celestial cycles. They understand that the moon governs tides, guides travelers through darkness, and marks the passage of time in ways the sun cannot. Their power waxes and wanes with the lunar cycle, but even in darkness, they carry the moon's light within them.

These clerics often serve as guides through literal and metaphorical darkness, helping communities navigate difficult transitions and marking important moments with lunar rituals. They understand that change is constant and that even darkness serves a purpose in the eternal cycle.

## LUNAR DOMAIN FEATURES

CLERIC LEVEL	FEATURE
1st	Domain Spells, Blessing of the Moon, Waxing and Waning
2nd	Channel Divinity: Lunar Flare
6th	Tidal Pull
8th	Potent Spellcasting
17th	Eternal Moonrise

## DOMAIN SPELLS

### 3rd level Lunar Domain feature

You gain domain spells at the cleric levels listed in the Lunar Domain Spells table. See the Divine Domain class feature for how domain spells work.

CLERIC LEVEL	SPELLS
1st	<i>faerie fire, sleep</i>
3rd	<i>moonbeam, see invisibility</i>
5th	<i>hypnotic pattern, water walk</i>
7th	<i>divination, greater invisibility</i>
9th	<i>dream, scrying</i>

## BLESSING OF THE MOON

### 3rd level Lunar Domain feature

You gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet.

Additionally, you learn the *light* cantrip if you don't already know it. When you cast it, you can choose for it to shed silver moonlight instead of normal light. Moonlight created this way doesn't reveal invisible creatures but does reveal shapechangers' true forms as faint outlines overlapping their current form.



## WAXING AND WANING

### 3rd level Lunar Domain feature

Your divine power fluctuates with the moon. You gain different benefits based on the current lunar phase:

**New Moon or Waning Crescent:** You can take the Hide action as a bonus action, and you have advantage on Stealth checks.

**Waxing Crescent or Waning Gibbous:** When you restore hit points to a creature with a spell, you can add your Wisdom modifier to the healing.

**First Quarter or Third Quarter:** You have advantage on Wisdom saving throws and can't be charmed.

**Waxing Gibbous or Full Moon:** When you deal radiant damage to a creature with a spell or cantrip, the creature sheds dim light in a 10-foot radius and attack rolls against it have advantage until the end of your next turn.

## CHANNEL DIVINITY: LUNAR FLARE

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### *3rd level Lunar Domain feature*

As an action, you present your holy symbol and invoke lunar power. Each creature of your choice within 30 feet that can see you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed save, and half as much on a successful one. Shapechangers have disadvantage on this saving throw.

## TIDAL PULL

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### *6th level Lunar Domain feature*

You can channel lunar gravity to move creatures. As an action, choose a creature you can see within 60 feet. It must succeed on a Strength saving throw against your spell save DC or be pulled up to 30 feet toward you or pushed up to 30 feet directly away from you (your choice).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## POTENT SPELLCASTING

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### *8th level Lunar Domain feature*

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

## ETERNAL MOONRISE

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### *17th level Lunar Domain feature*

The moon's power flows through you constantly. You are immune to being charmed, and you can't be put to sleep by magical means.

Additionally, you can cast *moonbeam* at will, without expending a spell slot, at its lowest level. When cast this way, it doesn't require concentration, but you can only have one such moonbeam active at a time.

## PLAYING A LUNAR DOMAIN CLERIC

**Combat Role:** You're a versatile divine caster whose abilities shift with the moon's phases. Your Waxing and Waning feature means you'll want to track lunar phases carefully, as your optimal tactics change throughout the month. Lunar Flare provides excellent burst damage, while Tidal Pull offers battlefield control.

**Lunar Connection:** Consider how your character relates to the moon's cycles. Do you prefer certain phases over others? How do you feel during the new moon when your connection to stealth strengthens but your offensive capabilities wane? Your worship style might include monthly rituals that correspond to each phase.

**Roleplaying Tips:** Your character embodies the moon's dual nature - gentle illumination and mysterious darkness, constant presence and ever-changing face. You might be introspective during waning phases and more outgoing during waxing ones. Consider how you guide others through their own "dark phases" of life, offering hope that light will return. Your relationship with shapechangers could be complex - do you see them as moon-blessed or moon-cursed?



# WARLOCK: THE CONSTELLATION

MY PATRON IS NOT A SINGLE ENTITY BUT A PATTERN - ancient lights arranged by forces older than the gods themselves. When I speak, the stars speak through me.

Your patron is not a single entity but a pattern - one of the zodiac constellations that has achieved a form of consciousness through eons of mortal belief and celestial energy. The constellation doesn't speak in words but in impressions, dreams written in starlight, and the subtle pull of cosmic gravity. You are its voice in the material world, and in exchange, it grants you a fragment of its eternal power.

These warlocks often feel a deep kinship with others who share their patron's zodiac sign, and may experience their patron's influence as a constant presence - like being watched by ancient, benevolent eyes from impossibly far away.

## THE CONSTELLATION FEATURES

WARLOCK LEVEL	FEATURE
1st	Expanded Spell List, Constellation Bond
6th	Celestial Resilience
10th	Constellation's Aspect
14th	Become the Stars

## EXPANDED SPELL LIST

### 3rd level Constellation feature

Your patron grants you access to an expanded list of spells. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1st	<i>guiding bolt, faerie fire</i>
2nd	<i>moonbeam, see invisibility</i>
3rd	<i>daylight, hypnotic pattern</i>
4th	<i>divination, greater invisibility</i>
5th	<i>dawn, wall of light</i>

## CONSTELLATION BOND

### 3rd level Constellation feature

Choose one zodiac sign to represent your patron constellation. Your choice grants you a specific boon:

- **Dragon:** When you score a critical hit, the target is frightened of you until the end of your next turn.
- **Owl:** You can see in magical darkness out to 30 feet and have advantage on saving throws against illusions.



- **Twin Blades:** When you take the Attack action and attack with a weapon that has the Light property, you can make one extra attack with the same weapon as part of that action. You can use this benefit a number of times equal to your Proficiency Bonus per Long Rest.
- **Phoenix:** When reduced to 0 hit points, drop to 1 instead (once per long rest).
- **Oak:** Your hit point maximum increases by 1 per warlock level.
- **Chalice:** When you cast a spell that restores hit points, the target gains temporary hit points equal to your Charisma modifier.
- **Crown:** You gain proficiency in Persuasion, your proficiency bonus is doubled for Charisma checks against creatures that can see you.
- **Forge:** You gain proficiency with smith's tools, during a long rest, you can make a weapon or armor magical (+1) until your next long rest.
- **Serpent:** You gain proficiency in Deception, when you succeed on a Deception check, you learn one piece of information the target was hiding.
- **Hunter:** You can cast *hunter's mark* once without a spell slot or concentration (recharges on short rest).
- **Tower:** When hit by an attack, use your reaction to add your Charisma modifier to AC against that attack (proficiency bonus uses per long rest).
- **Raven:** You can speak with dead creatures as if you shared a language without animating them.

## CELESTIAL RESILIENCE

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### *6th level Constellation feature*

Your constellation's eternal nature shields you from harm. At the end of a short or long rest, you gain temporary hit points equal to your warlock level + your Charisma modifier.

## CONSTELLATION'S ASPECT

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### *10th level Constellation feature*

Your bond with your patron deepens. Choose a second zodiac sign from the Constellation Bond list. You gain its benefit.

You can change one of your chosen signs when you finish a long rest by meditating on the stars for 10 minutes.

## BECOME THE STARS

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### *14th level Constellation feature*

You can briefly transform into a being of pure starlight. As an action, you disincorporate into a constellation of floating lights for 1 minute.

While transformed:

- You can't be grappled, restrained, or knocked prone
- You can move through creatures and objects as difficult terrain (you take 1d10 force damage if you end your turn inside an object)
- You are immune to the damage type associated with your primary constellation's element (fire for Dragon/Phoenix/Crown/Forge, cold for Owl/Raven/Serpent, radiant for Chalice/Crown, force for Twin Blades/Hunter, bludgeoning for Oak/Tower)

You can still cast spells while transformed, but you can't make weapon attacks.

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

## PLAYING A CONSTELLATION WARLOCK

**Combat Role:** Your role varies significantly based on your chosen constellation. Dragon and Hunter bonds favor aggressive tactics, while Tower and Oak support a defensive playstyle. Chalice warlocks lean toward support, and Serpent or Owl bonds excel at information gathering. Your Celestial Resilience provides consistent survivability.

**Patron Relationship:** Your connection to your patron constellation is unique among warlocks. Consider how the constellation communicates with you - through dreams of starfields, sudden certainties, or the feeling of being watched by something vast and ancient? Unlike other patrons, constellations don't make demands, but they do have natures that influence their warlocks.

**Roleplaying Tips:** Your character carries a piece of the cosmos within them. You might feel kinship with others born under your patron's sign, or experience moments where you seem to know things you shouldn't - echoes of the countless mortals who have looked up at your constellation throughout history. Consider how being bonded to something so vast and eternal affects your perspective on mortal concerns. Your magic should feel stellar - describe starlight gathering around your hands, constellation patterns appearing briefly in the air, or your eyes reflecting distant stars when you channel power.



# BARD: COLLEGE OF THE SPHERES

THERE IS MUSIC IN THE MOVEMENT OF THE PLANETS, *harmony in the dance of the stars. Most ears cannot hear it, but I have learned to listen - and now I play along.*

Bards of the College of the Spheres study the ancient concept of celestial harmony - the idea that the movements of stars and planets produce a cosmic music inaudible to mortal ears. Through years of training, these bards learn to hear faint echoes of this music and to play their own instruments in harmony with the celestial spheres.

Their music carries the weight of the cosmos. When they play, listeners feel the turning of the world, the dance of the moon, the ancient patience of distant stars. These bards often serve as astronomers and navigators as well as performers, reading the sky as easily as they read a musical score.

## COLLEGE OF THE SPHERES FEATURES

BARD LEVEL	FEATURE
3rd	Bonus Proficiencies, Harmony of the Spheres
6th	Song of the Zodiac
14th	Celestial Crescendo

## BONUS PROFICIENCIES

### 3rd level College of the Spheres feature

You gain proficiency with navigator's tools. You can use a musical instrument you are proficient with as a spellcasting focus for your bard spells.

Additionally, you learn the *guidance* and *light* cantrips if you don't already know them. They count as bard cantrips for you but don't count against your number of cantrips known.

## HARMONY OF THE SPHERES

### 3rd level College of the Spheres feature

When a creature uses a Bardic Inspiration die you granted, cosmic resonance triggers. Choose one effect:

**Rising Harmony:** The creature regains hit points equal to the number rolled on the Bardic Inspiration die.

**Falling Harmony:** One creature of your choice within 30 feet of the creature that used the die takes radiant damage equal to the number rolled.

**Turning Harmony:** The creature can immediately move up to 15 feet without provoking opportunity attacks.



## SONG OF THE ZODIAC

### 6th level College of the Spheres feature

You learn a magical song that invokes zodiac power. As an action, you can begin performing the Song of the Zodiac, which lasts for 1 minute or until you lose concentration (as if concentrating on a spell). While performing, you can take other actions normally, but you can't cast spells that require verbal components.

While performing, choose one effect. The effect applies to you and friendly creatures within 30 feet who can hear you:

**Dragon's Anthem:** Affected creatures have advantage on Intimidation checks and saving throws against being frightened.

**Owl's Nocturne:** Affected creatures have advantage on Stealth checks and can see in dim light as if it were bright light.

**Phoenix's Aria:** If an affected creature drops to 0 Hit Points and doesn't die outright, it drops to 1 Hit Point instead. Once a creature benefits from this effect, it cannot do so again until you perform a new Song of the Zodiac.

**Tower's Dirge:** Affected creatures can't be moved against their will and have advantage on Constitution saving throws.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## CELESTIAL CRESCENDO

### *14th level College of the Spheres feature*

When your Song of the Zodiac ends (whether naturally, through losing concentration, or by choice), you can trigger a Celestial Crescendo. Each creature of your choice within 60 feet that can hear you must make a Wisdom saving throw against your spell save DC.

On a failed save, a creature takes 8d6 radiant damage and is stunned until the end of your next turn. On a successful save, a creature takes half damage and isn't stunned.

Alternatively, instead of dealing damage, you can choose to restore 6d8 hit points to each creature of your choice within 60 feet that can hear you.

Once you use Celestial Crescendo, you can't use it again until you finish a long rest.

## PLAYING A COLLEGE OF THE SPHERES BARD

**Combat Role:** You excel at party support through your enhanced Bardic Inspiration and Song of the Zodiac. Your Harmony of the Spheres ensures that every inspiration die provides additional benefits, while your Song of the Zodiac offers powerful group buffs. Save your Celestial Crescendo for dramatic moments - either devastating groups of enemies or saving your party from the brink of defeat.

**Musical Style:** Consider what the music of the spheres sounds like to your character. Is it ethereal and haunting? Mathematical and precise? Your performances might incorporate unusual instruments or techniques that others find strange but that resonate with cosmic harmonics.

**Roleplaying Tips:** Your character hears music where others hear silence - the movement of celestial bodies creating an endless symphony that only you can perceive. This might make you seem distracted at times, as you listen to melodies no one else can hear. Consider how this cosmic awareness affects your songwriting and performance style. Do you try to translate what you hear into music others can appreciate, or do you sometimes play songs that seem discordant to mortal ears but perfectly harmonize with the spheres?



## 2014 EDITION MODIFICATIONS

For groups using the 2014 edition of the core rules, the following modifications ensure compatibility while maintaining the celestial flavor of each subclass.

### OATH OF THE STARS (2014)

**Level 3:** Works as written. Note that 2014 paladins regain Channel Divinity uses on a short or long rest.

**Level 7: Aura of Starlight.** Works as written. The aura increases to 30 feet at 18th level as normal for paladin auras.

**Level 15: Eternal Vigilance.** Works as written.

**Level 20: Name Written in Stars.** Works as written.

### SCHOOL OF ASTROMANCY (2014)

**Level 2:** Celestial Savant and Star Chart become available at 2nd level instead of 3rd, as 2014 wizards gain their subclass features at 2nd level.

**Level 6: Celestial Conjunction.** Works as written.

**Level 10: Read the Heavens.** Works as written.

**Level 14: Rewrite the Stars.** Works as written.

### LUNAR DOMAIN (2014)

**Level 1:** Domain Spells, Blessing of the Moon, and Waxing and Waning become available at 1st level, as 2014 clerics gain their subclass features at 1st level.

**Level 2: Channel Divinity - Lunar Flare.** Works as written.

**Level 6: Tidal Pull.** Works as written.

**Level 8: Potent Spellcasting.** Works as written.

**Level 17: Eternal Moonrise.** Works as written.

### THE CONSTELLATION (2014)

**Level 1:** Expanded Spell List and Constellation Bond become available at 1st level.

**Level 6: Celestial Resilience.** Works as written.

**Level 10: Constellation's Aspect.** Works as written.

**Level 14: Become the Stars.** Works as written.

### COLLEGE OF THE SPHERES (2014)

**Level 3:** Works as written. Note that 2014 bards regain Bardic Inspiration uses on a long rest until they gain Font of Inspiration at 5th level.

**Level 6: Song of the Zodiac.** Works as written.

**Level 14: Celestial Crescendo.** Works as written.

# FEATS



# FEATS



THE BOND BETWEEN MORTAL AND COSMOS CAN BE deepened through dedication, study, and practice. The feats in this chapter allow characters to strengthen their connection to celestial forces - whether by mastering the moon's phases, channeling starlight as weapon and shield, or learning to read fate itself in the movement of heavenly bodies.

These feats are available to any character who meets their prerequisites. As always, the DM decides which feats are available in their campaign.

## CELESTIAL FEATS

### ASCENDANT SIGN

*Prerequisite: A Zodiac Sign*

Your connection to your birth constellation has deepened to remarkable levels.

- Increase an ability score of your choice by 1, to a maximum of 20.
- You can use your zodiac sign's active ability twice per long rest instead of once.
- You gain a defensive benefit based on your sign's element:
  - **Fire:** You gain resistance to fire damage.
  - **Earth:** You have advantage on saving throws to avoid being knocked prone or moved against your will.
  - **Air:** Your walking speed increases by 10 feet.
  - **Water:** You can breathe underwater and gain a swimming speed equal to your walking speed.
  - **Shadow:** You gain darkvision out to 60 feet (or extend it by 30 feet).
  - **Spirit:** You have advantage on death saving throws.

### BORROWED STARS

*Prerequisite: Level 4+*

You have learned to channel a zodiac sign beyond your own.

- Increase an ability score of your choice by 1, to a maximum of 20.
- Choose one zodiac sign other than your birth sign. You gain that sign's **passive ability**. You do not gain its active ability or any other benefits.

## CELESTIAL CONDUIT

*Prerequisite: The ability to cast at least one spell*  
Your spells burn with starlight.

- Increase Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- When you cast a spell that deals damage, you can change the damage type to radiant.
- Spells you cast ignore resistance to radiant damage.

## COSMIC AWARENESS

*Prerequisite: Wisdom 13 or higher*

Your mind touches the vast forces that govern reality.

- Increase Wisdom or Charisma by 1, to a maximum of 20.
- You can use a Bonus Action to open your senses to cosmic presence. Until the end of your next turn, you know the location of any celestial, fiend, or aberration within 60 feet of you that is not behind total cover. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## ECLIPSE TOUCHED

*Prerequisite: 8th level*

You have been marked by a celestial eclipse.

- Increase Constitution, Wisdom, or Charisma by 1, to a maximum of 20.
- You gain resistance to necrotic damage.
- As a Bonus Action, you can manifest an aura of twilight for 1 minute. Bright light within 15 feet of you becomes dim light, and you gain resistance to radiant damage while the aura persists. You can use this feature once per Long Rest.

## FATED

*Prerequisite: Level 4+*

The stars have written your destiny, granting you uncanny fortune.

- You have 3 fate points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one fate point to roll an additional d20. You can choose to spend one of your fate points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You regain your expended fate points when you finish a Long Rest.

## HOROSCOPE READER

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*Prerequisite: Proficiency in Insight or Arcana*

You cast predictive readings that grant cosmic guidance.

- Increase Intelligence or Wisdom by 1, to a maximum of 20.
- During a Long Rest, you can cast horoscopes for a number of willing creatures equal to your Proficiency Bonus (including yourself). Each creature gains a **d6** Cosmic Die. Once within the next 24 hours, the creature can roll the die and add the number rolled to one attack roll, ability check, or saving throw.

## LUNAR ATTUNEMENT

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*Prerequisite: Level 4+*

You shift with the moon's phases, channeling its changing power.

- Increase Wisdom or Charisma by 1, to a maximum of 20.
- Whenever you finish a Long Rest, you can choose to attune to a specific lunar phase, gaining its benefit until your next Long Rest:
  - **New Moon:** You can take the Hide action as a Bonus Action.
  - **Crescent:** You gain Darkvision out to 60 feet.
  - **Quarter:** You have advantage on Wisdom (Insight) checks.
  - **Gibbous:** When you hit with a weapon attack, you deal an extra 1d4 radiant damage.
  - **Full Moon:** Your weapon attacks score a critical hit on a roll of 19 or 20.

## METEOR STRIKE

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*Prerequisite: Strength 13 or higher*

You strike with the force of falling stars.

- Increase Strength by 1, to a maximum of 20.
- When you hit a creature with a melee weapon attack, you can trigger a meteor burst. The target takes an extra **1d6** fire damage, and each creature within 5 feet of the target (other than you) takes **1d6** fire damage. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## MOONCHILD

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*Prerequisite: Wisdom or Charisma 13 or higher*

You were born during a significant lunar event.

- Increase Wisdom or Charisma by 1, to a maximum of 20.
- You learn the *moonbeam* spell. You can cast it once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest. When you cast it this way, you can use a **Bonus Action** (instead of an Action) on subsequent turns to move the beam.

## PHASE WALKER

---

*Prerequisite: The ability to cast at least one spell of 1st level or higher*

You slip between the moon's phases.

