

COSMIC ARCHETYPES

ACCESS THE POWER OF THE HEAVENS

Introduction: The night skies are an endless source of wonder and mystery. In the worlds of D&D, they are also a path to great power. Whether it's from studying the movements of stars, making pacts with sentient voids, or discovering that the cosmos exists inside your soul, these archetypes provide new and flavorful ways to play characters with phenomenal, cosmic powers.

6 new archetypes and 3 new cantrips

BY MATTHEW HARRIS



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INTRODUCTION

"And God said, Let there be lights in the firmament of the heaven to divide the day from the night; and let them be for signs, and for seasons, and for days, and years:

And let them be for lights in the firmament of the heaven to give light upon the earth: and it was so.

And God made two great lights; the greater light to rule the day, and the lesser light to rule the night: he made the stars also.

And God set them in the firmament of the heaven to give light upon the earth,

And to rule over the day and over the night, and to divide the light from the darkness: and God saw that it was good."

—Genesis 1: 14-18

Seldom do D&D players have their characters pause to take in the beauty of the night sky. (Presumably because there's nothing to stab and loot up there. Usually.) However, so much of fiction is permeated with tropes about the stars, the sun, the moon, and the powers of the cosmos in general. So here are six new archetypes to bring this cosmic flavor to your PC's or NPC's. Included in this documents are:

- Clerics of the Moon who can illuminate their foes and bring light to the darkness by channeling the power of a lunar deity.
- Heavenly druids who venerate the sun, moon, and stars the way other druids venerate nature.
- Monks of the Cosmic Mind, who can reach so deep into themselves that they open a window into the cosmos.
- Fated sorcerers, whose life is dogged by prophecy and powers they barely understand.
- Warlocks bound to mind-eating entities that dwell in the darkness between stars.
- Astrologers (wizards) who study the strange influence that the movement of stars have upon the lives of mortals.
- Three new offensive cantrips.

Shields at Maximum!

To clarify, these archetypes are not necessarily built with sci-fi or space-faring campaigns in mind. Although, flying a spelljammer out to visit a warlock's Hungry Void patron could certainly be an interesting adventure...

CLERIC DOMAIN

"She was one of those types who would go on about love and peace as she stabbed some vermin in the eye with a pointy bit of silver. But she'd saved all our hides more than once, so I kept my complaints to a minimum."

—A retired adventurer speaking of a former compatriot.

Moon Domain

The Moon domain deals not just with the celestial object, but also with natural cycles and bringing darkness to light. Just as the moon varies, the methods and goals of such priesthoods can be quite disparate. Often, however, they are notable forces for good, providing a gentle light in the darkness of a dangerous world. In the Forgotten Realms, Selune is the primary deity of the moon. However, worship of some unwholesome powers like Malar the Beastlord can also provide these abilities.

Moon Domain Spells

Cleric Level	Spells
1st	<i>faerie fire, guiding bolt</i>
3rd	<i>alter self, moon beam</i>
5th	<i>dispel magic, remove curse</i>
7th	<i>dominate beast, polymorph</i>
9th	<i>reincarnate, wall of force</i>

Light of the New Moon

When you choose this domain at 1st level, your attacks can infuse your foes with searing moonlight. When you hit with a weapon attack on your turn, as a bonus action you can cause the target to emit 5 feet of dim light that lasts until the start of your next turn. During this time, attacks made against this target deal additional radiant damage equal to your cleric level divided by 4, rounding up. The target also has disadvantage on any Dexterity (Stealth) checks.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bonus Proficiencies

Also at 1st level, you gain proficiency with martial weapons.

Channel Divinity: Gleaming Crescent

Starting at 2nd level, you can empower weapons with a portion of the moon's power. As an action, you can imbue one weapon that you or an ally are holding with the moon's blessing, using your Channel Divinity. For 1 minute, attack rolls made with that weapon add a bonus equal to your Wisdom modifier (with a minimum bonus of +1). The weapon also emits dim light in a 20-foot radius. If the weapon is not already magical, it becomes magical for the duration and also counts as silvered.

