

COSMIC SYZYGY

A COSMIC SYZYGY IS THE alignment of planets, stars, and other celestial bodies. Magic surrounds them. Prophecies speak of them—"a figure of destiny will be born on the night when the planets align." The following sorcerous origin is for sorcerers whose power is linked to the cosmic energy of the sun, moon, stars, and planets. Additionally, new feats and spells offer other ways draw upon the cosmic forces behind these alignments.



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Sorcerers who derive their power from these cosmic forces can draw upon them far more easily than the wizards and druids who traditionally study the stars for magical truths. Whereas a wizard or druid must generally wait for exactly the right stellar opportunity to unlock transcendental power, a sorcerer with the Cosmic Syzygy sorcerous origin can always tap some aspect of that vast universal power.

Called by the Cosmos. Sorcerers with the Cosmic Syzygy origin find their power grows stronger and more restless at times of astrological significance, such as full moons, solstices, equinoxes, planetary alignments, and seasonal meteor showers. Unless such a sorcerer has expended significant magical power in the course of fulfilling whatever fate lies in store for him or her recently, that magic manifests nearby in meaningful ways, hinting at a looming danger or destined goal not yet pursued.

Divine Schemes. Since the gods have power over the stars, many religious leaders take a cosmic syzygy to be a sign of significance to divine providence. At least one god's plan likely hinges on the actions of a sorcerer whose powers derive from the fateful movements of the stars. As a result, the servants of many deities keep an eye on sorcerers known to have the Cosmic Syzygy sorcerous origin in case that plan is one they care to help or thwart.

COSMIC SYZYG (SORCEROUS ORIGIN)

Your innate magic comes from vast cosmic forces, energy that moves in eldritch patterns throughout the cosmos. You might have been born under a momentous alignment of stars or planets. Alternatively, you might have been touched by the cosmic threads of fate, perhaps through a planar portal to Arcadia or a faerie realm strictly bound by byzantine laws. Maybe you unlocked unknown potential as a result of contact with alien entities from beyond normal space and time or with a desperate wish upon a falling star. Or your power might come from the mark of an angel, devil, or fey as the result of divine interest or a parent's plea. In any case, cosmic power infuses you with a sense for destiny's most likely course and empowers you to alter it.

Certain Destiny

Starting at 1st level, you can evoke the power of destiny to make the most probable outcome a certainty. When you deal damage with a weapon or spell attack on your turn, you can use the average die roll instead of rolling dice, rounding the total up to the nearest whole number. You must choose to use this feature after you hit but before you deal damage.

AVERAGE RESULTS (ROUNDED UP) BY DIE SIZE

Die	Average	Die	Average
1d3	2	1d8	5
1d4	3	1d10	6
1d6	4	1d12	7

Fate Conjunction

Starting at 1st level, you can draw power from the alignments of various celestial bodies. Your cosmic power allows you to draw upon a variety

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of subtle influences that others could never measure, much less use. You can meditate on any visible celestial body (including the sun) for 10 minutes to choose one of the following fate conjunctions, gaining its benefit for the next 24 hours. Once you have chosen a fate conjunction, you can't gain another until you complete a long rest. Choosing a new fate conjunction while a previous one is still active replaces the old conjunction.

Guided Hand. You foretell the victory of a creature you are familiar with. Whenever that creature makes an attack roll, it can choose to treat an attack roll as if it rolled a 12. The creature must be within 60 feet of you to replace a roll in this way. The creature can replace a number of attack rolls this way equal to your Charisma modifier (minimum 1).

Fate's Protection. Choose a creature you are familiar with and a damage type: acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, thunder. Whenever it is within 60 feet of you, the chosen creature has resistance to the chosen damage type. This resistance fades after reducing damage a number of times your Charisma modifier (minimum 1).