- Increase Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- As a Bonus Action, you can enter a phase flux for 1 minute. While in flux, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You can use this feature once per Long Rest, or by expending a spell slot of 2nd level or higher.

## STARFALL STRIKE

---

*Prerequisite: Strength or Dexterity 13 or higher*

You channel distant starlight through your weapons to blind your foes.

- Increase Strength or Dexterity by 1, to a maximum of 20.
- When you hit a creature with a weapon attack, you can deal an extra **1d6** radiant damage and force the target to make a Constitution saving throw (DC = 8 + Proficiency Bonus + the modifier of the ability used for the attack). On a failed save, the target is **Blinded** until the start of your next turn. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## STARLIGHT NAVIGATOR

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*Prerequisite: Wisdom 13 or higher*

You read the stars with supernatural precision.

- Increase Wisdom by 1, to a maximum of 20.
- You can cast *guiding bolt* without expending a spell slot. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## TIDE OF BATTLE

*Prerequisite: Proficiency with a martial weapon*

Your combat style shifts with the moon.

- Increase Strength, Dexterity, or Constitution by 1, to a maximum of 20.
- When you finish a Long Rest, choose a Lunar Stance:
  - **New Moon:** Once per turn, you deal an extra 1d6 damage to a creature that hasn't taken a turn in the combat yet.
  - **Waxing:** When you reduce a creature to 0 hit points, you gain Temporary HP equal to your Proficiency Bonus.
  - **Full Moon:** When you score a critical hit, you can use a Bonus Action to make one additional weapon attack.
  - **Waning:** Opportunity attacks against you are made with disadvantage.

## VOICE OF THE COSMOS

*Prerequisite: Charisma 13 or higher*

Your words carry cosmic weight.

- Increase Charisma by 1, to a maximum of 20.
- You learn the Celestial language.
- You can cast the *command* spell without expending a spell slot. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## ZODIAC SCHOLAR

*Prerequisite: Intelligence 13 or higher*

You have studied celestial astrology extensively.

- Increase Intelligence by 1, to a maximum of 20.
- You can use a Bonus Action to analyze a creature you can see within 30 feet. For the next minute, you have Advantage on Wisdom (Insight) checks against it and on Intelligence (Arcana/Nature) checks to recall information about it.
- Once per Long Rest, when a creature you can see within 30 feet makes an attack roll, ability check, or saving throw, you can use your Reaction to give them Advantage on the roll.

## CELESTIAL FAMILIAR

*Prerequisite: The ability to cast find familiar*

Your familiar is touched by celestial power.

- Increase Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- Your familiar's type becomes Celestial. It gains resistance to radiant and necrotic damage.
- When you fail a saving throw, your familiar can use its Reaction to sacrifice itself to protect you. The familiar drops to 0 HP and disappears, and you can reroll the saving throw, taking the new result.



## ASTRAL DEFLECTION

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*Prerequisite: Dexterity or Intelligence 13 or higher*

You weave protective wards from starlight to deflect attacks.

- Increase Dexterity or Intelligence by 1, to a maximum of 20.
- When you are hit by an attack, you can use your **Reaction** to increase your AC by an amount equal to your Proficiency Bonus against that attack, potentially causing it to miss. If the attack misses, the attacker takes radiant damage equal to your Proficiency Bonus. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## CONSTELLATION LINK

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*Prerequisite: Charisma 13 or higher*

You can forge a spiritual bond with an ally, forming a constellation of two.

- Increase Charisma by 1, to a maximum of 20.
- As a Bonus Action, you can bond with a willing creature within 30 feet of you for 1 hour. While bonded, if you are within 30 feet of each other, you can use the Help action to aid your bonded ally as a Bonus Action. Additionally, if the bonded ally takes damage, you can use your Reaction to take the damage yourself (you cannot reduce this damage). You can use this bond once per Long Rest.

## GRAVITY WELL

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*Prerequisite: Strength or Constitution 13 or higher*

You channel the crushing gravity of a dying star.

- Increase Strength or Constitution by 1, to a maximum of 20.
- Once per turn, when you hit a creature with a melee weapon attack, you can unleash a pulse of gravity. The target must succeed on a Strength saving throw (DC = 8 + Proficiency + Strength/Con modifier) or be pulled up to 10 feet toward you and have its speed reduced to 0 until the start of your next turn.

## NEBULA SHROUD

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*Prerequisite: The ability to cast at least one spell*

You can cloak yourself in the dust of creation.

- Increase Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- As a Bonus Action, you can exude a cloud of starry mist. The area within 10 feet of you becomes heavily obscured to all creatures except you and your allies. The cloud moves with you and lasts until the start of your next turn. You can use this feature a number of times equal to your Proficiency Bonus per Long Rest.

## RETROGRADE CURSE

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*Prerequisite: Intelligence or Charisma 13 or higher*

You invoke the concept of retrograde motion to hinder your foes.

- Increase Intelligence or Charisma by 1, to a maximum of 20.
- When a creature you can see within 60 feet succeeds on an attack roll or saving throw, you can use your Reaction to force them to reroll the die. They must use the new roll. You can use this feature once per Long Rest, or by expending a spell slot of 2nd level or higher.

## SOLAR CHAMPION

---

*Prerequisite: Strength or Charisma 13 or higher*

You channel the aggressive power of the sun.

- Increase Strength or Charisma by 1, to a maximum of 20.
- You gain resistance to radiant damage.
- When you deal fire or radiant damage with a spell or attack, you can reroll any damage die that shows a 1. You must use the new roll.

## STARSHOT ARCHER

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*Prerequisite: Proficiency with a ranged weapon*

Your arrows or bolts trail starlight, seeking their marks with unerring accuracy.

- Increase Dexterity by 1, to a maximum of 20.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Once per turn, when you hit with a ranged weapon attack, you can choose for the attack to deal radiant damage instead of its normal type.

## STELLAR STEP

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*Prerequisite: Dexterity or Charisma 13 or higher*

You move through the world by stepping between points of light.

- Increase Dexterity or Charisma by 1, to a maximum of 20.
- As a Bonus Action, you can teleport up to 15 feet to an unoccupied space you can see that is in dim light or darkness.
- When you take damage, you can use your Reaction to teleport up to 15 feet to an unoccupied space you can see. You can use this Reaction a number of times equal to your Proficiency Bonus per Long Rest.

# CELESTIAL SPELLS

## CANTRIPS

### CONSTELLATION'S GRASP

*Conjuration Cantrip*

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Druid, Sorcerer, Warlock, Wizard

Lines of starlight connect you to a creature within range, forming a brief constellation between you. Make a ranged spell attack. On a hit, the target takes 1d6 radiant damage, and you can pull yourself toward the target or pull the target toward you (your choice) up to 10 feet in a straight line.

The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). The pull distance increases to 15 feet at 11th level.

### LUNAR TOUCH

*Evocation Cantrip*

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Cleric, Druid, Sorcerer, Wizard

Your hand glows with cold moonlight as you reach for a creature. Make a melee spell attack. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### STARLIGHT

*Evocation Cantrip*

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes
- **Classes:** Bard, Cleric, Druid, Sorcerer, Wizard

You conjure a mote of starlight at a point within range. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

As a bonus action, you can move the mote up to 60 feet. If you move it within 5 feet of a hostile creature, that creature must succeed on a Constitution saving throw or be unable to benefit from the Invisible condition until the start of your next turn.

### ZODIAC MARK

*Divination Cantrip*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** 1 round
- **Classes:** Bard, Cleric, Warlock, Wizard

You trace a glowing sigil in the air that darts toward a creature you can see within range. The next time the target makes an attack roll or saving throw before the end of your next turn, it must roll a d4 and subtract the result from the total.

A creature can only be affected by one zodiac mark at a time.



# 1ST-LEVEL SPELLS

## BORROWED FATE

*1st-Level Divination*

- **Casting Time:** 1 reaction, which you take when a creature within 30 feet makes an attack roll, ability check, or saving throw
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Bard, Sorcerer, Wizard

You reach into the cosmic weave and exchange fortunes between two creatures. Choose two creatures within range (you can be one of them). The triggering creature uses the other chosen creature's roll result instead of its own.

Both creatures must be rolling the same type of die (both attack rolls, both saving throws, or both ability checks), though not necessarily against the same DC.

## MOONLIT PATH

*1st-Level Divination (Ritual)*

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (a chip of moonstone)
- **Duration:** 8 hours
- **Classes:** Druid, Ranger

Faint silver light illuminates your footsteps. For the duration, you have advantage on Wisdom (Survival) checks, you leave no tracks, and you can see clearly in dim light out to 120 feet as if it were bright light.

Additionally, you instinctively know the direction to any location you've visited before, provided it's on the same plane of existence.

## STARFIRE LANCE

*1st-Level Evocation*

- **Casting Time:** 1 action
- **Range:** Self (30-foot line)
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Cleric, Sorcerer, Wizard

A beam of starlight shoots from your hand in a 30-foot line that is 5 feet wide. Each creature in the line must make a Dexterity saving throw. On a failure, a creature takes 3d8 radiant damage. On a success, it takes half damage.

The first creature that fails its save also emits bright light in a 10-foot radius until the end of your next turn.

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

## PHASE STEP

*1st-Level Conjunction*

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V
- **Duration:** Instantaneous
- **Classes:** Ranger, Sorcerer, Warlock, Wizard

You step through the space between moments, teleporting up to 15 feet to an unoccupied space you can see.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the teleport distance increases by 10 feet for each slot level above 1st.

## SIGN OF WARNING

*1st-Level Divination (Ritual)*

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (a pinch of silver dust)
- **Duration:** 8 hours
- **Classes:** Artificer, Bard, Cleric, Wizard

You touch a willing creature and trace its zodiac sign on its forehead in faintly glowing silver. The mark is invisible to everyone except you and the target. For the duration, the target has Advantage on Initiative rolls.

When the target would be hit by an attack it can't see, the mark flares with light, granting +2 AC against that attack. The spell then ends.

## 2ND-LEVEL SPELLS

### CONSTELLATION'S INSIGHT

*2nd-Level Divination*

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (a star chart)
- **Duration:** Concentration, up to 1 hour
- **Classes:** Bard, Cleric, Druid, Wizard

You touch a willing creature, granting it cosmic perception. For the duration, the target can see normally in magical and nonmagical darkness out to 60 feet.

Additionally, when the target makes an Intelligence or Wisdom check, it can roll a d6 and add the result. This bonus cannot be combined with *Guidance* or *Bardic Inspiration* on the same roll. Once a creature adds this die to three checks, the spell ends.

### LUNAR TETHER

*2nd-Level Evocation*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a silver chain worth 10 gp)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Druid, Ranger, Warlock

A rope of moonlight connects you to a creature within range. The target must make a Strength saving throw. On a failure, it is tethered to you for the duration.

While tethered, the creature can't willingly move more than 60 feet away from you. If it tries, it must make a Strength saving throw. On a failure, its movement stops and it takes 2d6 radiant damage.

As a bonus action on your turn, you can pull a tethered creature up to 20 feet toward you.

### PHASE SHIFT

*2nd-Level Transmutation*

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V, S
- **Duration:** 1 round
- **Classes:** Sorcerer, Warlock, Wizard

You shift between lunar phases, becoming partially incorporeal. Until the end of your next turn, you gain the following benefits:

- You can move through creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can't make attacks or cast spells that affect creatures or objects on the Material Plane.

### STARFALL

*2nd-Level Evocation*

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Druid, Sorcerer, Wizard

You call down three motes of starlight that strike points you can see within range. Each mote strikes a point and explodes in a 5-foot radius. Each creature in the area must make a Dexterity saving throw, taking 1d6 radiant damage on a failure or half on a success.

A creature in the area of multiple motes makes only one saving throw but takes damage from each mote that affects it.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional mote for each slot level above 2nd.

### STELLAR DANCE

*2nd-Level Transmutation*

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Druid, Ranger

You move with the grace of celestial bodies in their orbits. For the duration, your movement doesn't provoke opportunity attacks, and when you move within 5 feet of a creature, you can force it to make a Dexterity saving throw. On a failure, it is knocked prone. A creature can only be affected once per turn.

### ZODIAC SHIELD

*2nd-Level Abjuration*

- **Casting Time:** 1 reaction, which you take when you or a creature within 30 feet is hit by an attack
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 1 round
- **Classes:** Paladin, Sorcerer, Warlock, Wizard

A constellation blazes into existence between the attacker and target, absorbing the blow. The target gains a +5 bonus to AC against the triggering attack, potentially causing it to miss.

If the attack misses because of this spell, the target has advantage on its next attack roll against the attacker, provided it attacks before the end of its next turn.

## 3RD-LEVEL SPELLS

### ECLIPSE VEIL

*3rd-Level Illusion*

- **Casting Time:** 1 action
- **Range:** Self (30-foot radius)
- **Components:** V, S, M (a black pearl worth 50 gp)
- **Duration:** Concentration, up to 10 minutes
- **Classes:** Druid, Ranger, Sorcerer, Warlock

You create a zone where light and darkness exist in strange harmony. A 30-foot radius sphere centered on you is filled with dim light, regardless of existing light conditions. The sphere moves with you.

Within this area:

- Creatures of your choice have advantage on Stealth checks.
- Creatures you designate as enemies have disadvantage on Perception checks and attack rolls against creatures other than you.
- Spells of 2nd level or lower that create light or darkness are suppressed while their area overlaps with yours.

### INVOKE THE SIGN

*3rd-Level Enchantment*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Cleric

You call upon a zodiac constellation to empower or hinder a creature. Choose a creature within range and one of the following:

**Blessing.** The target gains advantage on the first attack roll it makes on each of its turns, and adds 1d4 to all saving throws for the duration.

**Curse.** The target makes a Charisma saving throw. On a failure, it has disadvantage on the first attack roll it makes on each of its turns, and subtracts 1d4 from all saving throws for the duration. It can repeat the save at the end of each turn, ending the effect on a success.

### TIDAL PULL

*3rd-Level Transmutation*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Druid, Sorcerer, Wizard

You invoke lunar gravity on a creature. The target makes a Strength saving throw. On a failure, it takes 3d10 force damage and is pulled up to 30 feet directly toward you. On a success, it takes half damage and isn't pulled.

If the pull causes the creature to collide with another creature or solid object, both take 2d6 bludgeoning damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d10 for each slot level above 3rd.

## LUNAR SANCTUARY

*3rd-Level Abjuration*

- **Casting Time:** 1 action
- **Range:** Self (15-foot radius)
- **Components:** V, S, M (moonstone dust worth 25 gp)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Cleric, Druid, Paladin

Soft moonlight fills a 15-foot radius sphere centered on you. The sphere moves with you. For the duration:

- Creatures of your choice in the area have advantage on saving throws against being charmed, frightened, or possessed.
- When a creature of your choice starts its turn in the area, it gains temporary hit points equal to your spellcasting ability modifier.
- Shapechangers in the area must succeed on a Constitution saving throw when they enter or start their turn there, or be forced into their true form until they leave.

## STELLAR PERFORMANCE

*3rd-Level Illusion*

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (a tiny crystal prism)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Sorcerer, Warlock

Illusory stars and moons swirl around you in mesmerizing patterns. For the duration, when a creature starts its turn within 30 feet of you and can see you, you can force it to make a Wisdom saving throw (no action required). On a failure, the creature is Incapacitated until the start of its next turn as it stares at the display.

Once a creature succeeds on this save, it is immune to this casting of the spell. Additionally, you have advantage on Charisma (Performance) checks for the duration.

## 4TH-LEVEL SPELLS

### CONSTELLATION PRISON

*4th-Level Conjuraton*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a handful of diamond dust worth 100 gp)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Druid, Sorcerer, Wizard

Lines of starlight erupt from the ground around a creature you can see within range, forming a cage of constellations. The target must make a Dexterity saving throw. On a failure, it is Restrained for the duration, suspended within a 10-foot cube of glowing stellar patterns.

While Restrained:

- The target takes 3d8 radiant damage at the start of each of its turns.
- The target can use its action to make a Strength saving throw, breaking free on a success.
- The prison has AC 15 and 50 hit points. If destroyed, the spell ends.

### COSMIC REVELATION

*4th-Level Divination*

- **Casting Time:** 10 minutes
- **Range:** Self
- **Components:** V, S, M (incense worth 100 gp, which the spell consumes)
- **Duration:** Instantaneous
- **Classes:** Cleric, Druid, Wizard

You enter a trance and commune with celestial forces. You can ask up to three questions about creatures, objects, or events. For each question, you receive a vision lasting no more than a minute that provides truthful guidance.

The visions show subjects symbolically rather than literally. The spell can perceive across any distance on the same plane, but cannot penetrate lead, wards against divination, or areas protected by deities.

### MOON'S GRAVITY

*4th-Level Transmutation*

- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Classes:** Druid, Sorcerer, Wizard

You dramatically alter gravity in a 30-foot radius, 50-foot high cylinder centered on a point within range. Choose one effect when you cast the spell:

**Crushing.** Gravity intensifies. Creatures in the area have their speed halved, have disadvantage on Strength and Dexterity checks, and take 2d6 bludgeoning damage when they start their turn in the area or enter it for the first time on a turn.

**Lifting.** Gravity weakens. Creatures in the area can jump three times the normal distance and have advantage on Strength (Athletics) checks to climb. Ranged weapon attacks passing through the area have disadvantage. Falling creatures in the area fall at 10 feet per round and take no falling damage.

### STELLAR JUDGMENT

*4th-Level Evocation*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a shard of amber worth 100 gp)
- **Duration:** Instantaneous
- **Classes:** Cleric, Druid, Paladin

You call down a column of starlight on a creature within range. The target must make a Dexterity saving throw. On a failure, it takes 6d10 radiant damage. On a success, it takes half damage.

If the target is a shapechanger or a creature disguised by illusion or transmutation magic, it takes an additional 4d10 radiant damage and is forced into its true form until it finishes a short or long rest.

## 5TH-LEVEL SPELLS

### ASTRAL CHORUS

*5th-Level Enchantment*

- **Casting Time:** 1 action
- **Range:** Self (30-foot radius)
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Cleric

You resonate with cosmic harmony, creating an aura of celestial music. For the duration, you and creatures of your choice within 30 feet of you gain the following:

- Immunity to being charmed or frightened.
- When affected creatures hit with an attack, they deal an extra 1d8 radiant damage.
- When affected creatures make a saving throw against a spell, they can use your spellcasting ability modifier instead of their own ability modifier.

### CALL THE STARS

*5th-Level Conjuration*

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Classes:** Druid, Sorcerer, Wizard

You call down five motes of blazing starlight that hover in the air at a point you choose within range.

When a creature moves within 30 feet of the motes or starts its turn there, you can use your reaction to send one or more motes streaking toward it. For each mote, the target must make a Dexterity saving throw, taking 2d10 radiant damage on a failure or half on a success.

Alternatively, as a bonus action on your turn, you can move all remaining motes up to 30 feet.

### TWIN'S BINDING

*5th-Level Enchantment*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a piece of silver thread)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Sorcerer, Wizard

You invoke the aspect of the Twins, forging a visible tether of starlight between two creatures you can see within range. Each target must make a Charisma saving throw. If either creature succeeds, the spell fails.

On a failed save, the creatures are physically and magically bound for the duration. The bond grants the following effects:

**Shared Fate.** Whenever one bound creature takes damage, the other creature takes force damage equal to **half** the damage dealt. This damage ignores resistance and immunity.

**Orbital Decay.** As a bonus action on your turn, you can violently contract the tether. Each bound creature is pulled up to 10 feet directly toward the other. If creatures collide, they take **4d8** force damage and fall **Prone**.

## CELESTIAL ALIGNMENT

*5th-Level Transmutation*

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (diamond dust worth 200 gp, which the spell consumes)
- **Duration:** 1 hour
- **Classes:** Cleric, Druid, Paladin, Sorcerer, Warlock

You align yourself perfectly with your zodiac constellation, transcending mortal limitations for the duration:

- **Refreshed Power:** When you cast this spell, you regain all expended uses of your zodiac sign's active ability.
- **Extra Burst:** While the spell lasts, you can use your active ability one additional time without expending a use.
- **Radiance:** You shed bright light in a 10-foot radius and dim light for an additional 10 feet.