You can end this effect on your turn as part of any other action.

Channel Divinity: Wax and Wane

Starting at 6th level, you can provoke transformations in shape-shifters, forcing them out of a dangerous form... or into one.

As an action, you present your holy symbol which emits dim light in a 30 foot radius. Any lycanthropes within 30 feet must make a Wisdom saving throw or be forced into their humanoid, hybrid, or animal forms, your choice, but it must be the same for each creature affected. If you choose humanoid, then any other shape-shifted or polymorphed creatures in range must similarly make a Wisdom saving throw to avoid being forced into their natural form. Any creatures who fail their saving throw cannot transform willingly for one minute and is immune to any further transformation effects.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Light of the Full Moon

Starting at 17th level, you can call down a 15-foot-radius, 120-foot-high column of moonlight as an action anywhere you can see within 60 feet. The column emits bright light within its radius and dim light another 30 feet beyond that. Any magical darkness in the column is dispelled. Attacks against your foes within the column are made with advantage. The column lasts for one minute, or until you summon another as a standard action.

Design Notes

This archetype draws most of its inspiration from the moon domain present in 3e, as well as the Moon Priestesses in the *Wacraft* games. Overall, it should play similar to a 4e leader, dealing respectable damage itself while setting up its allies for even greater success, and most of the abilities are pointed towards this end.

The domain spells are mostly thematic, with an emphasis on support.

The Light of the Moon is a mark-type power, telling your party members "hit this guy".

Martial weapon proficiency is for those Tyrande cosplays.

The first Channel Divinity is essentially the Paladin Oath of Devotion's Sacred Weapon, except it can be used on allies.

Wax and Wane is to represent the moon's power over shapeshifters.

Divine Strike is standard for weapon-using clerics.

Light of the Full Moon may seem overpowered, but, by level 17, advantage is quite easy to come by (see *faerie fire* a first-level spell). In any case, it's comparable to the Light Domain's feature of the same level.

DRUIDIC CIRCLE

"Prepare yourselves fiends, for you face the unbridled fury of the sun, moon, and stars!"

—A young druid,
rehearsing his speech before dealing with a minor infestation of kobolds.

Circle of the Heavens

Typically, druids revere and draw power from the natural world. However, 'nature', according to those belonging to the Circle of the Heavens, encompasses so much more than just the terrestrial sphere. Rather than identifying with just animal, plant, and element, you commune with the Sun, Moon, and Stars. You gain powers that shift with the motions of the celestial objects as they wend their way across the sky.

Although members of this Circle hardly neglect the balance of nature, they have a tendency to look down on other druids who, in their view, fail to grasp the grand scope of this task. After all, how can life flourish at all without the guiding light of the sun? The shifting influence of the moon? Or the steady, cool brilliance of the stars? For this reason, druids of this Circle tend to be more concerned with extra-planar or aberrant threats than the spread of civilizations.

Celestial Auspices

When you choose this circle at 2nd level, your powers begin to cycle between three phases referred to as auspices: the Auspice of the Sun, Auspice of the Moon, and Auspice of the Stars, each of which give unique benefits. At the end of each long rest, you may choose which auspice to enter. At the end of each short rest, you automatically move to the next auspice in the cycle (i.e. from Sun to Moon, Moon to Stars, or Stars to Sun). You remain in a single auspice until resting, unless an ability says otherwise.

Auspice of the Sun. The glory of the Sun empowers your spells. Whenever you cast a spell, other than a cantrip, that deals fire or radiant damage, a brilliant aura surrounds you. In addition to the spell's effects, creatures of your choice within 5 feet of you take fire or radiant damage (choose each time this ability activates) equal to half your druid level.

Auspice of the Moon. The ever-shifting influence of the Moon helps focus your thoughts. Whenever you make a Constitution check to maintain

concentration on a spell, add your Wisdom modifier to the total.

Auspice of the Stars. The shadowy radiance of the Stars can veil you from your foes. Whenever you cast a spell of 1st level or higher, you become invisible until the end of your turn.