Metamagic Conjunction. The magic within you shines forth under this conjunction, causing your eyes to glow. Whenever an ally within 60 feet casts a spell, you can use your reaction to modify the spell with one option from your Metamagic feature. Using Metamagic in this way consumes your sorcery points as if you had altered one of your own spells.

Ritual Insight. The stars whisper the techniques of ritual magic in your mind. You can cast any sorcerer spell with the ritual tag as a ritual, even if you don't know it. This ritual spell must be of a level you can cast.

Glimpse Providence

At 6th level, you can use your natural connection to divine fortune to give yourself an edge in any situation. After making an attack roll, saving throw, or ability check, you can spend 1 sorcery point as a reaction to treat the die roll as a 12. You must use this feature before you know if the roll was a success or a failure.

You also learn the spell *astromancy* (see below) as a sorcerer spell that doesn't count against your spells known limit.



Foresight

Starting at 14th level, you can see the future a moment before it happens. You can't be surprised while you are conscious. When you are attacked by a creature you can see, you can take the Dodge action as a reaction.

Certain Doom

At 18th level, you may spend 3 sorcery points as a bonus action to cut short the thread of a creature's destiny. You must be able to see the target, and it must be within 60 feet of you. The next time the target takes damage, treat all damage dice as if they had rolled the maximum amount.

The Sway of the Stars

The gods place timeless signs of their great deeds and terrible failures there, and the echoes of those myths can influence magic and fate in subtle ways for all of time. This influence is ambiguous and hard to predict, but astrologers with magical aid can predict the future and gain magical power to help achieve their own great works.

Eternal Powers

Immortal beings like angels and devils—and the all-knowing aboleth—often know forgotten truths about the origins and powers of celestial signs. Spellcasters seeking knowledge and the power it unlocks often conjure such creatures to question them about these cosmic forces. Sorcerers who hope to gain the knowledge of these immortals must ally with clerics or wizards who can cast the right conjurations, or else hunt down those angels or devils who meddle in the affairs of mortals to question them.

Natural Magic

Fey are supernaturally sensitive to the magical forces of the material universe. As a result, they often schedule their own plans and movements around cosmic syzygies. They favor times of transition as lucky for great acts and favor times of creative energy for making their magical crafts. This makes fey seem more numerous, more outgoing, and more mischievous during celestial syzygies, especially at dawn and dusk at natural boundaries like forest verges and coastlines. Fey are willing to trade information about upcoming cosmic alignments for unique magic items (even minor ones) or difficult but frivolous favors. Some druids also track the movements of the stars for performing seasonal rites at places of power.

Supernal Symbolism

The cosmic magic reflected in the stars can translate the symbolism of planets and constellations into tangible effects on chance and fate. Astrologers hunt down lost legends and heretical myths to complete their knowledge of all that an astrological reading might mean. These meanings vary from world to world and can even be different in different regions of the same planet where people assign different meanings to the same stars and planets.

It is impossible to record all the different variations here, but as an example, the constellation representing a great teacher (such as Sagittarius) indicates a propitious time for learning new spells, making it easier for a sorcerer or wizard to research a new spell if the endeavor begins while the sun rises in that star sign. Sailing or flight might be safer and faster after departing when the sun rises in the sign of Aquarius. A plot to assassinate a king or undertake other secret tasks might be likelier to go unnoticed if begun under the sign of Scorpio.

For most characters, these influences are subtle and easily overwhelmed by other factors, but if you are especially sensitive to the pull of fate or the whims of the deities, times of portent can make tasks dramatically easier or harder. In a game emphasizing the sway of the stars, the GM should consider awarding inspiration to players who act appropriately to their horoscope.

NEW FEATS

ASTROLOGER

You have studied the celestial bodies and know how to glean clues about the future from them.