Once during the duration, if you drop to 0 hit points but aren't killed outright, you can choose to drop to 1 hit point instead. The spell then ends.

### COMET CRASH

*5th-Level Evocation*

- **Casting Time:** 1 action
- **Range:** 150 feet
- **Components:** V, S
- **Duration:** Instantaneous
- **Classes:** Sorcerer, Wizard

Flaming rocks fall from the sky, striking a 20-foot radius sphere centered on a point you can see within range. Each creature in the area must make a Dexterity saving throw. On a failure, a creature takes 4d10 bludgeoning damage and 4d10 fire damage. On a success, a creature takes half damage.

The area becomes difficult terrain until cleared. Flammable objects not worn or carried ignite.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, both damage types increase by 1d10 for each slot level above 5th.

# BACKGROUNDS



# TEMPLE ASTRONOMER

You spent years in a temple or monastery dedicated to celestial observation. Night after night, you charted the movements of stars and moons, recorded eclipses and conjunctions, and sought meaning in the patterns of the heavens. Your order believed that the gods speak through celestial events, and you learned to read their messages.

Whether you left to spread celestial wisdom, were sent on a sacred mission, or fled some trouble within your order, you carry the knowledge of the heavens with you wherever you go.

## 2014 EDITION

**Skill Proficiencies:** Arcana, Religion **Tool Proficiencies:** Navigator's tools **Languages:** One of your choice (often Celestial) **Equipment:** A star chart, a brass astrolabe, a set of common clothes, a holy symbol of your order, and a pouch containing 15 gp

### FEATURE: CELESTIAL ARCHIVES

You have access to temple libraries and observatories dedicated to celestial study. When you visit a settlement with such a temple (DM's discretion), you can gain access to their archives and instruments. Clergy of celestial faiths generally regard you as a colleague and will provide you with basic hospitality (food and lodging) for up to a week, provided you share any significant astronomical discoveries.

### SUGGESTED CHARACTERISTICS

Temple astronomers are patient, observant, and often lost in contemplation of cosmic mysteries.

#### D6 PERSONALITY TRAIT

- 1 I constantly point out celestial phenomena that others miss or ignore.
- 2 I speak in metaphors drawn from astronomy and astrology.
- 3 I'm most comfortable when I can see the night sky.
- 4 I keep detailed notes about everything I observe.
- 5 I approach problems with the patience of one who tracks stars over decades.
- 6 I become genuinely distressed when clouds block my view of the heavens.

#### D6 IDEAL

- 1 **Knowledge.** The stars hold answers to questions we haven't learned to ask yet. (Neutral)
- 2 **Faith.** The celestial patterns reveal divine will to those who study them. (Lawful)
- 3 **Wonder.** The cosmos is beautiful beyond mortal comprehension. (Good)
- 4 **Order.** The predictable movements of the heavens prove the universe has structure. (Lawful)
- 5 **Discovery.** There are celestial truths no one has yet uncovered, and I will find them. (Chaotic)
- 6 **Guidance.** My knowledge should help others navigate their lives. (Good)

#### D6 BOND

- 1 My temple entrusted me with a star chart of immense value and importance.
- 2 I seek to complete my mentor's life work of mapping a newly discovered constellation.
- 3 I witnessed something in the stars that I don't understand but know I must investigate.
- 4 My order was destroyed, and I carry their accumulated wisdom alone.
- 5 I received a prophecy meant for another, and I must find them.
- 6 I'm searching for a celestial event that only occurs once in a thousand years.

#### D6 FLAW

- 1 I believe celestial signs more than people's words, even when the signs are ambiguous.
- 2 I can't resist correcting others' astrological misconceptions, even when it's rude.
- 3 I'm so focused on the heavens that I miss what's happening on the ground.
- 4 I become paralyzed with indecision if the stars don't provide clear guidance.
- 5 I secretly doubt that celestial patterns mean anything at all.
- 6 I hoard astronomical knowledge, reluctant to share discoveries with others.

## 2024 EDITION

**Ability Scores:** Intelligence, Wisdom, Constitution

**Skill Proficiencies:** Arcana, Religion

**Tool Proficiency:** Navigator's tools

**Language:** Celestial

**Equipment:** 50 gp of equipment including a star chart, an astrolabe, and vestments of your order

**Origin Feat:** Magic Initiate (Cleric) or Skilled

# WANDERING PROPHET

The stars speak to you. Perhaps you were born during a rare celestial event - an eclipse, a comet's passing, a meteor shower. Perhaps you simply looked up one night and understood what you saw. However it happened, you now see meaning in the movements of heavenly bodies that others cannot perceive.

You wander from place to place, sharing your visions and interpretations with those who will listen. Some call you wise. Others call you mad. You know the truth lies somewhere beyond such simple labels.

## 2014 EDITION

**Skill Proficiencies:** Insight, Performance **Tool Proficiencies:** One type of gaming set or musical instrument **Languages:** One of your choice **Equipment:** A worn traveling cloak, a collection of star charts and prophetic writings, a trinket from someone whose fate you foretold, and a pouch containing 10 gp

### FEATURE: VOICE OF THE STARS

Common folk in rural areas and small towns often seek your guidance, believing you can read their futures in the stars. You can usually find food, lodging, and modest gifts in exchange for horoscopes, blessings, and celestial interpretations. Additionally, you have an ear for local gossip and rumors - people share their troubles with you hoping for cosmic insight.

### SUGGESTED CHARACTERISTICS

Wandering prophets are often eccentric, speaking in riddles and seeing omens everywhere they look.

#### D6 PERSONALITY TRAIT

- 1 I speak in cryptic pronouncements, even when a simple answer would suffice.
- 2 I am utterly convinced that my visions are genuine cosmic truth.
- 3 I see omens in everything - the flight of birds, the fall of dice, the arrangement of food on a plate.
- 4 I treat every stranger as though they might be cosmically significant.
- 5 I often stare into the distance, seeing things others cannot.
- 6 I tell people what the stars say whether they want to hear it or not.

#### D6 IDEAL

- 1 **Truth.** I must share what the stars reveal, regardless of consequences. (Chaotic)
- 2 **Guidance.** My gift exists to help others find their path. (Good)
- 3 **Fate.** What is written in the stars cannot be changed - only understood. (Lawful)
- 4 **Freedom.** The stars show possibilities, not certainties - we choose our destiny. (Chaotic)
- 5 **Balance.** I reveal light and dark futures alike, for both are true. (Neutral)
- 6 **Power.** Knowledge of the future is the greatest power of all. (Evil)

#### D6 BOND

- 1 I had a vision of a great hero - and I believe one of my companions is that hero.
- 2 I foresaw my own death and am trying to change or understand it.
- 3 Someone I loved died because I misinterpreted a prophecy. I must atone.
- 4 A powerful person wants me dead because of a future I revealed to them.
- 5 I am searching for a place I've seen only in visions.
- 6 I must find another prophet who can interpret a vision I don't understand.

#### D6 FLAW

- 1 I cannot distinguish between genuine visions and ordinary dreams.
- 2 I tell people what they want to hear rather than what the stars truly say.
- 3 I am addicted to the feeling of prophecy and seek ever-more-dramatic visions.
- 4 I believe myself above ordinary mortals because of my gift.
- 5 I have foreseen something terrible and am too afraid to share it.
- 6 I secretly don't believe my own prophecies but can't stop making them.

## 2024 EDITION

**Ability Scores:** Wisdom, Charisma, Constitution

**Skill Proficiencies:** Insight, Performance

**Tool Proficiency:** One gaming set or musical instrument

**Language:** One of your choice

**Equipment:** 50 gp of equipment including traveling clothes, star charts, and a trinket from someone whose fate you foretold

**Origin Feat:** Magic Initiate (Druid) or Lucky

# LUNAR DEVOTEE

You served in a cult, circle, or order dedicated to the moon and its phases. Perhaps you worshipped a lunar deity, perhaps you followed druidic traditions tied to the lunar cycle, or perhaps you belonged to a secretive society that gathered power from moonlight. Whatever the specifics, the moon's rhythms became the rhythm of your life.

You learned to track the phases with perfect precision, to draw power from moonlight, and to understand the connection between lunar cycles and mortal affairs. Now you walk a path lit by silver light, even when clouds hide the moon from view.

## 2014 EDITION

**Skill Proficiencies:** Nature, Religion **Tool Proficiencies:** Herbalism kit **Languages:** Sylvan **Equipment:** A silver crescent pendant, a vial of water collected under a full moon, a set of traveler's clothes, a lunar calendar, and a pouch containing 10 gp

### FEATURE: MOON'S GUIDANCE

You always know the current phase of the moon without needing to see it, and you can predict lunar eclipses months in advance. Followers of lunar traditions recognize you as one of their own and will generally offer you shelter during dangerous moon phases, share information about local lunar phenomena, and warn you of threats to moon-worshippers in the area.

### SUGGESTED CHARACTERISTICS

Lunar devotees often exhibit personality shifts that mirror the moon's phases - more active and outgoing as it waxes, more introspective as it wanes.

#### D6 PERSONALITY TRAIT

- 1 My mood shifts noticeably with the moon's phases.
- 2 I perform small rituals at moonrise and moonset each day.
- 3 I prefer to conduct important business during favorable moon phases.
- 4 I feel genuinely uncomfortable during the new moon's darkness.
- 5 I collect water, herbs, and other materials during specific lunar phases.
- 6 I stay awake most nights and sleep during the day when possible.

#### D6 IDEAL

- 1 **Cycles.** All things wax and wane - understanding this brings wisdom. (Neutral)
- 2 **Mystery.** The moon keeps secrets that the sun cannot comprehend. (Any)
- 3 **Change.** Like the moon, we must constantly transform to remain true. (Chaotic)
- 4 **Balance.** Light and darkness each have their place in the cycle. (Neutral)
- 5 **Protection.** The moon watches over the night - and so must I. (Good)
- 6 **Power.** Moonlight holds magic that few understand how to harvest. (Neutral)

#### D6 BOND

- 1 My order was destroyed by those who feared our lunar magic. I seek survivors.
- 2 I carry a moonstone that has been passed down through my order for generations.
- 3 I witnessed something during a lunar eclipse that changed my understanding of everything.
- 4 Someone I loved was cursed by moonlight, and I seek a cure.
- 5 I am bound by oath to perform a specific ritual during each full moon.
- 6 I believe the moon is dying, and I must find a way to save it.

#### D6 FLAW

- 1 I refuse to undertake important tasks during unfavorable moon phases, even in emergencies.
- 2 I distrust those who worship the sun or work primarily in daylight.
- 3 I hoard moonlit materials obsessively, even when I have no use for them.
- 4 I believe the moon speaks directly to me, though others think I'm delusional.
- 5 I become genuinely afraid during lunar eclipses, unable to function normally.
- 6 I judge others harshly if they don't respect lunar traditions.

## 2024 EDITION

**Ability Scores:** Wisdom, Constitution, Charisma

**Skill Proficiencies:** Nature, Religion

**Tool Proficiency:** Herbalism kit

**Language:** Sylvan

**Equipment:** 50 gp of equipment including a silver crescent pendant, traveler's clothes, and a vial of moon-blessed water

**Origin Feat:** Magic Initiate (Druid) or Healer

# STAR-CROSSED SURVIVOR

You survived a catastrophic celestial event - a meteor strike, a rain of stars, an eclipse that brought monsters from the darkness, or some other cosmic disaster. The event killed many and changed everything for the survivors. You still carry the marks, whether physical scars, strange abilities, or psychological wounds that never fully healed.

Some see you as blessed by the stars. Others see you as cursed. You simply see yourself as someone who lived when others died, and who must make that survival mean something.

## 2014 EDITION

**Skill Proficiencies:** Survival, Intimidation **Tool**

**Proficiencies:** None **Languages:** Two of your choice

**Equipment:** A fragment of meteoric iron or other celestial debris, a memento from someone who didn't survive, traveling clothes, and a pouch containing 15 gp

### FEATURE: MARKED BY THE STARS

You bear visible signs of your celestial encounter - unusual scars, strangely colored eyes, or skin that faintly glimmers in starlight. People who recognize these marks react strongly: some with fear or suspicion, others with reverence or curiosity. You have advantage on Charisma (Intimidation) checks against those who fear celestial power, and NPCs interested in cosmic phenomena are often eager to hear your story and may offer aid in exchange for details about your experience.

### SUGGESTED CHARACTERISTICS

Star-crossed survivors often struggle with survivor's guilt, strange dreams, and the sense that their survival must have cosmic purpose.

#### D6 PERSONALITY TRAIT

- 1 I flinch at sudden bright lights or loud sounds from above.
- 2 I feel compelled to help others survive dangerous situations.
- 3 I speak often of those who died, keeping their memory alive.
- 4 I watch the sky constantly, waiting for the next disaster.
- 5 I treat each day as a gift, taking risks others find foolish.
- 6 I am drawn to sites of destruction, trying to understand why I lived.

#### D6 IDEAL

- 1 **Purpose.** I survived for a reason, and I must discover what it is. (Any)
- 2 **Protection.** I will prevent others from suffering what I endured. (Good)
- 3 **Vengeance.** Something caused that disaster, and I will find it and destroy it. (Chaotic)
- 4 **Acceptance.** The cosmos is vast and indifferent - I must make my own meaning. (Neutral)
- 5 **Memory.** Those who died must be remembered, and their stories told. (Good)
- 6 **Power.** The event changed me - I will master what I've become. (Neutral)

#### D6 BOND

- 1 I carry the last words of someone who died in my arms during the disaster.
- 2 I keep a piece of celestial debris that I believe saved my life.
- 3 Another survivor and I swore an oath that binds us across any distance.
- 4 I must return to the site of the disaster to find something I left behind.
- 5 I believe the disaster was not natural, and I hunt those responsible.
- 6 A child survived because of me, and I feel responsible for their fate.

#### D6 FLAW

- 1 I have recurring nightmares that leave me exhausted and shaken.
- 2 I feel guilty for surviving when others died and take foolish risks to "earn" my survival.
- 3 I am paranoid about celestial events, sometimes seeing threats where none exist.
- 4 I push others away, afraid that getting close to me brings doom.
- 5 I am reckless with my own safety, feeling I should have died already.
- 6 I hoard supplies obsessively, terrified of being unprepared for the next disaster.

## 2024 EDITION

**Ability Scores:** Constitution, Wisdom, Strength

**Skill Proficiencies:** Survival, Intimidation

**Tool Proficiency:** None (gain one additional language instead)

**Language:** Two of your choice

**Equipment:** 50 gp of equipment including a fragment of celestial debris, a memento from a fellow survivor, and traveling clothes

**Origin Feat:** Tough or Alert

# CELESTIAL NAVIGATOR

You learned to read the stars not for mystical purposes but for practical navigation. Perhaps you served aboard ships that crossed vast oceans, guided caravans across trackless deserts, or led expeditions through wilderness where landmarks meant nothing. The stars were your map, your compass, and your constant companions.

Your knowledge of the heavens is precise and mathematical rather than mystical - you know exactly where each star should be at any hour of any night, and you can calculate your position anywhere in the world from their positions. This practical wisdom doesn't preclude wonder at the cosmos, but it grounds that wonder in useful skill.

## 2014 EDITION

**Skill Proficiencies:** Survival, Nature **Tool Proficiencies:** Navigator's tools, vehicles (water) or vehicles (land)

**Languages:** None **Equipment:** Navigator's tools, a leather-bound journal of star charts and navigation notes, a compass, traveling clothes, and a pouch containing 15 gp

### FEATURE: STELLAR CARTOGRAPHY

You can navigate by the stars with remarkable precision. You never become lost as long as you can see the night sky, and you can determine your approximate location on a continent after observing the stars for one hour. Additionally, other navigators recognize your expertise - you can find work aboard ships or with caravans easily, and fellow navigators often share information about routes, hazards, and celestial phenomena with you professionally.

### SUGGESTED CHARACTERISTICS

Celestial navigators tend to be practical, observant, and comfortable with long periods of solitary watchfulness.

#### D6 PERSONALITY TRAIT

- 1 I automatically note the position of the stars whenever I step outside at night.
- 2 I describe distances in terms of travel time rather than miles.
- 3 I keep meticulous records of everywhere I've been and how I got there.
- 4 I'm restless when I stay in one place too long - I need to keep moving.
- 5 I have stories from a dozen lands and share them freely.
- 6 I trust my instruments and observations more than anything people tell me.

#### D6 IDEAL

- 1 **Exploration.** There are places no one has mapped yet, and I want to find them. (Chaotic)
- 2 **Precision.** Accurate navigation saves lives - there's no room for error. (Lawful)
- 3 **Freedom.** The ability to go anywhere is the greatest treasure. (Chaotic)
- 4 **Service.** My skills should help others reach their destinations safely. (Good)
- 5 **Knowledge.** Every journey teaches something new about the world and stars. (Neutral)
- 6 **Profit.** Navigation expertise is valuable, and I intend to profit from it. (Neutral)

#### D6 BOND

- 1 I seek a legendary location that appears on ancient star charts but no modern maps.
- 2 My mentor was lost on an expedition I led. I must find out what happened.
- 3 I carry a navigation instrument that has been in my family for generations.
- 4 A voyage I guided ended in disaster. I must redeem myself.
- 5 I promised to map a route that no one has successfully charted before.
- 6 Someone I guided to safety has become important, and I feel responsible for them.

#### D6 FLAW

- 1 I become anxious and irritable when I can't see the sky for extended periods.
- 2 I dismiss local knowledge in favor of my own navigation, sometimes foolishly.
- 3 I can't resist the urge to correct others' geographical or astronomical errors.
- 4 I trust maps and charts more than people, even when people are right.
- 5 I've guided expeditions that got people killed, and I carry that guilt silently.
- 6 I hoard my navigation knowledge, reluctant to share trade secrets.

## 2024 EDITION

**Ability Scores:** Wisdom, Intelligence, Dexterity

**Skill Proficiencies:** Survival, Nature

**Tool Proficiency:** Navigator's tools

**Language:** One of your choice

**Equipment:** 50 gp of equipment including navigator's tools, a leather journal, and a compass

**Origin Feat:** Skilled or Alert

# ZODIAC SCION

You were born under extraordinary celestial circumstances - perhaps during a rare alignment, a total eclipse, or the return of a comet not seen in centuries. Since birth, you have been marked as special, studied by astrologers, and raised with the expectation that you are destined for greatness (or infamy).

Whether you embrace this supposed destiny or rebel against it, you cannot escape the attention it brings. Astrologers seek your counsel, cultists may view you as a prophesied figure, and ordinary people often treat you with a mixture of awe and unease. Your birth chart has been cast a hundred times by a hundred different readers, each finding different meanings in the same celestial moment.

## 2014 EDITION

**Skill Proficiencies:** Arcana, Persuasion **Tool Proficiencies:** None **Languages:** Celestial, one other of your choice **Equipment:** A detailed copy of your birth chart, fine clothes, a signet ring or pendant marking your celestial birth, and a pouch containing 25 gp

### FEATURE: CHILD OF PROPHECY

Your unusual birth is documented in astrological records, and those who study such things may recognize your significance. Astrologers, sages, and members of celestial cults often know of you (or at least of your birth circumstances) and may seek you out. You can usually gain an audience with scholars of celestial matters, and such individuals may offer you aid, information, or shelter - though they may also want something from you in return. Additionally, your birth chart is on file in major astrological archives, which can be useful or dangerous depending on who accesses it.

### SUGGESTED CHARACTERISTICS

Zodiac scions often struggle with the weight of expectations, uncertain whether they are truly destined for greatness or merely burdened by others' beliefs.

#### D6 PERSONALITY TRAIT

- 1 I carry myself with the dignity of someone who believes they matter cosmically.
- 2 I downplay my supposed importance, uncomfortable with the attention.
- 3 I constantly wonder whether my choices are truly mine or predetermined.
- 4 I have studied my birth chart obsessively and can recite it from memory.
- 5 I compare everyone's zodiac sign to mine, looking for compatible allies or fated enemies.
- 6 I am deeply skeptical of astrology despite - or because of - my own circumstances.