Auspice Spells

Your connection to the celestial cycles infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to auspice spells connected to the auspice to which you are currently under.

You are considered to have the spells appropriate to your auspice prepared, and they don't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. When you switch auspices, you are no longer considered to have the spells of the former auspice prepared, (unless you'd already prepared them as one of your normal spells for the day), instead gaining the ones for your current auspice.

Sun

Druid Level	Spells
3rd	<i>scorching ray</i>
5th	<i>daylight</i>
7th	<i>fire shield</i>
9th	<i>flame strike</i>

Moon

Druid Level	Spells
3rd	<i>moon beam</i>
5th	<i>conjure animals</i>
7th	<i>polymorph</i>
9th	<i>wall of force</i>

Stars

Druid Level	Spells
3rd	<i>mirror image</i>
5th	<i>major image</i>
7th	<i>phantasmal killer</i>
9th	<i>mislead</i>

Invoke Eclipse

Starting at 6th level, you've learned to invoke an eclipse as a bonus action, imposing the energy of the next auspice in the cycle on your current auspice. This creates a powerful resonance which

temporarily benefits you and your allies. You also immediately enter the auspice imposed. The effects of each auspice's eclipse are described below:

Solar Eclipse (Sun to Moon). Even as the sun is dimmed, its corona bursts forth. You may spend a spell slot, healing yourself and all allies within 30 feet for 3 x the level of the slot used.

New Moon (Moon to Stars). Even as darkness falls, the night shrouds you in its embrace. Until the start of your next turn, you and all allies within 30 feet are shrouded in dim light. Each ally can move up to their speed as a reaction. Affected creatures do not provoke attacks of opportunity by moving, and any attacks against them have disadvantage.

Rising Dawn (Stars to Sun). The glory of the sun brings sudden light to the night, invigorating your allies. Until the start of your next turn, all attacks made by you and allies within 30 feet have advantage.

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

Walk Among the Stars

At 10th level, you can expend two uses of Wild Shape at the same time to become *ethereal*, as the spell, for 1 hour.

Celestial Nova

By 14th level, the celestial cycles have reached perfect harmony within your soul. As a bonus action, you can cause a nova, entering all three auspices simultaneously for 1 minute. This provides all the benefits of each auspice, and you can invoke each eclipse effect once without changing auspices, or expending your per-short-rest use of Invoke Eclipse, while the nova persists. When the nova ends, you enter the auspice of your choice.

You regain this ability after a long rest.

Additionally, when you end a short rest, you can choose which auspice to enter, rather than being forced to the next in the cycle.

Design Notes

This was the idea that inspired the rest of this document. 4e veterans will probably recognize a lot of the Cosmic Sorcerer in this archetype. Personally, I always thought the idea made more sense as a druid, but this may be due to playing a Balance Druid in *World of Warcraft*.

The auspices are directly derived from the phases of the 4e sorcerer, and they were actually the hardest

part of this whole document to pin down. Each auspice needed to be viable separately, but limited enough to prevent switching in and out from being painful. The Auspice Spells tie into this, making sure you have spells prepared that work with each auspice.

Invoke Eclipse was also tricky, but the limit to once-per-short-rest helped. I also really like the give-and-take nature of the ability.

Walk Among the Stars was actually an old idea of mine, and thematically it fit very well here.

Celestial Nova is the logical end to the auspice abilities. Player's are advised to have their theme-music of choice ready to go before activating. This shouldn't be an "I win" button, but it is supposed to feel like an "avatar state" or "all-your-powers-combined" type of ability.

MONASTIC TRADITION

"Alright, let me try again. Picture the universe as a river. And we are bubbles in that river. We flow along with it, and, indeed, we are one with it, but now picture that inside each bubble is another river and...I see that I've lost you once more. Hm, okay, the universe is a loaf of bread..."

—An adherent of the Way of the Cosmic Mind, failing to explain his cosmological theory to a colleague.