You gain the following benefits:

- ▶ Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- ▶ Your proficiency bonus is doubled on Intelligence (Arcana, Religion, and Nature) checks relating to heavenly bodies, astrology, prophecy, and magical creatures and religions linked to the celestial bodies (such as lycanthropes and sun-cults). A skill you are not proficient in does not gain this benefit.
- ▶ You can always discern true north while you can see any celestial body (including the sun).
- ▶ Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.
- ▶ You can cast *astromancy* (see below) without expending a spell slot. Once you cast it, you can't cast it again in this way until you finish a long rest.

COSMIC RITUALIST

You have studied the magical significance of the celestial bodies and the turning of the seasons, allowing you to cast a powerful ritual that augments the power of certain schools of magic.

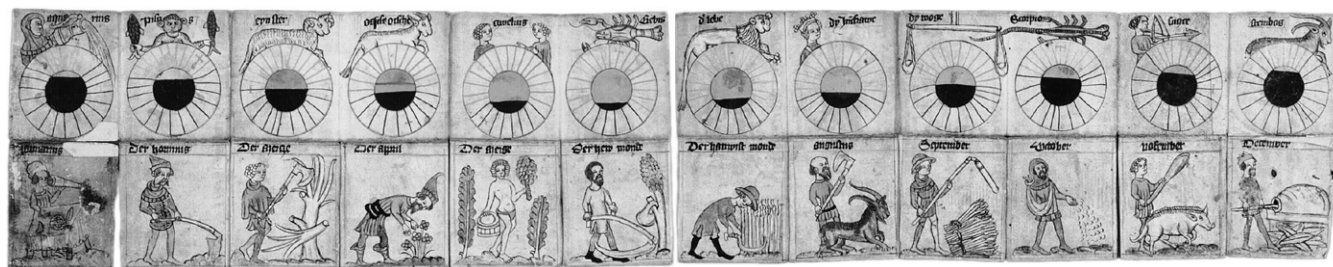
By spending 1 hour conducting a propitious ritual (consuming ritual components worth 50 gp), spells of the current propitious school(s) gain a benefit based on the table below. Every time you cast a spell of the propitious school, roll a d20. On a roll of 1, the ritual's power fades. You can conduct the ritual again to gain its benefits again, though the propitious school may have changed.

At the GM's discretion, spells suited to any more unusual cosmic alignments (such as the sun, moon, or planets aligning with significant constellations or other planets) might also be propitious or these times might differ in your world, such as replacing seasons with ascendant star signs or adjusting the propitious ritual benefit (see table below).

PROFITIOUS RITUAL BENEFITS (COSMIC RITUALIST FEAT)

Time	Propitious School	Propitious Ritual Benefit
Spring	Conjuration	Multiply the spell's duration by 3.
Summer	Evocation	The spell's range becomes Special.*
Autumn	Transmutation	Multiply the spell's duration by 3.
Winter	Abjuration	You gain a +10 bonus on checks made to maintain concentration on the spell.
Full or Gibbous Moon	Necromancy	The spell's range becomes Special.*
New or Crescent Moon	Illusion	You gain a +10 bonus on checks made to maintain concentration on the spell.
Equinox, Solstice, or Lunar Transition	Divination	The first saving throw made against the spell has disadvantage.

* If this spell has a range greater than Self or Touch, that range becomes Sight.



NEW SPELLS

ASTROMANCY

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

By reading the heavens, you gain insight on the results of a specific course of action that you plan to take within the next 24 hours. The GM chooses from the following possible omens:

- ▶ Shining star, for good results
- ▶ Dying star, for bad results
- ▶ Shooting star, for both good and bad results
- ▶ Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the casting time is reduced to 1 action.

ECLIPSE

6th-level illusion

Casting Time: 1 minute

Range: Self (300-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You occult all light sources within range, plunging the area into dim light if the sun is visible or darkness otherwise.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the range increases to Self (5-mile radius). 🐉

Bard Spells

3rd Level

Astromancy

Druid Spells

3rd Level

Astromancy

6th Level

Eclipse

Sorcerer Spells

6th Level

Eclipse

Wizard Spells

3rd Level

Astromancy