#### D6 IDEAL

- 1 **Destiny.** The stars have charted my course, and I will follow it. (Lawful)
- 2 **Defiance.** I refuse to be controlled by the circumstances of my birth. (Chaotic)
- 3 **Responsibility.** If I am destined for great things, I must use that for good. (Good)
- 4 **Understanding.** I must learn what my birth truly means before I can act. (Neutral)
- 5 **Power.** If the cosmos chose me, I should claim what is rightfully mine. (Evil)
- 6 **Doubt.** Perhaps destiny is just a story we tell ourselves. (Any)

#### D6 BOND

- 1 Another child was born at the same moment I was. Our fates are intertwined.
- 2 A cult believes I am their prophesied leader. I must deal with them somehow.
- 3 The astrologer who cast my birth chart knows something they never told me.
- 4 My family has sacrificed much to raise me according to my "destiny." I owe them.
- 5 A prophecy speaks of my death, and I am determined to prevent or understand it.
- 6 I seek others born under similar circumstances - perhaps together we mean something.

#### D6 FLAW

- 1 I believe I am special and have trouble relating to "ordinary" people.
- 2 I am paralyzed by the fear of making choices that might ruin my destiny.
- 3 I resent the expectations placed on me and sometimes sabotage them.
- 4 I take credit for coincidences, claiming they prove my cosmic importance.
- 5 I trust anyone who flatters my supposed significance.
- 6 I secretly fear that I am not special at all and that everyone has been wrong about me.

## 2024 EDITION

**Ability Scores:** Charisma, Intelligence, Wisdom

**Skill Proficiencies:** Arcana, Persuasion

**Tool Proficiency:** Calligrapher's supplies or gaming set

**Language:** Celestial

**Equipment:** 50 gp of equipment including fine clothes, a detailed birth chart, and a signet ring or pendant

**Origin Feat:** Magic Initiate (Sorcerer) or Lucky

# ECLIPSE BORN

You entered the world during a solar or lunar eclipse - a moment when the cosmic order inverts and boundaries between realms grow thin. From your first breath, you have existed between light and shadow, belonging fully to neither. Some say eclipse-born children are blessed with insight into hidden things. Others say they are cursed to walk between worlds, never fully at home in either.

You have learned to navigate the spaces between - between day and night, between truth and secrets, between what is seen and what is hidden. This liminal existence grants you unique perspective but can make others uneasy in your presence.

## 2014 EDITION

**Skill Proficiencies:** Stealth, Perception **Tool Proficiencies:** Disguise kit **Languages:** One of your choice **Equipment:** A disguise kit, dark traveling clothes, a small mirror, a pendant depicting an eclipse, and a pouch containing 10 gp

## FEATURE: WALKER BETWEEN

You have an instinct for thresholds and boundaries - doorways, crossroads, borders, dawn and dusk. You can always tell when you're approaching a boundary between territories, and you have advantage on checks to find hidden passages, secret doors, or concealed borders. Additionally, people who work in liminal spaces (border guards, ferryman, innkeepers, and those who work night shifts) tend to recognize something kindred in you and are generally more willing to share information or provide small assistance.

## SUGGESTED CHARACTERISTICS

Eclipse-born often feel like outsiders, comfortable in shadows but drawn to light, understanding both but belonging to neither.

### D6 PERSONALITY TRAIT

- 1 I am most comfortable at dawn and dusk, when light and shadow balance.
- 2 I tend to notice what others overlook - the hidden and the subtle.
- 3 I instinctively position myself where I can see both the room and the exits.
- 4 I speak in half-truths not to deceive but because full truth feels unnatural.
- 5 I feel a strange kinship with others who don't quite fit in.
- 6 I am drawn to eclipses, solstices, and other moments of cosmic transition.

### D6 IDEAL

- 1 **Balance.** Light and shadow need each other - I serve neither exclusively. (Neutral)
- 2 **Revelation.** Hidden things should be brought to light. (Good)
- 3 **Secrets.** Some things are hidden for good reason. I protect them. (Lawful)
- 4 **Freedom.** Boundaries exist to be crossed. (Chaotic)
- 5 **Understanding.** I seek to comprehend what others fear to examine. (Neutral)
- 6 **Opportunity.** The spaces between are full of advantages for those who know how to use them. (Evil)

### D6 BOND

- 1 Another person was born in the same eclipse. We are connected, though I've never met them.
- 2 I witnessed something during an eclipse that I cannot explain and must understand.
- 3 Someone I love fears what I am. I want to prove they have nothing to fear.
- 4 A cult believes eclipse-born are omens of doom. They hunt me.
- 5 I guard a secret that exists only in the space between truths.
- 6 I seek the site where I was born, believing it holds answers about my nature.

### D6 FLAW

- 1 I struggle to commit fully to anything, always seeing both sides.
- 2 I keep secrets reflexively, even when honesty would serve me better.
- 3 I am uncomfortable in bright light or total darkness for extended periods.
- 4 I trust my instincts about hidden things even when evidence contradicts them.
- 5 I feel like an outsider everywhere and sometimes resent those who belong.
- 6 I am drawn to dangerous liminal spaces - ruins, haunted places, forbidden borders.

## 2024 EDITION

**Ability Scores:** Dexterity, Wisdom, Charisma

**Skill Proficiencies:** Stealth, Perception

**Tool Proficiency:** Disguise kit

**Language:** One of your choice

**Equipment:** 50 gp of equipment including a disguise kit, dark clothes, and an eclipse pendant

**Origin Feat:** Alert or Magic Initiate (Warlock)

# COMET CHASER

Comets are wanderers - celestial visitors that appear without warning, blaze across the sky, and vanish into the void for decades or centuries. You have dedicated your life to following them. Perhaps you track their paths mathematically, predicting returns and mapping trajectories. Perhaps you believe comets carry messages from distant powers. Perhaps you simply cannot resist the call of something so beautiful and transient.

You have traveled extensively, following comet sightings across continents and waiting years for predicted returns. You have met others who share your obsession and collected lore about famous comets throughout history. The sedentary life holds no appeal for you - there is always another comet to chase.

## 2014 EDITION

**Skill Proficiencies:** Nature, Investigation **Tool Proficiencies:** Navigator's tools, cartographer's tools  
**Languages:** None **Equipment:** Navigator's tools, a journal filled with comet observations and predictions, a spyglass, traveling clothes, and a pouch containing 15 gp

### FEATURE: COMET LORE

You have extensive knowledge of historical and predicted comets - their names, their cycles, the omens associated with them, and the events that coincided with their appearances. When a comet is visible, you can identify it and share its history and significance. Additionally, you have contacts among the loose network of comet chasers, astronomers, and omen-readers who track these celestial wanderers. In most major cities, you can find someone willing to share observations, offer temporary lodging to a fellow chaser, or trade information about recent sightings.

### SUGGESTED CHARACTERISTICS

Comet chasers are patient yet restless - willing to wait years for a predicted return, but unable to stay still once the chase begins.

#### D6 PERSONALITY TRAIT

- 1 I can wait months for something important, but I hate waiting minutes for something trivial.
- 2 I compare everything to comets - brief, beautiful, and destined to leave.
- 3 I maintain detailed records of my observations and travels.
- 4 I get excited about celestial events that bore everyone else.
- 5 I form quick, intense connections with people, knowing I'll soon move on.
- 6 I judge places by the quality of their night sky viewing.

#### D6 IDEAL

- 1 **Wonder.** Comets remind us that the universe is vast and beautiful. (Good)
- 2 **Knowledge.** I seek to understand comets scientifically, not superstitiously. (Neutral)
- 3 **Freedom.** Like comets, I refuse to be bound to any single place or path. (Chaotic)
- 4 **Patience.** Great things are worth waiting for. (Lawful)
- 5 **Legacy.** I will discover a comet that bears my name forever. (Any)
- 6 **Signs.** Comets carry messages for those wise enough to read them. (Any)

#### D6 BOND

- 1 I chase a comet my mentor died trying to observe. I will complete their work.
- 2 A specific comet appeared on the night of my birth. It returns soon, and I must see it.
- 3 I possess a fragment of a comet that fell to earth. It is priceless to me.
- 4 My observations could prove or disprove a theory that would change astronomy forever.
- 5 I search for the impact site of a comet that fell in ancient times, believing it holds power.
- 6 Another comet chaser betrayed me, stealing years of my observations. I want them back.

#### D6 FLAW

- 1 I abandon everything - responsibilities, relationships, safety - when a comet appears.
- 2 I look down on people who are content to stay in one place their whole lives.
- 3 I spend money recklessly on equipment, travel, and information about comets.
- 4 I struggle to maintain long-term relationships because I always leave.
- 5 I dismiss anything that isn't related to my current astronomical pursuit.
- 6 I have made promises I couldn't keep because a comet called me away.

## 2024 EDITION

**Ability Scores:** Intelligence, Wisdom, Constitution

**Skill Proficiencies:** Nature, Investigation

**Tool Proficiency:** Navigator's tools

**Language:** One of your choice

**Equipment:** 50 gp of equipment including navigator's tools, a journal, and a spyglass

**Origin Feat:** Alert or Skilled

# ASTRAL TOUCHED

You have brushed against the Astral Plane - that timeless silvery void between worlds where thought and memory take physical form. Perhaps you nearly died and drifted briefly into the astral before being pulled back. Perhaps you were caught in a magical accident that tore a momentary hole between planes. Perhaps you simply dreamed so vividly one night that part of you crossed over and returned... changed.

Since that contact, you perceive reality slightly differently. You sometimes sense thoughts as colors, see the faint silver threads that connect beings to their memories, or feel the weight of places where many people have died or dreamed. This altered perception marks you as someone who has touched the infinite.

## 2014 EDITION

**Skill Proficiencies:** Arcana, Insight **Tool Proficiencies:** None **Languages:** Deep Speech, one other of your choice **Equipment:** A small mirror that sometimes shows strange reflections, a journal of your astral dreams and visions, common clothes, and a pouch containing 10 gp

### FEATURE: ASTRAL RESONANCE

Your brush with the Astral Plane left you attuned to psychic residue and planar boundaries. You can sense when you are within 100 feet of a portal to another plane (though not its exact location or destination), and you sometimes receive brief impressions from places with strong emotional or historical significance - battlefields, temples, sites of great joy or tragedy. These impressions are vague and unreliable but occasionally provide useful insight. Additionally, creatures native to or connected with the Astral Plane often sense your touch and may react with curiosity, kinship, or hostility.

### SUGGESTED CHARACTERISTICS

Astral touched individuals often seem slightly distant, as though part of their attention is always elsewhere.

#### D6 PERSONALITY TRAIT

- 1 I sometimes respond to thoughts rather than words, forgetting others can't hear them.
- 2 I describe things in terms of colors and textures that make no sense to others.
- 3 I pause before answering questions, as though consulting something invisible.
- 4 I am fascinated by dreams and always ask people about theirs.
- 5 I occasionally forget how much time has passed, as though time flows differently for me.
- 6 I stare at empty spaces where I sense things others cannot perceive.

#### D6 IDEAL

- 1 **Understanding.** I must learn what happened to me and what it means. (Neutral)
- 2 **Connection.** The barriers between minds are illusions. True connection is possible. (Good)
- 3 **Exploration.** The Astral Plane is vast. I want to see more of it. (Chaotic)
- 4 **Caution.** Some boundaries exist for good reason. I must be careful. (Lawful)
- 5 **Power.** My experience grants me abilities others lack. I should develop them. (Neutral)
- 6 **Peace.** The timeless serenity of the astral calls to me. I seek that peace. (Any)

#### D6 BOND

- 1 I glimpsed someone in the astral void - a figure who seemed to recognize me. I must find them.
- 2 Part of me remains in the Astral Plane. I feel its pull constantly.
- 3 Someone caused my astral contact deliberately. I don't know who or why.
- 4 I carry memories that aren't mine - fragments from the astral that attached to me.
- 5 A being from the Astral Plane has taken interest in me. I don't know if it's benevolent.
- 6 I believe I can find a lost loved one's soul somewhere in the silver void.

#### D6 FLAW

- 1 I sometimes can't distinguish between astral impressions and physical reality.
- 2 I am drawn to planar rifts and portals even when they're obviously dangerous.
- 3 I dismiss the physical world as less real than the astral, frustrating practical people.
- 4 I have trouble forming attachments, sensing how temporary physical existence is.
- 5 The memories I carry from the astral sometimes overwhelm my own identity.
- 6 I speak of my astral experience so often that people find me tiresome.

## 2024 EDITION

**Ability Scores:** Intelligence, Wisdom, Charisma

**Skill Proficiencies:** Arcana, Insight

**Tool Proficiency:** None (gain one additional language instead)

**Language:** Deep Speech, one other of your choice

**Equipment:** 50 gp of equipment including a strange mirror, a dream journal, and common clothes

**Origin Feat:** Magic Initiate (Wizard) or apply Telepathic feat without half-stat boost

# CONSTELLATION KEEPER

Ancient sites around the world are aligned with the stars - standing stones that mark solstices, temples whose windows frame specific constellations, circles of monoliths that track celestial movements across decades. You served as a keeper of such a place, maintaining the site, performing seasonal rituals, and preserving the astronomical knowledge built into its very architecture.

Perhaps your site was destroyed and you now seek to rebuild or preserve its knowledge. Perhaps you left to find other sites and compare their wisdom. Perhaps you were sent into the world on a mission from your order. Whatever brought you to the road, you carry the weight of ancient celestial traditions and the responsibility of passing them on.

## 2014 EDITION

**Skill Proficiencies:** History, Religion **Tool Proficiencies:** Mason's tools **Languages:** One of your choice (often an ancient or dead language) **Equipment:** Mason's tools, a detailed diagram of your sacred site's alignments, a stone fragment from your site, robes or vestments, and a pouch containing 10 gp

### FEATURE: KEEPER'S KNOWLEDGE

You possess detailed knowledge of astronomically aligned sacred sites - their locations, their purposes, their construction, and the traditions associated with them. You can identify such sites when you encounter them and often know their history and significance. Keepers of other astronomical sites generally recognize you as a peer and will typically offer hospitality and share knowledge with you. Additionally, you can calculate astronomical events (solstices, equinoxes, eclipses) without tools and always know when the next significant celestial event will occur.

### SUGGESTED CHARACTERISTICS

Constellation keepers are typically patient, tradition-minded individuals who think in long timescales and value preservation of knowledge.

#### D6 PERSONALITY TRAIT

- 1 I speak of centuries the way others speak of years.
- 2 I perform small rituals at astronomically significant moments throughout the day.
- 3 I am constantly assessing buildings and landscapes for astronomical alignment.
- 4 I prefer ancient solutions to new problems.
- 5 I tell time by the stars and become disoriented when I can't see them.
- 6 I collect stones from significant places, building my own portable sacred site.

#### D6 IDEAL

- 1 **Preservation.** Ancient knowledge must be protected and passed on. (Lawful)
- 2 **Understanding.** The ancients knew things we've forgotten. I seek that wisdom. (Neutral)
- 3 **Connection.** Sacred sites connect us to the cosmos. That connection must be maintained. (Good)
- 4 **Renewal.** Old traditions must evolve to stay alive. I carry them forward, changed. (Chaotic)
- 5 **Power.** These sites were built to channel cosmic force. I will master that power. (Evil)
- 6 **Service.** I am a custodian, not an owner. The site and its knowledge belong to all. (Good)

#### D6 BOND

- 1 My site was destroyed. I carry its knowledge and will rebuild it or find a worthy successor.
- 2 I seek a legendary site mentioned in my order's oldest records but never found.
- 3 A prophecy in my site's alignment is about to come true. I must understand what it means.
- 4 Someone stole a sacred artifact from my site. I will recover it.
- 5 I was sent to establish a new site in an astronomically significant location.
- 6 My predecessor disappeared while investigating something in our site's deepest records.

#### D6 FLAW

- 1 I value ancient traditions over living people, sometimes callously.
- 2 I am so focused on cosmic timescales that I dismiss immediate concerns as trivial.
- 3 I believe my order's traditions are superior to all other forms of knowledge.
- 4 I hoard astronomical knowledge, reluctant to share it with the "uninitiated."
- 5 I cannot abide seeing sacred sites misused or disrespected, even violently.
- 6 I am haunted by a mistake I made in my duties that had unforeseen consequences.

## 2024 EDITION

**Ability Scores:** Intelligence, Wisdom, Strength

**Skill Proficiencies:** History, Religion

**Tool Proficiency:** Mason's tools

**Language:** One of your choice

**Equipment:** 50 gp of equipment including mason's tools, a site diagram, and vestments

**Origin Feat:** Skilled or Magic Initiate (Cleric/Druid)

# EQUIPMENT

**C**ELESTIAL MAGIC REQUIRES SPECIALIZED TOOLS - instruments for tracking the heavens, materials that resonate with cosmic power, and gear designed for those who work beneath the stars. This chapter presents new equipment for characters who draw power from the celestial realm.

## ASTRONOMICAL INSTRUMENTS

ITEM	COST	WEIGHT
Astrolabe	50 gp	2 lb.
Celestial compass	75 gp	1 lb.
Lunar calendar (perpetual)	25 gp	1 lb.
Orrery (portable)	250 gp	15 lb.
Spyglass, astronomer's	150 gp	2 lb.
Star chart (regional)	15 gp	-
Star chart (comprehensive)	50 gp	1 lb.
Zodiac wheel	30 gp	2 lb.

**Astrolabe.** This intricate brass instrument allows you to determine latitude and time by measuring the positions of celestial bodies. Using an astrolabe grants advantage on Wisdom (Survival) checks to navigate at night and allows you to determine local time precisely when you can see the stars or sun.

**Celestial Compass.** Unlike a normal compass that points north, a celestial compass can be attuned to any star or constellation. Once attuned (which takes 1 minute under a clear night sky), the compass points toward that celestial body's position, helping you navigate toward locations associated with specific stars.

**Lunar Calendar (Perpetual).** This mechanical device tracks the moon's phases indefinitely. With one minute of adjustment, it can display the phase for any date past or future. Essential for those whose magic depends on lunar timing.

**Orrery (Portable).** This working model of the celestial spheres shows the relative positions of the sun, moon, planets, and major constellations. Operating it for 10 minutes grants advantage on Intelligence (Arcana) checks related to celestial events and predictions.

**Spyglass, Astronomer's.** This high-quality spyglass is optimized for celestial observation. It allows you to see stars during twilight hours and to observe lunar surface features in detail, granting advantage on Wisdom (Perception) checks to observe celestial phenomena.

**Note:** Due to its specific celestial calibration, it cannot focus on terrestrial objects closer than 1 mile, making it unsuitable for ordinary scouting.

**Star Chart (Regional).** This chart shows the night sky as seen from a specific region, with major constellations and navigational stars marked. It grants advantage on Wisdom (Survival) checks to navigate by stars within the depicted region.



**Star Chart (Comprehensive).** This detailed atlas shows the night sky from multiple latitudes and seasons, along with astronomical tables. It grants advantage on Wisdom (Survival) checks to navigate by stars anywhere, and on Intelligence (Arcana) checks to identify celestial phenomena.

## CELESTIAL MATERIALS

Certain materials hold special significance for celestial magic. While not inherently magical, these substances resonate with cosmic forces and are used in crafting celestial magic items and as spell components.

MATERIAL	COST	NOTES
Meteoric iron (1 lb.)	100 gp	For weapons and armor
Moonstone dust (vial)	25 gp	Spell component
Moonsilver (1 oz.)	50 gp	For jewelry and fine items
Star crystal (small)	75 gp	Focus material
Sunstone (small)	50 gp	Light-related items
Void salt (pouch)	30 gp	Protection materials

**Meteoric Iron.** Iron that fell from the sky carries cosmic resonance. Weapons made from meteoric iron count as silvered and deal an extra 1 damage to shapechangers. Creating a weapon from meteoric iron requires raw material equal to the weapon's weight (minimum 1 lb.) plus 50 gp of crafting materials.

**Moonstone Dust.** Ground moonstone is used in many lunar spells and rituals. A vial contains enough for 10 uses as a material component.