Way of the Cosmic Mind

Big is small, and small is big. Distance is meaningless and the Cosmos is infinite. We are but motes in the sea of probabilities and within our minds is the possibility of endless creation. Paradoxes like these make up the philosophy of the Way of the Cosmic Mind. The prospect that the world may be merely a construct of the mind is not a source of nihilistic anxiety to these monks. Indeed, they believe that our minds are brilliant, if tiny, founts of creation woven into the grand consciousness that makes up the Cosmos.

As an adherent of this Way, you reject the idea of physical perfection. Perfection implies a limit, and the mind is limitless. Although you certainly don't neglect physical training, you contend that anything achieved physically ultimately stems from the mind's desire and will to achieve it. Whatever the truth of the matter, your training allows you to tap into strange abilities that transcend the normal barriers of physical reality.

Mind Beyond Matter

Starting when you choose this tradition at 3rd level, your force of will extends beyond your body. Whenever you use your Flurry of Blows ability, your reach increases to 30 feet. In addition, any damage you deal with unarmed strikes or monk weapons becomes force damage. These effects last until the end of your turn.

Deflect Energy

At 3rd level, your internal flow of ki is becoming synchronized with the external currents of the Cosmos. Your Deflect Missiles ability also functions on ranged spell attacks in addition to ranged weapon attacks. You may not "hold" a ranged spell attack if you reduce the damage to 0, however you may spend 1 ki point to immediately make a ranged

spell attack with the same range and damage as the triggering attack.

Astral Step

At 6th level, you've discovered that distance is but a trick of the mind. Whenever you use your Step of the Wind ability, you can teleport to any unoccupied square you can see within a distance equal to your speed. You can teleport as many times as you wish, but the total distance you travel this turn by walking or teleporting cannot exceed your speed. Teleporting like this does not provoke attacks of opportunity.

Separation is an Illusion

By 11th level, you've learned to cast aside the gross limits of your senses and open your mind to the truth of your surroundings. You can spend 2 ki points to gain truesight out to a radius of 60 feet for 1 minute.

Additionally, by spending ten minutes in meditation, you may cast *scrying* once without spending a spell slot. You regain this ability when you finish a long rest.

Self-Apotheosis

At 17th level, you have learned the truth of the Cosmos; that it is not only outside you but also within you. By reaching into the deepest recesses of self, your mind is able to temporarily encompass a glimmer of the infinite expanse of Creation. Your body becomes a window to infinity, appearing as a star-filled silhouette.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 1 ki point. This cannot cause you to exceed your maximum ki points.
- You emit dim light out to 15 feet
- You gain a fly speed equal to your walking speed

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

Design Notes

This archetype is basically if Guru Pathik from *Avatar: The Last Airbender* was a wizard in *Mage: The Awakening*.

Mind Beyond Matter is essentially a re-fluff of the Sun Soul monk's Radiant Sun Bolt ability from the *Sword Coast Adventure's Guide*. Since that ability is widely

considered to be sub-par, I also threw in...

Deflect Energy is another one of my older ideas that made its way here. The wording of the ability is a little clunky, but it is basically just "Deflect Missiles but with spells".

Astral Step also took some interesting wording to make it work the way I wanted it to. This and Mind Beyond Matter are both designed to ride on existing monk abilities to avoid the problem of the Four Elements monk: a lot of options and not enough ki to use any of them.

For the equivalent of a 5th level spell, Separation is an Illusion would normally have a higher ki cost, but the duration is much shorter than the spell. The second part of the ability is basically a ribbon since the party wizard could cast *screaming* two levels ago.

Self-Apotheosis is another ability that begs for theme-music. The ki regeneration is somewhat unprecedented, but over the course of the entire ability, you only regain ten total. It's mostly just an excuse to cut loose with all your nifty ki-spenders.

SORCEROUS ORIGIN

"Well, it's not really 'magic', you see. It's just a thing that kinda happens around me. My mother says I was born lucky. I don't really know how it works, but it's always there when I need it. Um, well, not 'always' always. You see, there was this one time with a flumph and the duchess' wig..."