**Moonsilver.** This rare metal forms only in certain locations during full moons. It holds enchantments related to lunar magic particularly well and is prized for jewelry.

**Star Crystal.** These crystallized fragments of starlight form in high mountains and ancient craters. They can serve as an arcane focus for celestial spells.

**Sunstone.** These golden crystals form in deserts and can hold light for extended periods. A sunstone exposed to sunlight for 1 hour will glow dimly for 8 hours afterward.

**Void Salt.** This black crystalline substance is harvested from sites where the Astral Plane has touched the material world. It is used in protection circles and wards against extraplanar intrusion.

## ADVENTURING GEAR

ITEM	COST	WEIGHT
Candles, lunar (10)	5 gp	1 lb.
Eclipse goggles	10 gp	-
Incense, celestial (10 sticks)	15 gp	-
Ink, luminous	15 gp	-
Mooncloth (1 sq. yard)	25 gp	1 lb.
Star lantern	30 gp	2 lb.

**Candles, Lunar.** These pale blue candles burn with a soft light that doesn't interfere with night vision. Creatures within the candlelight retain their darkvision. Each candle burns for 2 hours.

**Eclipse Goggles.** These darkened lenses allow safe observation of solar eclipses and protect against being blinded by sudden bright light. While wearing them, you have disadvantage on Perception checks in normal or dim light.

**Incense, Celestial.** This incense is used in many celestial rituals. When burned, it produces silver smoke and a calming scent. Meditating with celestial incense burning reduces the time needed for certain divination rituals by half.

**Ink, Luminous.** This ink glows faintly in darkness and is visible only in dim light or darkness. It is used for star charts and secret messages meant to be read at night.

**Mooncloth.** This pale fabric is woven from fibers harvested during full moons. Clothing made from mooncloth grants advantage on saves against lycanthropic curses.

**Star Lantern.** This lantern contains a tiny star crystal instead of a flame. It sheds dim light in a 20-foot radius, never needs fuel, and its light doesn't interfere with darkvision. The crystal must be exposed to starlight for 1 hour each week or it dims.

## ALCHEMICAL CONCOCTIONS

These consumable items harness celestial energy for temporary effects.

ITEM	COST	WEIGHT
Comet Wine (flask)	50 gp	1 lb.
Dust of the Void (pouch)	150 gp	-
Oil of Weightlessness (vial)	75 gp	-
Stardust (pouch)	40 gp	-

**Comet Wine.** This sparkling blue liquid tastes of frost and ozone. As an action, you can drink it to gain the speed of a falling star. For 1 minute, your walking speed increases by 10 feet, and you don't provoke opportunity attacks when you move out of an enemy's reach. After the minute ends, you must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion.

**Dust of the Void.** You can use an action to throw this handful of black dust into the air. It creates a 10-foot-radius sphere of magical darkness centered on you that lasts for 1 minute. The dust consumes light, and even creatures with darkvision cannot see through it.

**Oil of Weightlessness.** This clear oil contains captured starlight. Applying it to an object (taking 1 minute) reduces the object's weight by half for 24 hours. If applied to a creature (one action), the creature gains advantage on Strength (Athletics) checks to jump and Dexterity (Acrobatics) checks for 1 hour.

**Stardust.** As an action, you can blow this glittering dust over a creature or object within 5 feet. For 1 minute, the target sheds dim light in a 10-foot radius. If the target is invisible, it becomes visible as the dust clings to its form.

# MAGIC ITEMS



THE FOLLOWING MAGIC ITEMS DRAW POWER FROM celestial forces - the eternal dance of stars, the changing phases of the moon, and the cosmic energy that permeates the universe.

## COMMON MAGIC ITEMS

### COMPASS OF THE HOME STAR

*Wondrous item, common*

This small silver compass is attuned to your birth constellation. The needle always points toward the horizon position where your zodiac constellation will next rise. While holding the compass, you have **advantage on Wisdom (Survival) checks to navigate**.

### MOONPHASE RING

*Ring, common*

This silver ring bears a small moonstone that changes appearance to match the current phase of the moon. While wearing the ring, you always know the current moon phase and how long until the next phase change.

### STARLIGHT PENDANT

*Wondrous item, common*

This pendant contains a tiny star crystal. As a bonus action, you can cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or dim light in a 20-foot radius. You can extinguish the light as a bonus action. The light resembles starlight rather than firelight.

### ZODIAC MEDALLION

*Wondrous item, common*

This medallion bears the symbol of a specific zodiac sign. While wearing a medallion matching your birth sign, you have advantage on saving throws against being frightened during your sign's month.



# UNCOMMON MAGIC ITEMS

## ASTROLOGER'S LENS

*Wondrous item, uncommon (requires attunement)*

This crystal lens is set in a brass frame. While looking through the lens at night, you can see the stars even through clouds or light fog (but not solid barriers). Additionally, you can cast *augury* once per day by studying the stars through the lens for 1 minute.

## CLOAK OF THE NIGHT SKY

*Wondrous item, uncommon (requires attunement)*

This dark cloak is embroidered with constellations that seem to shift and twinkle. While wearing this cloak in dim light or darkness, you have advantage on Dexterity (Stealth) checks.

Additionally, while outdoors at night, you can use the cloak to cast *misty step* once. The cloak regains this ability at dawn.

## LUNAR BLADE

*Weapon (any sword), uncommon (requires attunement)*

This sword's blade has a faint silvery sheen. It functions as a silvered weapon +1. Additionally, during the full moon, the weapon gains a +2 bonus to attack and damage rolls.

## METEORITE AMULET

*Wondrous item, uncommon (requires attunement)*

This amulet contains a fragment of meteoric iron. While wearing it, you have resistance to damage from falling, and you can cast *feather fall* on yourself once per day without expending a spell slot.

## PHASE LANTERN

*Wondrous item, uncommon*

This lantern's light changes with the moon's phases. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. During the full moon, the radius increases to 60 feet bright and 60 feet dim. During the new moon, it sheds only dim light in a 30-foot radius.

Creatures within the lantern's light have a disadvantage on Stealth throws and can't be a target of the Polymorph effects of any source.

## RING OF STARFALL

*Ring, uncommon (requires attunement)*

This ring is set with a small star crystal. While wearing it, you can use an action to cast *guiding bolt* at 1st level (+5 to hit). Once you use this property, it can't be used again until the next dawn.

## ZODIAC BRACERS

*Wondrous item, uncommon (requires attunement)*

These bracers are engraved with all twelve zodiac symbols. While wearing them during a phase that resonates with your birth sign, you can use your zodiac sign's active ability one additional time before needing a rest.



## RARE MAGIC ITEMS

### ARMOR OF THE CELESTIAL GUARDIAN

*Armor (medium or heavy), rare (requires attunement)*

This armor is decorated with celestial motifs and set with small moonstones. While wearing it, you have resistance to radiant damage. Additionally, when you are hit by an attack, you can use your reaction to reduce the damage by **1d10 + your Constitution modifier**. You can use this reaction a number of times equal to your proficiency bonus, regaining all uses at dawn.

### CROWN OF THE ECLIPSED MOON

*Wondrous item, rare (requires attunement)*

This silver circlet has a dark moonstone set at its center. While wearing the crown, you gain darkvision out to 60 feet if you don't have it, or extend your existing darkvision by 30 feet.

Additionally, you can cast *darkness* centered on yourself once per day. While in this darkness, you can see normally, and you have advantage on attack rolls against creatures that can't see you.

### MOON BOW

*Weapon (longbow or shortbow), rare (requires attunement)*

This pale wooden bow is strung with moonsilver thread. You gain a +1 bonus to attack and damage rolls made with this weapon, and its arrows shed dim light in a 5-foot radius.

The bow has 3 charges. When you hit with an arrow from this bow, you can expend 1 charge to have the arrow burst with lunar radiance. The target takes an extra 2d6 radiant damage, and each creature of your choice within 10 feet of the target takes 1d6 radiant damage. The bow regains all charges at moonrise.

### ORB OF CELESTIAL ALIGNMENT

*Wondrous item, rare (requires attunement by a spellcaster)*

This crystal orb contains swirling silver mist that forms into constellation patterns. You can use the orb as a spellcasting focus. While holding it, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

Additionally, you can cast *divination* once per week without expending a spell slot or material components by gazing into the orb for 10 minutes.

### RING OF BORROWED FATE

*Ring, rare (requires attunement)*

This platinum ring is inscribed with tiny zodiac symbols. While wearing it, when you or a creature you can see within 30 feet makes an attack roll, ability check, or saving throw, you can use your reaction to interfere with fate. **Roll a d20**. You can choose to replace the creature's roll with your roll. Once you use this property, you can't use it again until the next dawn.

### STARFIRE ROD

*Rod, rare (requires attunement by a spellcaster)*

This rod is made of meteoric iron capped with a star crystal. You can use it as a spellcasting focus. While holding the rod, when you cast a spell that deals fire or radiant damage, you can change the damage type to the other.

The rod has 5 charges. When you cast a spell that deals radiant damage while holding the rod, you can expend charges to increase the damage. For each charge expended, the spell deals an extra 1d6 radiant damage. The rod regains 1d4+1 charges at dawn.



## VERY RARE MAGIC ITEMS

### ARMOR OF THE COSMIC WANDERER

*Armor (light), very rare (requires attunement)*

This armor appears to be made of solidified night sky - dark material studded with tiny points of light. While wearing it, you gain the following benefits:

- You have a +1 bonus to AC.
- You have resistance to cold damage and radiant damage.
- You can breathe normally in any environment, including the vacuum of space.
- Once per day, you can cast *dimension door* without expending a spell slot.

### BLADE OF FALLING STARS

*Weapon (longsword), very rare (requires attunement)*

This longsword has a blade that glimmers with captured starlight. You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit a creature with this weapon, you can choose to call down a meteor strike. The target and each creature within 10 feet of it must make a **DC 16** Dexterity saving throw, taking 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much on a successful one. Once you use this property, it can't be used again until the next dawn.

### CIRCLET OF THE ZODIAC

*Wondrous item, very rare (requires attunement)*

This platinum circlet is set with twelve different gemstones, each representing a zodiac sign. While wearing it, you gain the passive ability of your birth sign with doubled effectiveness (at DM's discretion for specifics).

Additionally, as an action, you can invoke a zodiac sign other than your own, gaining its active ability. Once you invoke a particular sign, you can't invoke that sign again until you finish a long rest.

### MOON STAFF

*Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)*

This pale wooden staff is topped with a large moonstone that glows softly. It functions as a +2 quarterstaff and a spellcasting focus.

The staff has 10 charges. While holding it, you can use an action to cast one of the following spells from it, using your spell save DC: *moonbeam* (2 charges), *darkness* (2 charges), *lunar sanctuary* (3 charges), or *greater invisibility* (4 charges). The staff regains 1d6+4 charges at moonrise.

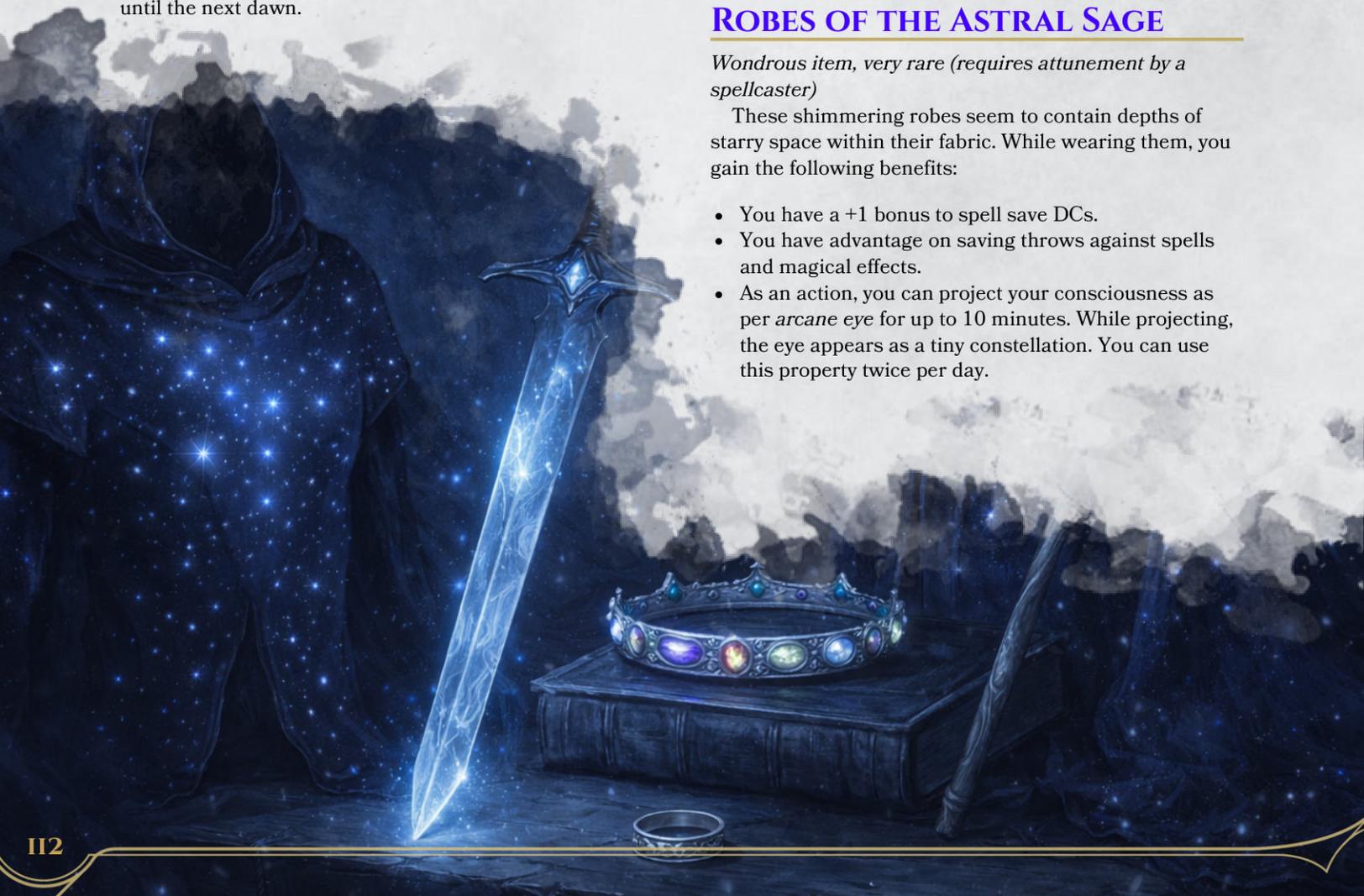
**Lunar Empowerment.** While the moon is visible, spells you cast using the staff deal an extra 1d8 radiant damage (if they deal damage) or restore an extra 1d8 hit points (if they restore hit points).

### ROBES OF THE ASTRAL SAGE

*Wondrous item, very rare (requires attunement by a spellcaster)*

These shimmering robes seem to contain depths of starry space within their fabric. While wearing them, you gain the following benefits:

- You have a +1 bonus to spell save DCs.
- You have advantage on saving throws against spells and magical effects.
- As an action, you can project your consciousness as per *arcane eye* for up to 10 minutes. While projecting, the eye appears as a tiny constellation. You can use this property twice per day.



## LEGENDARY MAGIC ITEMS

### CORONA OF THE SUN AND MOON

*Wondrous item, legendary (requires attunement)*

This magnificent crown combines gold and silver in an intricate design representing the sun and moon in eclipse. While wearing the corona, you gain the following benefits:

- Your Charisma score increases by 2, to a maximum of 22.
- You have immunity to radiant damage and resistance to necrotic damage.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can suppress or restore this light as a bonus action.
- You can cast *sunbeam* or *circle of death* once each per day without expending a spell slot.
- Once per day when you would drop to 0 hit points, you instead drop to 1 hit point, and each creature of your choice within 30 feet takes 4d6 radiant damage.

### ORRERY OF THE PLANES

*Wondrous item, legendary (requires attunement)*

This intricate mechanical model shows not just the celestial bodies of the sky, but the positions and alignments of the planes themselves. The orrery is 2 feet in diameter and must be set on a stable surface to function.

While attuned to the orrery, you gain the following benefits:

- You can cast *contact other plane* once per day without risk of going insane.
- As an action, you can determine the precise location of any portal to another plane within 10 miles.
- Once per week, you can use the orrery to cast *plane shift* without expending a spell slot or material components.
- Once per month, you can manipulate the orrery to cast *gate* without expending a spell slot or material components. The gate remains open for 1 minute or until you dismiss it.

### STAFF OF THE COSMOS

*Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)*

This staff is made of a material that seems to contain infinite starry depths within its surface. It can be wielded as a +3 quarterstaff.

The staff has 20 charges for the following properties. It regains 2d8+4 charges daily at dawn.

**Spells.** You can use an action to cast one of the following spells from the staff, using your spell save DC: *starfire lance* (1 charge), *phase shift* (2 charges), *invoke the sign* (3 charges), *stellar judgment* (4 charges), *call the stars* (5 charges), or **comet crash** (5 charges).

**Cosmic Retribution.** When you are hit by a melee attack while holding the staff, you can use your reaction to expend 2 charges and deal 2d6 radiant damage to the attacker.

**Stellar Form.** You can expend 10 charges as an action to transform into a being of pure starlight for 1 minute. In this form, you gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, you can fly at a speed of 60 feet, and your spell attacks deal an extra 2d6 radiant damage.



## ZODIAC BLADE

*Weapon (greatsword), legendary (requires attunement)*

This magnificent sword has twelve gems set into its crossguard, each representing a zodiac sign. The appropriate gem glows when its sign's month is current. You gain a +3 bonus to attack and damage rolls made with this weapon.

**Constellation Strike.** When you hit a creature with this weapon, you can invoke one of the twelve zodiac signs. The effect depends on the sign invoked (see table below). Once you invoke a particular sign, you can't invoke that sign again until the next dawn.

SIGN	EFFECT
Dragon	The target is frightened of you for 1 minute (Wisdom save DC 17 negates).
Owl	You learn the target's surface thoughts and have advantage on attacks against it for 1 minute.
Twin Blades	Make an additional attack against the target or another creature within 5 feet.
Phoenix	You regain hit points equal to the damage dealt.
Oak	You gain temporary hit points equal to the damage dealt.
Chalice	An ally within 30 feet regains hit points equal to the damage dealt.
Crown	The target is charmed by you for 1 minute (Wisdom save DC 17 negates).
Forge	The target's armor or natural armor is reduced by 2 until the end of your next turn.
Serpent	The target is poisoned for 1 minute (Constitution save DC 17 negates).
Hunter	Your next attack against the target before the end of your next turn <b>has Advantage and scores a critical hit on a roll of 19 or 20.</b>
Tower	You gain +2 AC until the start of your next turn and can't be moved against your will.
Raven	The target is frightened and can't regain hit points for 1 minute (Wisdom save DC 17 negates).



## D100 TRINKET

- 01-02 A shard of glass that shows the night sky regardless of the time of day.
- 03-04 A compass that points to the nearest person born under the same zodiac sign as you.
- 05-06 A star chart for a sky that doesn't match this world.
- 07-08 A small meteorite that feels warm when an eclipse is approaching.
- 09-10 A locket containing dust from a moon that was destroyed eons ago.
- 11-12 A diary written by an astronomer who slowly went mad watching a specific star.
- 13-14 A coin made of moonsilver that always lands heads-up during a full moon.
- 15-16 A pressed flower that only blooms by starlight.
- 17-18 A fragment of a telescope lens that allows you to see ghosts, but only very blurry ones.
- 19-20 A clockwork model of the solar system with one extra planet.
- 21-22 A ribbon woven from "moonbeams" that is incredibly light and cool to the touch.
- 23-24 A piece of parchment with your horoscope written on it, dated 100 years before you were born.
- 25-26 A glass jar containing a captured firefly that pulses in rhythm with a pulsar.
- 27-28 A silver ring that tarnishes instantly if a shapechanger touches it.
- 29-30 A heavy iron key that is supposedly for "The Door to the Moon."
- 31-32 A music box that plays the "song" of the celestial spheres (it sounds like static to most).
- 33-34 A fragment of a starship hull, smooth and made of unknown metal.
- 35-36 A pair of dice carved from meteor rock, the '1' is a skull, the '20' is a sun.
- 37-38 A letter from a lover promising to meet you "when the stars align."
- 39-40 A petrified egg that fell from the sky during a meteor shower.
- 41-42 A mask representing a zodiac sign that isn't one of the twelve.
- 43-44 A candle that burns with a black flame and sheds darkness instead of light.
- 45-46 A vial of water that freezes only when exposed to direct sunlight.
- 47-48 A star chart where the constellations form a map of a dungeon.
- 49-50 A broken sextant that whispers coordinates when held.
- 51-52 A cloak clasp shaped like an eclipse, it feels heavy when you lie.
- 53-54 A small prism that splits light into colors no one has names for.
- 55-56 A book of constellations where the pictures move slightly when you're not looking.
- 57-58 A fossil of a creature that clearly didn't evolve on this planet.
- 59-60 A piece of amber containing a spark of starlight instead of an insect.

- 61-62 A tarot card depicting "The Void," which always reappears in your deck.
- 63-64 A whistle that can only be heard by creatures capable of flight.
- 65-66 A glove that leaves glowing fingerprints for a few seconds after touching something.
- 67-68 A small idol of a forgotten star god, carved from bone.
- 69-70 A belt buckle that displays the current moon phase.
- 71-72 A bottle of ink that is invisible by day and glowing blue by night.
- 73-74 A signet ring from a noble house that vanished overnight.
- 75-76 A piece of cloth that changes color to match the sky overhead.
- 77-78 A tuning fork that hums when pointed at the North Star.
- 79-80 A sleeping mask embroidered with eyes, you dream of flying when you wear it.
- 81-82 A jar of "star jelly" (a gelatinous substance found after meteor showers).
- 83-84 A monocle that makes the moon look red.
- 85-86 A perpetually cold stone that is supposedly a tear of the moon goddess.
- 87-88 A scroll case that cannot be opened until the next solar eclipse.
- 89-90 A small mirror that shows your reflection as it will look 10 years from now.
- 91-92 A dagger hilt made of meteoric iron, the blade is broken off.
- 93-94 A necklace of beads, each carved from a different planet's stone.
- 95-96 A chaotic navigational chart that claims the earth is flat/hollow/a cube.
- 97-98 A sphere of glass that rolls uphill during the waxing moon.
- 99-00 A tiny clockwork star that orbits your head if you release it (it falls after 1 minute).

## CELESTIAL TRINKETS

When creating a character, you can roll on this table to generate a celestial-themed trinket that your character possesses. These items have no mechanical game effect but can serve as story hooks or mysterious keepsakes.

# CELESTIAL ENVIRONMENTAL HAZARDS

**I**N PLACES WHERE THE BARRIER BETWEEN THE MATERIAL Plane and the cosmos is thin, or where great celestial events have occurred, the environment itself can become a challenge. DMs can use these hazards to spice up exploration and combat encounters.

## LUNAR FOG

### Hazard

In ancient valleys sacred to the moon or areas cursed by lunar deities, a thick, silvery fog rises at night.

**Effect:** The fog creates heavily obscured areas. Additionally, the fog warps spatial perception. A creature trying to navigate through the fog must make a DC 13 Wisdom (Survival) check. On a failure, they are turned around and end their movement 1d6 x 10 feet in a random direction, believing they moved straight.

**Dispersion:** The fog burns away instantly if exposed to sunlight or a *daylight* spell.

## STAR-SCORCHED EARTH

### Hazard

Areas where stars have fallen or where celestial magic has been unleashed violently often retain radiation-like heat. The ground glitters with crystalline dust.

**Effect:** A creature that ends its turn on Star-Scorched Earth takes 1d4 radiant damage. If a creature falls prone in the area, they take 2d4 radiant damage.

**Corruption:** Food and water carried through this area spoil within 1 hour unless protected by lead or magic.

## GRAVITY WELL

### Hazard

A localized distortion of gravity, often found in ruins of the Stellar Concordance or sites of ancient impact.

**Effect:** A 15-foot radius sphere where gravity is magnified. The area is difficult terrain. Any creature that starts its turn there must succeed on a DC 15 Strength saving throw or have its speed reduced to 0 and take 1d6 bludgeoning damage as it is crushed against the ground.

**Flight:** Flying creatures that enter the cylinder above the well are pulled 60 feet down instantly.

## VACUUM POCKET

### Hazard

A tear in the atmosphere leading directly to the void of space. These invisible pockets are deadly traps found in ancient high-altitude ruins.

**Effect:** A creature that enters a Vacuum Pocket (typically a 5 or 10-foot cube) is immediately **Silenced** (as per the spell) and begins to suffocate. They take 1d6 cold damage at the start of each of their turns.

**Detection:** A successful DC 16 Wisdom (Perception) check reveals a lack of sound and a slight distortion in the air around the pocket.

## ZODIAC STATICS

### Hazard

An area where celestial energies are chaotic and conflicting, disrupting magic.

**Effect:** When a creature casts a spell of 1st level or higher in this area, they must roll a d20.

- **1-10:** The spell functions normally.
- **11-15:** The spell's damage type changes to Radiant.
- **16-19:** The spell slot is expended, but the spell fails.
- **20:** The spell is cast, but the caster is also targeted by a *guiding bolt* (attack bonus +5) originating from the sky.

## MOON-MADNESS ZONE

### Hazard

A region influenced by the Far Realm or a corrupted moon phase.

**Effect:** When a humanoid takes a long rest in this area, they must succeed on a DC 12 Wisdom saving throw. On a failure, they gain no benefit from the rest and are afflicted with a temporary madness: they believe the moon is watching them and judging their actions. They have disadvantage on Charisma checks until they leave the zone and finish a successful long rest.

## STELLAR TIME-SLIP

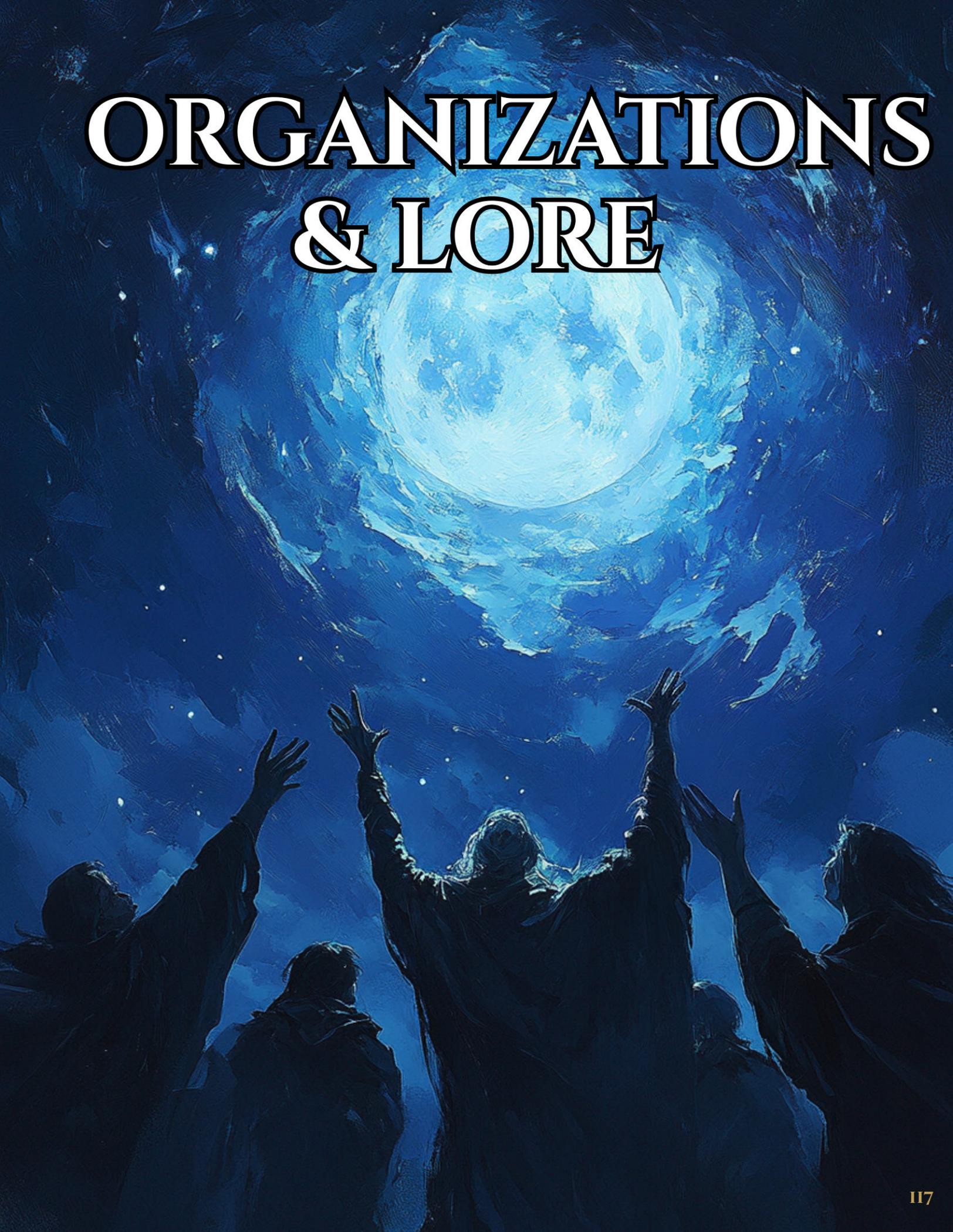
### Hazard

In places where the Material Plane brushes against the timeless Astral Plane, or near artifacts of chronomancy, time flows inconsistently.

**Effect:** At the start of each round, roll a d6 for the initiative count 20 (losing ties).

- **1-2 (Dilated Time):** All creatures in the zone move at half speed and cannot take reactions until the start of the next round.
- **3-4 (Normal Time):** Time passes normally.
- **5-6 (Accelerated Time):** All creatures in the zone gain a +2 bonus to AC and Dexterity saving throws until the start of the next round.

# ORGANIZATIONS & LORE



# THE STELLAR CONCORDANCE

*An alliance of astronomers, astrologers, and celestial mages dedicated to understanding and cataloging the heavens*

The Stellar Concordance began centuries ago when scholars from rival nations realized that the stars belonged to no kingdom. They formed a loose alliance dedicated to sharing astronomical observations, standardizing celestial charts, and preserving knowledge that transcended political boundaries.

Today, the Concordance operates observatories across the known world. Its members range from practical navigators to mystical astrologers to arcane researchers who study the magical properties of starlight. They share a commitment to knowledge and a belief that celestial wisdom should be available to all serious students.

## STRUCTURE

The Concordance has no central leadership. Instead, each observatory operates independently under a **Starwatcher** who coordinates local activities. Regional councils meet during significant celestial events to share discoveries and resolve disputes. Every fifty years, a **Grand Conjunction** brings representatives from all observatories together.

Members progress through informal ranks:

- **Novice** - Students learning basic astronomy and astrology
- **Observer** - Full members who contribute observations and research
- **Interpreter** - Senior members who analyze data and train novices
- **Starwatcher** - Leaders of individual observatories

## GOALS

- Map and catalog every visible star and celestial phenomenon
- Predict celestial events with perfect accuracy
- Understand the relationship between celestial movements and magical forces
- Preserve astronomical knowledge against catastrophe or persecution

## RESOURCES

The Concordance maintains:

- Observatories in major cities and remote high-altitude locations
- Archives containing centuries of astronomical records
- **Stellar Message:** A unique magical service that allows observatories to transmit short messages to one another instantly using focused beams of starlight. This network allows for rapid information exchange across continents, making the Concordance one of the fastest communication networks in the world.
- Workshops that produce high-quality astronomical instruments

## ADVENTURE HOOKS

- A Concordance observatory has gone silent. The last message mentioned a strange new star that shouldn't exist.
- The Concordance needs someone to transport a fragile orrery across dangerous territory before an important alignment.
- Two Starwatchers have conflicting interpretations of a prophecy and each wants the party's help proving they're correct.
- An ancient Concordance archive has been discovered in a ruin. Its contents could revolutionize astronomical understanding - if someone can retrieve them.

## USING THE CONCORDANCE

The Stellar Concordance makes an excellent patron organization for characters interested in celestial themes. They can provide:

- Access to astronomical knowledge and equipment
- Missions involving observation, exploration, and artifact recovery
- Contacts across multiple nations and cultures
- Warnings about upcoming celestial events

They work well as allies who need protection from those who would suppress knowledge, or as neutral parties whose information is valuable to multiple factions.

# THE LUNAR COURT

*A secretive society of moon-worshippers who believe the moon is a conscious entity*

The Lunar Court teaches that the moon is not merely a celestial body but a divine being - ancient, aware, and watching. Its phases represent moods, its light carries messages, and its eclipses are moments of cosmic significance when the moon turns its attention fully upon the world.

Court members perform rituals synchronized with lunar phases, interpret the moon's "will" through complex systems of divination, and work magic that draws directly on lunar power. Some members are devout mystics. Others are pragmatic spellcasters who find lunar magic effective regardless of theology. A few are genuinely touched by something - receiving visions and powers that suggest the moon might indeed be listening.

## STRUCTURE

The Lunar Court organizes itself around the eight moon phases:

- **The New Circle** - Initiates who have not yet witnessed a full lunar cycle as members
- **The Crescent Orders** (Waxing and Waning) - Full members who attend regular rituals
- **The Quarter Councils** (First and Third) - Leaders who coordinate activities and interpret doctrine
- **The Gibbous Assembly** - Senior ritualists and powerful spellcasters
- **The Full Throne** - The innermost circle, said to commune directly with the moon

Leadership passes according to complex rules involving birth signs, demonstrated power, and lunar omens. The current **Moon Sovereign** is chosen by signs that appear during a total lunar eclipse.

## GOALS

- Serve the moon's will (as they interpret it)
- Expand lunar worship and magical practice
- **The Lycanthropy Schism:** The Court is deeply divided regarding moon-touched beings. The "**Gifted**" faction believes Lycanthropy is a divine blessing and seeks to infect worthy candidates to create holy warriors. The "**Pure**" faction views it as a corruption of the moon's light that must be cured or controlled. This internal conflict threatens to tear the Court apart.
- Prepare for the "Long Night" - a prophesied event when the moon will speak directly

## RESOURCES

The Lunar Court maintains:

- Hidden temples in locations with clear views of the moon
- Libraries of lunar lore, including records of every eclipse for centuries
- Networks of informants who report unusual lunar phenomena
- Considerable magical power drawn from centuries of lunar worship

## ADVENTURE HOOKS

- The Lunar Court believes a PC is the subject of an ancient prophecy. They want to protect (or control) them.
- A faction within the Court wants to trigger a permanent eclipse. Others desperately seek help stopping them.
- The Court has information the party needs, but demands they complete a task during a specific moon phase.
- Someone is murdering Lunar Court members during full moons. The Court suspects werewolf hunters - or something worse.

## USING THE LUNAR COURT

The Lunar Court can serve multiple roles:

- As mysterious allies who provide lunar magic and prophecy
- As antagonists whose rituals threaten to unleash cosmic forces
- As a divided organization where different factions pull the party in different directions
- As a source of lore about lycanthropy, lunar magic, and celestial mysteries

Their secrecy and mysticism make them excellent sources of cryptic information and morally ambiguous quests.

# THE ZODIAC CIRCLE

*Twelve families or lineages, each claiming descent from a zodiac constellation*

According to the Zodiac Circle's founding myth, twelve heroes were blessed by the constellations themselves in ancient times, each receiving a portion of their patron star-sign's power. These heroes founded lineages that carry celestial power in their blood. The Zodiac Circle is the alliance of these twelve families, bound by ancient oaths to support each other and preserve their celestial heritage.

In truth, the historical record is murky. Some families have clear lineages stretching back centuries. Others seem to have "discovered" their celestial heritage more recently. But the magic is real - members of these families do tend to have stronger zodiac abilities than average, and the Circle's combined political and magical influence is formidable.

## STRUCTURE

Each zodiac sign has one **Prime Family** that leads its representation in the Circle. Meetings require representatives from all twelve families and occur during celestially significant times.

Within families, inheritance typically follows the eldest child born under the family's sign, though succession disputes are common when no such heir exists.

The Circle as a whole has no single leader. A **Speaker** is chosen by lot for each meeting, rotating the honor (and burden) of managing Circle politics.

## GOALS

- Preserve the power and prestige of the twelve families
- Maintain the ancient alliance despite internal rivalries
- Ensure that children of the bloodlines are trained in their celestial heritage
- Expand family influence through marriage, politics, and commerce

## THE ZODIAC SIGNETS

The heads of each family wear ancient **Zodiac Signets**. These rings function as *Rings of Mind Shielding*, but specifically against other ring-bearers. This magic ensures that while the families are allies, their deepest secrets and treacherous plots remain hidden from one another during council meetings.

## INTERNAL CONFLICTS

The families have complex relationships:

- **Opposite signs** (Dragon/Crown, Owl/Hunter, etc.) traditionally feud, though some have forged strong alliances precisely because the opposition forces them to understand each other.
- **Adjacent signs** often compete over similar domains.
- **Elemental allies** (fire signs with fire signs, etc.) tend toward natural alliance but also competition.

## ADVENTURE HOOKS

- A family heir has been born under the "wrong" sign. Some want to hide this, others to exploit it, and someone is trying to kill the child.
- An ancient pact requires all twelve families to contribute to a ritual. One family refuses, threatening cosmic consequences.
- A thirteenth family has emerged, claiming descent from a "lost constellation." The Circle is in chaos.
- Two families are on the brink of war. The party must negotiate peace or choose a side.

## USING THE ZODIAC CIRCLE

The Zodiac Circle provides:

- Political intrigue wrapped in celestial themes
- Potential patrons or enemies based on zodiac compatibility
- Access to ancient celestial bloodline magic
- A framework for noble family drama with cosmic stakes

Characters born under specific signs might find themselves claimed as "lost children" of the appropriate family - whether they want to be or not.

# THE ECLIPSE COVENANT

*A doomsday cult that believes eclipses are moments when the barriers between worlds weaken*

The Eclipse Covenant teaches that the sun and moon are seals holding back entities from beyond reality. During eclipses, these seals briefly fail, and the things they hold back can reach through. Most eclipses are minor - the barriers wobble but hold. But the Covenant believes a "Perfect Eclipse" is coming, one that will shatter the barriers entirely.

Different Covenant factions disagree violently about what this means. Some work to strengthen the seals and prevent the Perfect Eclipse. Others believe the barriers' fall is inevitable and seek to prepare humanity for what comes after. A radical few actively try to hasten the breaking, believing what waits beyond is salvation rather than destruction.

## STRUCTURE

The Covenant operates in isolated cells, each led by an **Eclipse Reader** who interprets the signs. Cells rarely interact directly, communicating through coded messages and dead drops.

A shadowy **Inner Eclipse** supposedly coordinates all cells, but most members have never met anyone from this leadership. Some believe the Inner Eclipse is a fiction. Others whisper that its members have already been "touched" by what lies beyond.

## GOALS

- Monitor all eclipses for signs of the barrier weakening
- Recruit those who have witnessed strange things during eclipses
- Prepare for the Perfect Eclipse
- **Chaos of Prophecy:** Different cells often have conflicting calculations for the date of the Perfect Eclipse. One cell might be panic-preparing for tomorrow, while another plans for a date a decade away. This leads to violent disagreements and chaotic, uncoordinated actions by different factions.

## RESOURCES

The Covenant maintains:

- Hidden observatories focused exclusively on eclipse prediction
- Archives of reports from eclipse events throughout history
- Artifacts supposedly retrieved during past eclipses
- Members in positions to influence responses to celestial events

## ADVENTURE HOOKS

- The Covenant warns that the next eclipse will be catastrophic. Are they right, or is this a ploy?
- A Covenant cell is trying to assassinate astronomers who might predict eclipses - or are they eliminating those who would weaken the barriers through observation?
- The party finds a Covenant cache containing objects that seem to be from another world entirely.
- Two Covenant factions are at war over whether to prevent or hasten the Perfect Eclipse. The party is caught in the middle.