—A Fated One, trying to explain his use of unlicensed magic to a pair of inquisitors.

Fated One

The stars aligned at your birth, a prophecy was spoken over you as an infant, or perhaps you just live a charmed life. (Astrologers will probably fawn over you and ask a lot of uncomfortable questions.) Whatever the reason, you are blessed with a potent fount of magic within your soul and you seem destined for great things. More so than even other sorcerers, your spells come intuitively and spontaneously, though not necessarily exactly when you want them to.

Bonus Proficiencies

At 1st level, you gain proficiency with light armor, as well as simple and martial weapons

Fate-Warded

Also at 1st level, fate seems to guard you from most injuries. An arrow flies just a hair over your head. An enemy stumbles before swinging. When another creature hits you with an attack, you can use your reaction to add your Charisma bonus to your AC for that attack, potentially causing the attack to miss you.

Intuitive Caster

Beginning at 6th level, you can attempt to draw upon your unconscious grasp of magic to replicate a spell you don't actually know. The spell must be drawn from the Sorcerer list. The spell slot to cast the spell must be converted from sorcery points using your Flexible Casting feature, and cannot be of a level higher than you would normally have spell slots for. You must otherwise obey all restrictions for casting the spell (costly components, casting time, etc.). The spell you cast is not added to your spells known and you receive no additional benefit to replicate this spell in the future.

Spontaneous Prodigy

Also at 6th level, what takes others years to master, you seem to pick up in minutes. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Mystic Combatant

At 14th level, your magical abilities have become a natural extension of your weapon skills. When you use your action to cast a sorcerer spell, you can make one weapon attack as a bonus action.

Fate Is On Your Side

At 17th level, even mortal wounds cannot keep you from your destiny. As a reaction when your hit points drop to 0, you can stand up and regain hit points equal to half your hit point maximum.

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

In addition, you can add half your proficiency bonus to any saving throws you are not already proficient in.

Design Notes

This archetype strayed a little bit from the whole "cosmos-theme", but I was pleased with how it turned out, so it stayed.

The bonus proficiencies come from the idea that this character doesn't actually know how to use their magic, so they needed a reliable way to fight. Similarly, the Fate-Warded feature is there to make up for the wimpy d6 hit-die and keep them at the front-lines.

Intuitive Caster is one of those abilities that really wants to be game-breaking unchecked. I kept it limited to sorcerer spells, and the replicated spell can only be cast from spell points. If you're like me, however, and are a fan of revisions that replace the sorcerer's spell slots with a single massive pile of spell points, then adding a once-per-short-rest limit should suffice.

Spontaneous prodigy is a re-skin of the bard's Jack of All Trades. I'd liked to have put this at level 1, but that would have made a single-level dip too attractive.

Mystic Combatant is taken pretty much straight from the Bard College of War.

Abilities like the first part of Fate is On Your Side have come up in the *Unearthed Arcana*. The second part is continuing with the theme of "unfairly good at everything".

WARLOCK PACT

"I have gazed into the void and seen only my reflection..."

—Scribbled in blood
near the victim's body.

The Hungry Void

At the very blackest edges of the Universe, something writhes. You have made your pact with some incomprehensible entity that dwells in the void between stars. Its origins are completely unknown; perhaps it is a powerful entity from the Far Realm, seeking entrance to the physical plane. Maybe it is literally an empty void, somehow given form and sentience. You do know that it seems to feed on the minds of mortals. And that it is hungry.

Whether you sought out the Hungry Void by choice, or its inscrutable will made the choice for you, your mind and soul can never be the same. Always you feel your patron's presence, watching you, watching your world. Day or night, if you gaze heavenward, you can see it's black maw hanging in the sky.

You don't know why your mind has survived contact with this entity; those upon whom you inflict tendrils of its power don't fare nearly so well. Perhaps it is using you as one would a piece of dinnerware, as merely a tool to more efficiently consume a feast.