## USING THE ECLIPSE COVENANT

The Covenant works well as:

- Ambiguous antagonists who might be dangerous zealots or the only ones who understand the real threat
- A source of forbidden lore about what exists beyond the material plane
- Multiple factions that can be played against each other
- A countdown threat - each eclipse bringing the campaign closer to cosmic catastrophe (or revelation)

# THE STARFALL MERCENARY COMPANY

*Soldiers and adventurers who fight under celestial banners*

Not all celestial organizations are mystical or secretive. The Starfall Company is a professional mercenary organization that recruits those born under specific zodiac signs, organizes them into sign-based units, and sells their services to anyone who can pay.

The Company's founder, a retired general named Vera Starfall, noticed that soldiers fought better alongside others of compatible signs. She created a mercenary company that uses celestial compatibility as its organizing principle. Squads are built from signs that work well together. Officers are chosen partly on zodiac criteria. Even the Company's battle tactics incorporate celestial timing.

It sounds like superstition, but the Starfall Company wins. Their squads demonstrate remarkable cohesion. Their officers seem to anticipate enemy movements. Their timing is uncanny. Whether this is genuine celestial influence or simply the power of soldiers who believe they're cosmically destined to work together, the results speak for themselves.

## STRUCTURE

The Company organizes around twelve **Constellation Cohorts**, one for each zodiac sign. Soldiers serve in their birth sign's cohort. Officers typically command cohorts of compatible signs.

**Vera Starfall** (Dragon-born, of course) commands the Company overall. Her twelve **Constellation Captains** lead the individual cohorts. Below them, **Star Sergeants** command individual squads.

## TACTICAL DOCTRINE

The Company deploys its forces based on elemental affinities:

- **Earth Squads (Oak, Tower, Serpent):** Form the "Anvil" of defense. They hold the line, build fortifications, and act as immovable objects against enemy charges.
- **Fire Squads (Dragon, Phoenix, Forge):** Act as the "Hammer" of assault. They act as shock troops, breaking enemy lines with overwhelming aggression.
- **Air Squads (Owl, Hunter, Twin Blades):** Handle reconnaissance, skirmishing, and rapid flanking maneuvers.
- **Water Squads (Chalice, Serpent, Crown):** Manage logistics, diplomacy, naval operations, and magical support.
- **Shadow/Spirit Specialists (Raven):** Operate independently as spies, assassins, and intelligence gatherers.

## SERVICES

The Company offers:

- Standard mercenary services (garrison duty, escort, warfare)
- Zodiac-matched bodyguards for wealthy clients
- "Celestial consultation" on troop organization for other military forces
- Training programs that incorporate zodiac principles

## ADVENTURE HOOKS

- The party needs to cross territory controlled by one faction. The Starfall Company works for that faction - but a PC's cousin is a Constellation Captain.
- Someone is assassinating Constellation Captains during their signs' months. The Company hires the party to investigate.
- The Company has been hired to retrieve something from a dangerous ruin. They need specialists (the party) to complement their soldiers.
- A former Company soldier has gone rogue, using inside knowledge to raid Company supply lines. They claim to have discovered something terrible about the Company's true purpose.

## USING THE STARFALL COMPANY

The Company provides:

- A practical, non-mystical application of zodiac concepts
- Mercenaries who can be allies, employers, or enemies
- Military expertise combined with celestial themes
- A contrast to more mystical organizations

Characters with military backgrounds might have served with the Company. Characters seeking martial training might seek them out.

# THE ETERNAL OBSERVATORY

*An ancient site where the boundary between the material world and the stars is thin*

The Eternal Observatory is not an organization but a place - yet it has spawned organizations, inspired cults, and drawn pilgrims for as long as anyone remembers. Located atop a mountain so high that the air grows thin, the Observatory is a complex of ancient structures aligned with mathematical precision to celestial events.

Who built it? When? These questions have no definitive answers. The architecture doesn't match any known civilization. The materials include stone that exists nowhere else on the planet. And on certain nights - during specific alignments - those who stand in the Observatory's central chamber report visions, prophetic dreams, and contact with entities that claim to be the stars themselves.

## THE OBSERVATORY'S KEEPERS

Various groups have controlled the Observatory throughout history:

- The **First Keepers** (identity unknown) apparently built it
- The **Star Priests of Aereth** controlled it for centuries until their civilization fell
- The **Silent Astronomers** maintained it for several hundred years, leaving only after a disaster they refused to describe
- Currently, a small group called the **Threshold Guardians** permits limited access while studying the site

## PROPERTIES

The Observatory demonstrates impossible properties:

- The night sky visible from its central chamber shows stars no longer visible from anywhere else on the planet
- Time passes strangely within - visitors sometimes emerge having aged differently than expected
- Spells cast within the chamber during alignments are significantly more powerful
- Some visitors receive genuine prophecies. Others go mad. No one knows what determines the difference.

## ADVENTURE HOOKS

- The party needs a prophecy only the Observatory can provide. The Threshold Guardians require a service in exchange for access.
- Something has emerged from the Observatory - something that was inside waiting for the right alignment.
- A rival group is trying to seize the Observatory. The Threshold Guardians cannot hold them alone.
- A PC receives a vision of the Observatory despite never having heard of it. The vision insists they must go there.

## USING THE ETERNAL OBSERVATORY

The Observatory works as:

- A destination for pilgrimages and quests
- A source of powerful prophecy (with appropriate risks)
- A mystery whose origins drive entire campaigns
- A location where the rules of reality bend in celestial ways

It can host single adventures or serve as a recurring location that reveals new mysteries each time the party visits.

# DOWNTIME ACTIVITIES

**B**ETWEEN ADVENTURES, CHARACTERS CAN DELVE deeper into celestial mysteries. These activities allow characters to earn money, gain temporary boons, or acquire rare materials.

## CAST HOROSCOPES

You can spend a week of downtime charting the stars for local nobles, merchants, or superstitious commoners. This activity requires proficiency with **Navigator's Tools** or the **Arcana** skill.

**Resources.** You must spend 10 gp on parchment, ink, and advertising to establish your practice for the week.

**Resolution.** Make an Intelligence (Arcana) or Wisdom (Navigator's Tools) check.

CHECK RESULT	OUTCOME
1-9	<b>The Foggy Sky.</b> Your predictions are vague or inaccurate. You earn nothing and gain a reputation as a fraud in this town.
10-14	<b>The Clear View.</b> You earn enough to cover a modest lifestyle for the week plus 25 gp in profit.
15-20	<b>The True Reading.</b> Your predictions are strikingly accurate. You earn a comfortable lifestyle for the week plus 75 gp in profit.
21+	<b>The Prophetic Voice.</b> A wealthy patron is impressed by your insight. You earn a wealthy lifestyle for the week plus 150 gp, and the patron may offer a quest or favor.

## CELESTIAL OBSERVATION

You spend a week in a high, quiet place (a tower, mountain peak, or rooftop) studying the movements of the heavens to attune your spirit to the cosmos.

**Resources.** This activity costs nothing but time and a clear sky.

**Resolution.** Make a DC 15 Intelligence (Nature) or Wisdom (Survival) check.

- **Failure:** The clouds were thick, or your focus wavered. You gain no benefit.
- **Success:** You align your internal rhythm with the stars. You gain **Cosmic Inspiration**. You have one d20. Once within the next 7 days, you can use this die to replace any attack roll, saving throw, or ability check you make. You must choose to use it before rolling. Once used, the inspiration is lost. }

## METEOR HUNTING

You spend a week scouring the wilderness for “star metal” or other celestial debris. This activity requires access to a region where meteors are known to fall (DM's discretion).

**Resources.** You must spend 25 gp on supplies and travel expenses.

**Resolution.** Make a DC 15 Intelligence (Investigation) or Wisdom (Survival) check.

CHECK RESULT	OUTCOME
1-14	<b>Empty Hands.</b> You find nothing but slag and ordinary rocks.
15-19	<b>Stardust.</b> You find 1d4 vials of <b>Moonstone Dust</b> or <b>Stardust</b> (DM's choice).
20-24	<b>The Shard.</b> You find a small <b>Star Crystal</b> or enough <b>Meteoric Iron</b> to craft a dagger or arrowheads (1 lb).
25+	<b>The Core.</b> You find a significant deposit of <b>Meteoric Iron</b> (1d4+1 lbs) or a <b>Sunstone</b> .



# CULTURAL SUPERSTITIONS & IDIOMS

**I**N A WORLD GOVERNED BY THE STARS, THE LANGUAGE AND customs of the people reflect their reverence (and fear) of the sky. DMs can use these details to make the world feel lived-in.

## COMMON IDIOMS & PHRASES

**“Stars guide you.”** - A standard farewell, similar to “Godspeed.”

**“Moon-touched.”** - Used to describe someone eccentric, artistic, or slightly mad.

**“In the moon’s shadow.”** - Doing something secretly or illicitly.

**“When the Dragon sleeps.”** - A phrase meaning “never” or “at an impossible time.”

**“Eclipse-hearted.”** - Describes a traitor or someone with two faces.

**“Bright as a comet.”** - Describes someone talented but reckless, destined to burn out young.

**“To swallow a star.”** - To attempt an impossible task, to be overly ambitious.

**“Zenith pride.”** - Extreme arrogance that comes before a fall (referencing the sun reaching its peak before inevitably setting).

**“Cold as the Void.”** - Describes a person completely lacking empathy or emotion.

**“Tether-snapped.”** - Someone who has lost their mind or gone into a violent rage (implying they are drifting away from reality).

**“Iron from the sky.”** - A phrase describing unexpected wealth or a sudden, violent stroke of luck (referring to valuable meteoric iron).

**“Retrograde luck.”** - When everything goes wrong in a weirdly specific, almost humorous way; a series of unfortunate delays.

**“Born under a static sky.”** - Describes someone boring, destined for an uneventful life, or lacking magical potential.

**“Dust to stardust.”** - A funeral phrase implying the soul returns to the heavens; also used to say that everything is temporary.

**“Orbits apart.”** - Describes two people who are fundamentally different or will never see eye-to-eye, even if they are close.

**“A new moon promise.”** - A promise that is empty or impossible to see; a lie.

**“Sharing the same sky.”** - To have a common ground or shared interest with an enemy.

**“To chart the void.”** - Trying to find meaning where there is none; overthinking or wasting time on useless details.

**“Eating starlight.”** - Surviving on very little (food or money); being poor but hopeful.

**“Fighting the sunrise.”** - Resisting the inevitable; a futile struggle against time or truth.

## CUSTOMS & RITUALS

### BIRTH

When a child is born, the windows are thrown open immediately, regardless of the weather, to let the starlight touch the infant. Midwives record the exact minute of birth to cast the child’s “True Chart.” It is considered bad luck to name a child before their zodiac sign is confirmed.

### MARRIAGE

Weddings are rarely held during the day. The most auspicious time is “Star-rise” - the moment the first star becomes visible at twilight. Couples often exchange rings made of meteoric iron (for strength) or silver (for adaptability). A “Sun Marriage” is considered practical and political, while a “Moon Marriage” is considered passionate but potentially unstable.

### DEATH

Burial customs vary by sign, but “Sky Burial” is common among the devout. The body is placed on a high platform to be exposed to the heavens for three nights before interment.

- **The Mirror Rite:** A small mirror is often placed over the deceased’s heart to “reflect their soul back to the stars.”
- **Mourning:** Mourners often wear veils of dark blue or black with silver embroidery. It is taboo to light a fire near a fresh grave, as the light might distract the soul from finding the stars.

### DAILY SUPERSTITIONS

- **Eclipses:** During an eclipse, common folk bang pots and pans or ring bells to “scare away the shadow beast” eating the sun/moon.
- **Shooting Stars:** If you see a shooting star on your left, it is an omen of change. On your right, it is a sign to stay the course.
- **Spilled Water:** If you spill water under a full moon, you must toss a silver coin into the puddle, or you risk washing away your luck.
- **Pointing:** It is considered rude to point directly at a constellation with a single finger, one should use the whole hand to show respect.

# ADVENTURE HOOKS



THIS CHAPTER PROVIDES ADVENTURE HOOKS organized by theme. Each hook includes complications, entry points for the party, and key objectives to help DMs develop them into full adventures.

## LOCAL & LOW-LEVEL MYSTERIES

### THE HOROSCOPE SCAM

*Recommended Levels: 1-4*

A charismatic new astrologer, Madame Zora, has arrived in town. Her predictions are uncannily accurate - 100%. People are selling homes, breaking engagements, and investing fortunes based on her advice. The truth? Zora is a fraud working with a band of doppelgangers and illusionists who *stage* events to ensure her predictions come true.

#### Complications:

- The city guard is in Zora's pocket (or she predicted their promotions).
- A prediction involves a PC's death or financial ruin.
- The gang plans one final "Great Prophecy" to loot the town and vanish.

#### Entry Points:

- **The Victim:** A friend of the party lost everything because of a prediction and asks for help.
- **The Skeptic:** A local temple hires the party to expose Zora as a fraud.
- **The Target:** Zora publicly predicts a terrible misfortune for one of the PCs to intimidate them.

#### Key Objectives:

- Surveil Zora's associates to catch them staging an "accident."
- Infiltrate Zora's office to find her ledger of secrets.
- Disrupt the final ritual/heist before the town is looted.

## STAR-CROSSED LOVERS

*Recommended Levels: 1-4*

A young noble from the Dragon family has fallen in love with a commoner (or rival noble) born under the Crown sign - traditionally incompatible enemies. Their families are furious. The couple begs the party to escort them to the "Sanctuary of the Void," a mythical place where stars hold no sway over destiny.

#### Complications:

- The "Sanctuary" might be a trap or a bandit camp.
- The families hire the Starfall Mercenary Company to retrieve them.
- One of the lovers begins to doubt if they can truly defy their stars.

#### Entry Points:

- **The Job:** The lovers hire the party as bodyguards for their escape.
- **The Hunt:** The angry father hires the party to "rescue" his child from a "kidnapper" (the lover).
- **The Accident:** The party stumbles upon the couple being attacked by family thugs on the road.

#### Key Objectives:

- Escort the couple through dangerous wilderness while being hunted.
- Navigate the social conflict between the two powerful families.
- Determine if the Sanctuary is real and safe.

# CELESTIAL EVENTS

## THE FALSE STAR

---

*Recommended Levels: 3-6*

A new star has appeared in the night sky. It's moving, growing brighter, and astrologers panic. It is not a star, but an object falling from the heavens.

**Complications:**

- The impact site is in contested territory (or monster-infested lands).
- The object emits radiation that mutates local wildlife.
- A rival adventuring party is racing to claim it first.

**Entry Points:**

- **The Witness:** The party sees the object fall and is the closest group to the impact site.
- **The Contract:** The Stellar Concordance hires the party to retrieve the object for study.
- **The Omen:** A PC's zodiac sign flares with pain when the object lands.

**Key Objectives:**

- Race to the crash site before rivals or villains.
- Survive the mutated environment around the crater.
- Secure or destroy the entity/object within the "star."

## THE ENDLESS ECLIPSE

---

*Recommended Levels: 5-8*

An eclipse began three days ago and shows no signs of ending. The sun and moon remain locked. Temperatures drop. Crops wither.

**Complications:**

- The eclipse is anchored to a specific ancient ruin where a ritual is taking place.
- Shadows have become solid and hostile.
- The Eclipse Covenant claims this is the "Perfect Eclipse" and defends the site.

**Entry Points:**

- **The Darkness:** The party is in a town that is suddenly attacked by shadow creatures.
- **The Plea:** A druid circle realizes nature is dying and points the party toward the source.
- **The Prophecy:** A Lunar Court member reveals that a specific PC is key to breaking the alignment.

**Key Objectives:**

- Locate the source of the magical anchor holding the eclipse in place.
- Infiltrate the Eclipse Covenant's stronghold.
- Perform a counter-ritual or destroy the anchor to free the sun.



# ZODIAC CONFLICTS

## THE MISBORN HEIR

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*Recommended Levels: 4-7*

The heir to a powerful Zodiac Circle family has been born under the wrong sign - their family's opposite. The family claims they want to "cure" the child, but they are secretly preparing a ritual to siphon the child's conflicting power to strengthen the parents.

**Complications:**

- The child has wild, uncontrolled magic that triggers when they are scared.
- Both the family and the rival faction have legal authority or public support.
- The child trusts their parents and fears the party.

**Entry Points:**

- **The Extraction:** A sympathetic servant hires the party to smuggle the child out of the estate.
- **The Double Cross:** The family hires the party to "guard" the child, but the PCs realize they are guarding a sacrifice.
- **The Rival:** An enemy family hires the party to kidnap the child to use as leverage.

**Key Objectives:**

- Infiltrate the heavily guarded family estate.
- Uncover the truth about the ritual.
- Escort the child to safety or confront the parents.

## THE THIRTEENTH SIGN

---

*Recommended Levels: 8-12*

Astrologers discover evidence of a thirteenth zodiac constellation, erased from history. Those born under it are awakening, manifesting anti-magic abilities. The Zodiac Circle orders a purge.

**Complications:**

- The Zodiac Circle views the 13th Sign as an existential threat to magic itself.
- The 13th Sign's power is dangerous and hard to control.
- The sign was hidden because it is a prison for an eldritch entity.

**Entry Points:**

- **The Awakening:** A PC or their close ally manifests the 13th Sign's power.
- **The Inquisition:** The party witnesses Zodiac Circle enforcers hunting innocent civilians.
- **The Discovery:** The party finds an ancient star chart showing the lost constellation.

**Key Objectives:**

- Protect the awakened individuals from the Zodiac Circle.
- Find the ancient temple where the sign was originally sealed.
- Decide whether to restore the sign (altering the world) or help seal it away forever.

# LUNAR MYSTERIES

## THE MOON'S SCREAM

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*Recommended Levels: 6-10*

The moon hasn't gone silent - it has started screaming. But only lycanthropes, the mad, and the magically sensitive can hear it. It is a constant, psychic shriek of pain. The Lunar Court is paralyzed by migraines and madness.

### **Complications:**

- Lycanthropes are trapped in hybrid forms, driven into a frenzy by the noise.
- Spellcasters must make Concentration checks just to cast spells due to the psychic noise.
- The source of the pain is a "thorn" - a dark spire erected on the moon itself (or a reflection of it in the Feywild).

### **Entry Points:**

- **The Headache:** A spellcaster PC begins hearing the scream and cannot sleep.
- **The Request:** The Moon Sovereign begs the party to investigate because her own seers are incapacitated.
- **The Outbreak:** The party must defend a town from frenzied werewolves who are actually just in pain.

### **Key Objectives:**

- Find the ritual site or portal causing the psychic damage to the moon.
- Travel to the Astral Plane or Feywild to reach the "thorn."
- Destroy the source of the pain before the moon cracks.

## LUNACY RISING

---

*Recommended Levels: 5-8*

Something is corrupting the full moon. Those who look at it become violent and impossibly strong. Cities burn as riots break out every month.

### **Complications:**

- The corruption is spread by sight - looking at the moon triggers it.
- The party must travel exclusively by day or underground.
- A villain is using the chaos to overthrow the government.

### **Entry Points:**

- **The Survivor:** The party arrives at a town that tore itself apart the previous night.
- **The Cure:** An alchemist believes they can make a potion to block the effect but needs rare ingredients.
- **The Siege:** The party is trapped in a castle during the full moon, surrounded by the infected.

### **Key Objectives:**

- Survive the nights of the full moon.
- Locate the artifact or entity broadcasting the corruption.
- Deploy a cure or destroy the source.

# CELESTIAL LOCATIONS

## THE STAR THAT FELL

---

*Recommended Levels: 3-6*

A star fell fifty years ago, creating the town of Starfall. Now, the crater is humming. The star wasn't dead - it was sleeping.

**Complications:**

- The town's economy depends on mining the "sleeping" star.
- The star is actually a celestial warship or a biological entity.
- The townsfolk have been subtly mind-controlled to protect the crater.

**Entry Points:**

- **The Delivery:** The party delivers supplies to the mine and notices the miners acting like a hive mind.
- **The Pulse:** A magical shockwave from the town knocks out magic in the region.
- **The Escapee:** A terrified miner escapes and tells the party the rock is "eating" people.

**Key Objectives:**

- Descend into the mines of the crater.
- Break the mind control over the townsfolk.
- Deactivate or communicate with the waking entity.

## THE ZODIAC VAULT

---

*Recommended Levels: 7-11*

A vault hidden at the center of a stone circle opens only once every hundred years. That night is tomorrow.

**Complications:**

- The key is split into three parts held by rival factions.
- The vault contains knowledge, not gold - knowledge that could topple kingdoms.
- The vault is guarded by a construct that adapts to the party's attacks.

**Entry Points:**

- **The Race:** The party finds the map and realizes they have 24 hours to get there.
- **The Hired Muscle:** An archaeologist hires the party to protect them while they open the vault.
- **The Interception:** The party must stop a villain from entering the vault.

**Key Objectives:**

- Reach the stone circle before the alignment passes.
- Defeat rival teams also seeking the vault.
- Solve the celestial puzzles inside to claim the prize.



# COSMIC THREATS

## THE STAR-EATER

*Recommended Levels: 11-16*

Stars are vanishing. The “Star-Eater” is an ancient, cosmic entity bound thousands of years ago in a prison of light. Now, a nihilistic sect is systematically breaking the “chains” - which appear to mortals as specific stars.

### Complications:

- The party must save specific stars by stopping rituals around the world and outside of it, to keep the chains intact.
- The entity whispers to the party, promising power if they let it free.
- The sun is the final chain.

### Entry Points:

- **The Missing Star:** A navigator realizes a star is gone and hires the party to find out why.
- **The Cult:** The party interrupts a ritual intended to “snuff out” a local star’s light.
- **The Vision:** A deity shows a PC the end of the world if the chains break.

### Key Objectives:

- Identify the next target of the cult.
- Travel to the Astral Plane or other worlds to defend the “chain” stars.
- Defeat the Avatar of the Star-Eater or re-forge the prison.

## THE RETURN OF THE CELESTIALS

*Recommended Levels: 14-20*

The constellations were once living gods who ascended. Now they are descending. They are alien, vast, and dissatisfied with the state of the world.

### Complications:

- Those born under a returning sign are possessed as vessels.
- The Celestials view mortals as ants to be “corrected.”
- The Lunar Court and Zodiac Circle are forced to ally against them.

### Entry Points:

- **The Possession:** A powerful NPC (or PC) is taken over by their sign’s avatar.
- **The Invasion:** “Star-ships” or light constructs begin landing in major cities.
- **The Resistance:** The gods of the world ask the party to stop the interlopers.

### Key Objectives:

- Unite the fractured factions of the world against the threat.
- Find the ancient weapons used to banish the stars the first time.
- Challenge the Constellation Lords in combat or debate to determine the fate of the world.



## OPTIONAL RULES: STELLAR READINGS

In a world influenced by the stars, adventurers can attempt to peer into the immediate future. This system allows characters to cast a **Reading** during a Long Rest, receiving a prophetic Omen that lasts until their next Long Rest.

An Omen is not a guarantee - it is a cosmic current. A clever adventurer rides the current if it is favorable, or steers around it if it is treacherous.

### PERFORMING A READING

Any character with proficiency in **Arcana**, **Religion**, or **Navigator's Tools** (or possessing a **Tarot Deck** or **Zodiac Wheel**) can perform a reading during a Long Rest.

**Roll 1d6** to determine the **Omen Type**, then **Roll a d20** to determine its **Polarity**.

- **1-10: Descendant (Negative).** The stars predict misfortune. You must avoid the trigger condition, or suffer a penalty.
- **11-20: Ascendant (Positive).** The stars predict fortune. You should seek out the trigger condition to gain a bonus.

*A character can only be under the effect of one Omen at a time.*

## THE OMENS TABLE

### I. THE RED STAR (CONFLICT)

*The stars speak of blood and retribution.*

- **Ascendant (The Avenger):** The stars guide your hand against those who wrong you.
  - **Trigger:** You hit a creature that has dealt damage to you since the end of your last turn.
  - **Effect:** You channel cosmic wrath. You deal the **maximum possible damage** for your weapon or spell dice. Do not roll. The Omen ends.
- **Descendant (The Victim):** The stars expose your vitals.
  - **Trigger:** A creature scores a Critical Hit against you.
  - **Effect:** The critical hit is devastating. You take the **maximum possible damage** from the attacker's dice.
  - **Player Goal:** Use abilities that impose Disadvantage on attackers (Dodge, Blur, Protection), kill enemies before they can strike.

### 2. THE SILVER TONGUE (SOCIAL)

*The stars speak of words, lies, and influence.*

- **Ascendant (The Charmer):** Fate weaves your words into gold.
  - **Trigger:** You make a Charisma check to persuade or deceive a hostile or indifferent creature.
  - **Effect:** Treat a d20 roll of 9 or lower as a 10. You gain **Advantage** on the check. The Omen ends after one successful check.
- **Descendant (The Pariah):** Your words will turn to ash.
  - **Trigger:** You attempt to lie to an NPC.
  - **Effect:** The NPC instinctively distrusts you. You have **Disadvantage** on the check, and failure results in immediate hostility or a complete shutdown of negotiations.
  - **Player Goal:** Speak only the truth today, or let others do the talking.

### 3. THE SHADOWED PATH (SECRETS)

*The stars speak of the unseen and the darkness.*

- **Ascendant (The Ghost):** The shadows embrace you.
  - **Trigger:** You end your turn in Dim Light or Darkness while within 30 feet of an enemy.
  - **Effect:** You become **Invisible** (as per the spell) until the start of your next turn or until you attack. The Omen ends.
- **Descendant (The Beacon):** You cannot hide from the light.
  - **Trigger:** You move more than half your speed in a single turn.
  - **Effect:** You inadvertently make a loud noise or catch the light. Stealth checks automatically fail until the start of your next turn, and enemies have Advantage on Perception checks to find you.
  - **Player Goal:** Move slowly and deliberately, do not run.

## 4. THE BROKEN SHIELD (SURVIVAL)

*The stars speak of endurance and fragility.*

- **Ascendant (The Iron):** You will weather the storm.
  - **Trigger:** You fail a Saving Throw against a spell or magical effect.
  - **Effect:** You can choose to succeed instead. The Omen is fulfilled and ends.
- **Descendant (The Glass):** You are fragile today.
  - **Trigger:** You take damage that reduces you to **half your hit point maximum or fewer**.
  - **Effect:** The shock overwhelms you. You are **Stunned** until the end of your next turn.
  - **Player Goal:** Keep your hit points high, rely on temporary HP, retreat before you get bloodied.

## 5. THE MYSTIC EYE (MAGIC)

*The stars speak of the weave and arcane investment.*

- **Ascendant (The Conduit):** Magic surges when you pour your will into it.
  - **Trigger:** You cast a spell using a spell slot of a **higher level** than the spell's base level (Upcasting).
  - **Effect:** The spell takes effect as if cast with a slot **one level higher** than the one you expended (e.g., spend a 2nd-level slot to cast a 1st-level spell, it takes effect as 3rd-level). The Omen ends.
- **Descendant (The Short-Circuit):** The weave resists your grasp.
  - **Trigger:** You cast a spell of 1st level or higher while within 5 feet of a hostile creature.
  - **Effect:** You must make a Constitution saving throw (DC = 10 + spell level). On a failure, the spell fails and the slot is wasted.
  - **Player Goal:** Keep your distance from enemies, rely on *Misty Step* or disengage before casting.

## 6. THE WANDERING COMET (LUCK)

*The stars speak of pure chance and chaos.*

- **Ascendant (The Fortune):** Luck is your servant.
  - **Trigger:** You roll a natural 1 on an attack, check, or save.
  - **Effect:** Turn that 1 into a **natural 20**. The Omen ends.
- **Descendant (The Jinx):** Luck is your enemy.
  - **Trigger:** You roll a natural 20 on an attack, check, or save.
  - **Effect:** The roll counts as a **natural 1**. The cosmic balance demands failure.
  - **Player Goal:** Avoid high-stakes gambles where a critical failure would be catastrophic.

## DEFYING FATE

Sometimes, a hero refuses to accept a bad omen. This is dangerous, but legendary.

If a character is suffering from a **Descendant (Negative) Omen**, they can choose to **Defy Fate** at the moment the trigger occurs.

**To Defy Fate:**

1. **Accept the Punishment:** The character accepts the penalty of the Omen (e.g., takes the Stun, the Max Crit Damage, or the wasted spell slot).
2. **Overcome the Odds:** If they survive the penalty and *still* succeed on their intended action (e.g., survive the stun and attack next turn, or maintain concentration despite the crit), they trigger the defiance.
3. **The Reward:** The Omen shatters immediately. The character gains a **+1d6 Cosmic Die** to add to all attack rolls, ability checks, and saving throws for the next **1 minute**.

**Design Note:** This mechanic encourages players to lean into the narrative of the “bad day” and turn it into a heroic moment of overcoming cosmic adversity.



# CONCLUSION

## A LETTER TO FELLOW STARGAZERS

There is a moment that every adventurer knows. The campfire burns low. The watch begins. And in the silence between one companion's breathing and another's, you look up.

The stars are always there.

They watched the first dragon take flight. They will watch the last kingdom fall. They observed the gods themselves walking the earth, and they observe you now - a small figure beside a small fire in a vast world beneath an infinite sky.

This is the truth at the heart of celestial astrology: we are small, and the cosmos is vast, and somehow that connection between the two creates meaning. The Dragon who looks up at their constellation and feels ambition kindle in their chest. The Raven who sees the dark spaces between stars and understands that endings are not to be feared. The Chalice who watches the moon pour silver light across the land and knows that giving is its own reward.

These are not superstitions. They are stories we tell ourselves about who we are and who we might become. And stories, as every adventurer knows, have power.

## USING THIS BOOK

Take what serves your table. Leave what doesn't.

Perhaps you want the full celestial experience - tracking moon phases, calculating phase resonances, building campaigns around eclipses and alignments. The tools are here for that depth of engagement.

Perhaps you want only a touch of cosmic flavor - a zodiac sign that informs a character's personality, a celestial organization that provides a quest hook, a magic item that glimmers with starlight. That works too.

The twelve signs are not cages. They are constellations - patterns we draw between distant points of light, creating meaning from chaos. Your characters can embrace their signs, struggle against them, or ignore them entirely. The stars do not compel. They suggest. They resonate. They illuminate.

The moon does not demand worship. It simply shines, and in that light, we see ourselves more clearly.

## FOR THE DUNGEON MASTER

When you describe the night sky, pause. Let the moment breathe.

The stars your players see are the same stars their characters' grandparents saw, and their grandparents before them, stretching back to the first people who looked up and wondered. That continuity matters. It connects individual adventures to something larger, something eternal.

Use celestial events as punctuation in your narrative. An eclipse doesn't need mechanical effects to be meaningful - it can simply be the backdrop against which a climactic battle unfolds, the light going strange at the moment of victory or defeat. A comet crossing the sky can mark the beginning of a new chapter without anyone casting a single spell.

Let your villains have zodiac signs. Let them believe in their cosmic destiny as fervently as the heroes believe in theirs. The Dragon-born tyrant and the Dragon-born liberator look at the same stars and see different truths. That tension is the heart of good storytelling.

## FOR THE PLAYER

Your character looked up one night - perhaps as a child, perhaps last week - and felt something. A connection. A recognition. A sense that the patterns in the sky meant something about who they were and who they could become.

What did they feel?

Wonder? Fear? Ambition? Peace? The answer shapes everything that follows. A Phoenix who sees their constellation as a promise of eternal renewal plays differently than a Phoenix who sees it as a burden of endless responsibility. Both are valid. Both are true to the sign. The stars are large enough to hold contradictions.

Consider your character's relationship with fate. Do they believe their destiny is written, or do they see the zodiac as a tool rather than a master? Do they check the moon phase before making important decisions, or do they scoff at such superstition while unconsciously avoiding major choices during the new moon?

These details breathe life into characters. They cost nothing in terms of mechanics but pay dividends in terms of depth.

## THE SKY ABOVE YOUR TABLE

Somewhere, as you read this, the real moon hangs in the real sky in one of its eight phases. Real stars wheel overhead in patterns humans have watched for millennia. The same constellations that inspired ancient myths inspire us still.

When you bring celestial astrology to your table, you tap into something primal - the same sense of wonder that made our ancestors paint stars on cave walls and align monuments to solstices. You connect your fictional world to the real one through the simple act of looking up.

The night sky is humanity's oldest story. Every culture has read meaning in those distant lights. Every generation has found itself reflected in the patterns above. Your game, your characters, your stories join that tradition.

The stars are waiting.

### ATTRIBUTION

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>.

The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

## A BLESSING FOR YOUR TABLE

*May your Dragons find worthy challenges. May your Owls see clearly in the dark. May your Twin Blades find balance in all things. May your Phoenixes rise from every fall. May your Oaks stand firm against every storm. May your Chalices never run dry. May your Crowns shine with deserved radiance. May your Forges never cool. May your Serpents find safe paths through danger. May your Hunters find what they seek. May your Towers shelter those in need. May your Ravens find peace with endings.*

*May your dice roll true, your stories resonate, and your nights beneath imaginary stars be filled with real wonder.*

*Clear skies and good gaming.*

# APPENDICES

## APPENDIX A: CELESTIAL CALENDAR QUICK REFERENCE

### MOON PHASES DURATION

PHASE	DURATION
New Moon	3-4 days
Waxing Crescent	3-4 days
First Quarter	3-4 days
Waxing Gibbous	3-4 days
Full Moon	3-4 days
Waning Gibbous	3-4 days
Third Quarter	3-4 days
Waning Crescent	3-4 days

Full lunar cycle: approximately 29 days

### ZODIAC SIGN DATES

SIGN	DATES	SEASON
Dragon	Dec 21 - Jan 20	Deep Winter
Owl	Jan 21 - Feb 19	Late Winter
Twin Blades	Feb 20 - Mar 20	Winter's End
Phoenix	Mar 21 - Apr 19	Early Spring
Oak	Apr 20 - May 20	Mid Spring
Chalice	May 21 - Jun 20	Early Summer
Crown	Jun 21 - Jul 22	High Summer
Forge	Jul 23 - Aug 22	Late Summer
Serpent	Aug 23 - Sep 22	Early Autumn
Hunter	Sep 23 - Oct 22	Mid Autumn
Tower	Oct 23 - Nov 21	Late Autumn
Raven	Nov 22 - Dec 20	Early Winter

## APPENDIX B: ZODIAC COMPATIBILITY CHART

### OPPOSITE SIGNS (TRADITIONAL RIVALS)

SIGN	OPPOSITE
Dragon	Crown
Owl	Hunter
Twin Blades	Forge
Phoenix	Tower
Oak	Serpent
Chalice	Raven

## ELEMENTAL GROUPINGS

**Fire Signs:** Dragon, Phoenix, Crown, Forge

**Earth Signs:** Oak, Tower

**Air Signs:** Owl, Twin Blades, Hunter

**Water Signs:** Chalice, Serpent

**Shadow Signs:** Owl, Raven, Serpent

**Spirit Signs:** Phoenix, Raven

## PHASE RESONANCE SUMMARY

SIGN	PRIMARY PHASE	SECONDARY PHASE
Dragon	Full Moon	Waxing Gibbous
Owl	New Moon	Waning Crescent
Twin Blades	First Quarter	Waxing Phases
Phoenix	Waxing Crescent	Full Moon
Oak	Waxing Gibbous	Full Moon
Chalice	Waxing Crescent	Full Moon
Crown	Full Moon	Waxing Gibbous
Forge	Waxing Gibbous	First Quarter
Serpent	Waning Crescent	New Moon
Hunter	Third Quarter	Waning Gibbous
Tower	Full Moon	Third Quarter
Raven	New Moon	Waning Crescent

## APPENDIX C: RANDOM CELESTIAL EVENTS

Roll 1d20 when the party looks at the night sky or when you want to add celestial flavor:

D20 EVENT
1 A shooting star streaks overhead - make a wish
2 The moon seems unusually large tonight
3 A constellation appears to twinkle in sequence, almost like a message
4 Thin clouds cross the moon, creating a halo effect
5 The party notices a new star that shouldn't be there
6 A meteor shower begins unexpectedly
7 The aurora appears, rare for this latitude
8 Stars seem to form a pattern matching a PC's zodiac sign
9 The moon appears slightly off-color - reddish or golden
10 A conjunction of planets is visible on the horizon
11 Complete silence falls, as if the world holds its breath
12 A comet's tail is faintly visible
13 Moonlight seems unusually bright, casting sharp shadows
14 A ring forms around the moon, predicting weather change
15 Stars seem to be slowly rotating around a fixed point
16 The Milky Way is extraordinarily clear tonight
17 A section of sky seems darker than it should be, as if stars are missing
18 One star flares briefly to unusual brightness
19 The moon and a planet appear very close together
20 For just a moment, the sky seems to show an unfamiliar constellation

## APPENDIX D: LAST NAMES BY ZODIAC SIGN

When creating NPCs, consider using names that reflect their zodiac sign:

### DRAGON NAMES

Ignar, Pyrra, Embrik, Flamina, Ashketh, Scorian

### OWL NAMES

Wisdom, Nightfall, Greyfeather, Silentus, Duskwalker, Vera

### TWIN BLADES NAMES

Castor, Pollux, Mirror, Echo, Duality, Geminus

### PHOENIX NAMES

Risana, Ashborne, Renewal, Embera, Pyrelight, Dawning

### OAK NAMES

Rowan, Thornwood, Deeproot, Steadfast, Boughwright, Verdant

### CHALICE NAMES

Mercy, Healia, Wellspring, Grace, Offering, Blessing

### CROWN NAMES

Regal, Gloriana, Sovereign, Radiance, Noble, Bright

### FORGE NAMES

Anvil, Hammer, Craftsworth, Ironbound, Temper, Smelt

### SERPENT NAMES

Slither, Coil, Venom, Scales, Shedding, Wyrnkin

### HUNTER NAMES

Arrow, Tracker, Pursuer, Quarry, Marksman, Stalk

### TOWER NAMES

Bastion, Watchward, Rampart, Sentinel, Stoneguard, Keep

### RAVEN NAMES

Corvus, Nightwing, Deathwatch, Carrion, Shadow, Morrigan

## APPENDIX E: DM'S ZODIAC QUICK REFERENCE

### SIGN ABILITY SUMMARY

SIGN	PASSIVE	ACTIVE
Dragon	Intimidation advantage vs. CR<level, Draconic language	Commanding Roar - allies gain advantage on next action
Owl	Darkvision +30ft, Adv. Perception in dim light	Moment of Clarity - roll with adv. Int or Wis check
Twin Blades	Extra skill, draw two weapons, Adv. to conceal	Quick Reversal - reroll failed attack/save/check
Phoenix	Reaction for Fire Res, cleanse condition on rest	Rise from Ashes - drop to 1 HP instead of 0
Oak	HP Max +1/level, double carry, ignore 1 exhaustion	Immovable Oak - immune to forced movement
Chalice	Healing spells heal extra +1 to +4 HP	Sacrificial Gift - transfer HP to ally
Crown	Persuasion advantage, shed light	Royal Decree - one-word command (Wis save)
Forge	Tool proficiency, craft faster	Forge's Blessing - add fire dmg or resistance
Serpent	Insight advantage, Advantage on Initiative	Shed Skin - escape restraints/conditions
Hunter	Mark quarry (bonus dmg, tracking)	Perfect Shot - advantage, crit on 18-20
Tower	No Perception disadvantage, protect allies (Reaction)	Bastion's Resolve - resistance aura
Raven	Death sense, Adv. vs fear	Raven's Call - free <i>speak with dead</i>

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