Hungry Void Expanded Spells

Spell Level	Spells
1st	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>nondetection, bestow curse</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>modify memory, seeming</i>

Brush With Oblivion

Starting at 1st level, those who you expose to the power of your patron have their psyches weakened to further assaults. When you deal psychic damage to a creature, they have disadvantage on their next Wisdom saving throw made before the end of your next turn.

Mind Predator

At 6th level, the hunger of your patron is insatiable. Spells you cast ignore resistance to psychic damage.

In addition, when you roll damage for a spell you cast that deals psychic damage, you can treat any 1 on a damage die as a 2.

Witness the Void

At 10th level, the hunger of your patron has begun to suffuse your thoughts, making it quite dangerous for another to try and influence your mind. Whenever another creature attempts to read your mind or charm you, the attempt fails and you can use your reaction to deal psychic damage to the attacker equal to your warlock level. The attacker must also make a Wisdom saving throw, with a DC equal to 8 + your Charisma bonus + your proficiency bonus. On a failed save, the attacker is frightened until the end of its next turn.

Apocalypse

At 14th level, the truth becomes clear to you: your mind was shattered and consumed long ago. What you are now is but a cleverly constructed husk, barely concealing the hole in your soul that leads straight to the void. As an action, you can temporarily revoke this illusion, exposing those around to the mind-shattering truth of your nature. All creatures within 60 feet take 4d10 psychic damage and must make a Wisdom saving throw with disadvantage or become frightened until the start of your next turn.

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

Design Notes

Warlocks have a special place in my heart, and insane, soul-eating warlocks get their own luxury suite. The inspiration for this archetype started when my demonologist in an *Out of the Abyss* campaign went completely bonkers. In some ways, this is an alternate Great Old One pact, but while a Great Old One will control minds, the Hungry Void *eats* them.

Brush With Oblivion is mostly there to keep your lovely mind-affecting spells working. Intended to be used with the *mental assault* cantrip later in the document.

Mind Predator is just the Elemental Adept feat, but for psychic damage.

Witness the Void is a defensive ability similar to the one Great Old One Warlocks get this level, but with a bit more, ahem, *teeth*.

Apocalypse is basically a one-turn-duration *weird*, but with a disadvantaged saving throw. To be clear, literally everything is horrified of this elderitch abomination you've become.

WIZARD COLLEGE

"Is the future written in the stars? Well, yes. But like any writing, it is subject to editorial feedback."

—Excerpted from a tome on astrology. Author later met his end in the form of a runaway cart.

School of Astrology

Men have often gazed heavenward, wondering if their fates were determined or influenced by the celestial motions of the stars above. As an astrologer, you know this to be the case, and you seek to understand and manipulate these supernal currents that flow from above. This study gives you abilities similar to those who study the school of divination, but rather than merely predict the future, you seek to understand the actual forces that shape destiny.

Astrologers are often employed in like manner as diviners, as advisor to a noble court or similar patron, but the stereotypical astrologer is the hermit wizard peering through his instruments at the top of a lonely tower. Of course, many are willing to seek out such eccentrics for the chance at a hint to the future.

Improved True Strike

When you choose this school at 2nd level, you learn the *true strike* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *true strike*, you can reduce the casting time to a bonus action. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Celestial Observer

Also at 2nd level, you learn the *guidance* cantrip. This counts as a wizard cantrip for you and doesn't count against your number of cantrips known.

Additionally, you gain proficiency with Navigator's Tools.

As Above, So Below

At 6th level, you can tap into the celestial resonances of the stars above, empowering your spells based on their arrangement. Before you

prepare your spells, roll on the table below to determine the energy types benefited by that day's stellar arrangements. Whenever you cast a spell that deals damage of either type listed and you roll a 1 or 2 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. This benefit lasts until your next long rest.

d4	Resonance	Damage Type
1	Sign of Entropy	acid and fire
2	Sign of Dynamism	lightning and thunder
3	Sign of Stasis	cold and necrotic
4	Sign of Mind	psychic and force

Horoscope

Also at 6th level, add the spell *augury* as a ritual to your spellbook. You can cast the spell only as a ritual and other wizards cannot copy it into their spellbooks.

Stellar Attunement

At 10th level, you have become so attuned to the governing influence of the stars that interpreting their warnings has become instinctive. You now add your proficiency bonus to initiative checks.

Fate is Written

Starting at 14th level, you can allow the stars to guide your hand in preparing your spells for the day. Of course, such prophecy is often unclear until the very moment it is fulfilled. When you prepare your spells for the day, you can choose to delay preparing a number of spells, up to your Intelligence modifier. At any time before your next long rest, you can use your reaction to declare that you have foreseen this moment and can then instantly prepare any number of the spells you delayed. The newly prepared spells must be wizard spells from your spellbook, as if you had prepared them normally. You may do this any number of times, but only until all of the delayed spells have been prepared. Once you take a long rest, any remaining delayed spells are lost and do not carry over.

Design Notes

Astrologers are only retroactively inspired by the Celestial Wizards in *Warhammer*. The original idea actually came from a magic system devised by one of

my writing group buddies. The biggest trick to this archetype was making them different from divination wizards without surpassing them.

Improved True Strike makes *true strike* not the worst spell of the edition. It also encourages the use of spells with attack roles over saves.

Celestial Observer could be called a ribbon, except *guidance* is rather useful.

As Above, So Below is to remind you that you're not just playing a diviner redux. This should encourage more diversity in spells-learned, while still being flexible enough to not make this feature worthless some days.

Horoscope is mostly fluff, but there wasn't a good reason *not* to give it to them.

Stellar Attunement is a little boring, but it gets the job done.

Fate is Written pleases me greatly. Functionally, it gives some more spontaneous casting to your wizard. In character, however, this is supposed to be the result of being able to see the future when preparing spells. And yes, you must declare, aloud, that you have "foreseen this moment" in your best Emperor Palpatine impression.

NEW SPELLS

Celestial Quiver

Conjuration cantrip

Spell List(s): Cleric, Sorcerer, Warlock, Wizard

Casting time: 1 action

Range: 120 feet

Components: V, M (a bow)

Duration: Instantaneous

As you draw back your bowstring, a silvery arrow fades into existence knocked on your bowstring. As part of the action used to cast this spell, you must make a ranged attack with a bow against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the arrow continues to glow faintly, causing the creature to give off dim light in a 5-foot-radius, and preventing it from benefiting from concealment until the end of your next turn, at which time the arrow fades.

At 5th level, the ranged attack deals an extra 1d8 radiant damage to the target. This damage increases again by 1d8 at 11th level and 17th level.

Mental Assault

Illusion cantrip

Spell List(s): Sorcerer, Warlock, Wizard

Casting time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

You seize a creature and channel black tendrils of power directly into their mind. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d12 psychic damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Starfall

Evocation cantrip

Spell List(s): Cleric, Druid, Wizard

Casting time: 1 action

Range: 30 feet

Components: V, S, M (a fleck of meteoric iron)

Duration: Instantaneous

You raise your hand aloft and call down a flurry of brilliant, starlight motes that sear hostile creatures within a 5-foot-radius, centered on a point within range. Targets that fail a Constitution saving throw take 1d4 radiant damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Design Notes

These cantrips are intended to fill some of thematic gaps in the base game's offensive cantrips.

Celestial Quiver is, somewhat obviously, intended for moon clerics. It's a ranged weapon expansion of the weapon-based cantrips presented in the *Sword Coast Adventure's Guide*.

There's currently a dearth of AoE cantrips that don't require you to stand in the middle of the fight. Starfall is intended to fix this, while conveniently being very appropriate for most of the archetypes presented here.

Mental Assault is geared for Hungry Void Warlocks. It's for those times when you really just want to get your *Shadow of Mordor* on and SUFFER ME NOW!

About the Author

I have a background in computer science, game design, creative writing, and astronomy. I've played D&D since 3.5, and my favorite part of the game is breaking it into tiny pieces and putting it back together. If I lived in the D&D-verse I'd be a Neutral Good human wizard.

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