

MAGIC MOON SORCERER

FIGHTING EVIL BY MOONLIGHT, WINNING LOVE BY DAYLIGHT, NEVER RUNNING FROM A REAL FIGHT.



THE MAGIC MOON

The bottommost layer of Celestia, Lunia is known as the Silver Heaven for its seas of holy water that illuminate with a silvery glow. Among the many wonders this place holds, legend tells of a select group of Celestine Guardians that are sent to the Material Plane during times of darkness. When they are needed the most, a group of Magic Moon Guardians will be selected upon their 14th birthday, charged with defending those that cannot defend themselves in the name of goodness, love, and justice.

SORCEROUS ORIGIN: CELESTIAL PROTECTOR

Your innate magic is granted to you through direct lineage with a great warrior from Mount Celestia. Some Celestial Protectors even claim to be actual reincarnations of such warriors, and tales of these guardians date back through the ages. These powers don't show themselves until the 14th birthday, upon which the new Protector is granted their magics from a talking animal guide, often bestowing the child with their first of many magical gifts. These animals immediately become companions to the new guardians, and devote themselves to a lifetime of service.

ANIMAL GUIDE

Starting at 1st level, when you choose the Celestial Protector origin, you are given the Find Familiar spell. This spell does not count against your spells known. In addition to this, the Familiar can speak and read all languages that you can. Due to the nature of Animal Guardians, the form is ultimately decided by the DM (though a good DM would try to say "yes!" to their player *wink wink*) and they cannot change form like a standard Familiar, however, the cost for restoring your Familiar by ritual casting Find Familiar is removed, costing no gp.

MAGICAL GIFTS

Also at 1st level, you are given your first Magical Gifts. The fundamental gift is a magical brooch. This brooch can look however you wish and it represents your connection to Mount Celestia and Lunia; it is also your spellcasting focus. You need this brooch to cast the Magic Moon Sorcerer spell, *Magical Armor*. You will receive two more *Magical Gifts*; one each at 6th and 14th level.



MAGICAL ARMOR

1st-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (Your Lunar Brooch)

Duration: 8 Hours

You say the Magic Words, and perform the Celestial Movements to cast *Magical Armor* on yourself. Upon casting, all the clothing you're wearing transforms into your magical uniform and grants you your *Magical Tiara*, which is necessary to cast the *Radiant Tiara* cantrip. Your AC becomes 13+ your Dexterity modifier. While in this form, you become unrecognizable to every other creature, regardless of how well they know you, although your appearance barely changes. Only those that witness the actual transformation will be able to discern your secret identity. In addition to these features, you also gain temporary hit points equal to your Sorcerer level. The spell ends if you don armor, or if you dismiss the spell as an action.

At Higher Levels When you cast this spell using a slot of 3rd level, your AC becomes 14+ your Dexterity modifier. When you cast this spell using a spell slot of 5th level, your AC becomes 15+ your Dexterity modifier. When you cast this spell using a spell slot of 7th level, your AC becomes 16+ your Dexterity modifier.

BONUS CANTRIP

In addition to these features, at 1st level you gain the *Radiant Tiara* cantrip. This does not count against your cantrips known.

RADIANT TIARA

Evocation Cantrip

Casting Time: 1 action

Range: 90 Feet

Components: V, S, M (Your Lunar Tiara)

Duration: Instantaneous

You remove the *Magical Tiara* from your head and send it out rapidly toward your enemies as it glows like bright silvery moonlight. Make a ranged spell attack. On hit, the target takes 1d8 radiant damage. The tiara teleports back atop your head at the end of the spell.

At Higher Levels At higher levels, the spell can ricochet toward another target that you can see within 30ft of the most recent target that was also hit. Make another spell attack for each ricochet. You cannot make another spell attack if you miss an attack. At 5th level, it can ricochet one time. At 11th level it can ricochet twice. At 17th level, it can ricochet three times. In addition to this, the spell's damage increases by 1d8 at 5th level, 2d8 at 11th level, and 3d8 at 17th level.

MAGICAL GIFT: CELESTIAL ROD

Starting at 6th level, you are given a magical rod with which you can restore the corrupted. As an action, and within a range of 60 ft, you may choose to end one of the following effects on a creature that you can see:

- End possession by an elemental, fey, fiend, or undead
- End the polymorph spell
- End the Fear condition
- End the Charmed condition

Any creature you help in this way is immune to the effect you dispelled for the next 24 hours. You may use this feature once per long rest.

FIGHT FOR HOPE

Starting at 6th level, when you cast the *Radiant Tiara* cantrip, you may add your Charisma modifier to the damage of each attack roll.

MAGICAL GIFT: SCEPTER OF LUNIA

Starting at 14th level, you are given an ancient weapon from the lowest layer of Mount Celestia. This scepter is capable of purging an evil entity from existence. As an action, and within a range of 120ft, you may make a spell attack against one creature as ribbons of radiant energy burst from the scepter. If this creature has an evil alignment, it takes 10d10 radiant damage. If this damage reduces the creature to 0 hit points, they are smote from existence, leaving behind only a pile of dust, and restoring 2 sorcery points that are added back into your font of magic. If the creature is of neutral alignment, it takes half damage; if it dies, it does not turn to dust and you gain no sorcery points. If a creature is good aligned, it is immune to this damage. You may use this feature once per long rest.

LOVE & JUSTICE

Beginning at 18th level, when you transform with the *Magical Armor* spell, you also exude an aura of Love & Justice that aides your companions in your fight against evil and that lasts the duration of the spell. This grants you and allies of your choice within a radius of 15 ft the following benefits:

- +1 to all Saving Throws
- All healing does the maximum amount
- Can use the Help action as a Bonus Action

BONUS SPELLS

In addition to bestowing their guardians with incredible powers, Mount Celestia also gives its Magic Moon Sorcerers a bevy of new and incredible spells to use in the fight against evil in all its forms.

Whenever you gain a level of Magic Moon Sorcerer, you may choose from these spells instead of the spells from the Sorcerer Spell List (PHB 210), as long as you can learn a spell of that level.

MAGIC MOON SORCERER SPELLS

CANTRIPS (0 LEVEL)

Radiant Tiara
Sugarheart

1ST LEVEL

Sonic Cry
Celestial Blast

2ND LEVEL

Chain of Hearts
Burning Bow
Silverblade

3RD LEVEL

Zephyr of Petals

4TH LEVEL

Mandala of Embers

5TH LEVEL

Flash Freeze

6TH LEVEL

Thunder Dragon

7TH LEVEL

Earth Rend



BURNING BOW

2nd-Level Conjuration

Casting Time: 1 action

Range: Self, 150 feet

Components: V, S, M (a small stone arrowhead)

Duration: 8 hours

You conjure a radiant longbow made of pure Celestial magic. Until the spell ends, you have equipped a longbow with a +1 bonus to attack and damage rolls with which you are proficient. When you use this bow, you may choose to use your Charisma modifier for attacks and damage. On hit, the target takes 1d8 fire or radiant damage, your choice. The weapon creates its own ammunition upon pulling back the string. If this bow leaves your person, the spell ends.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you cast this spell using a spell slot of 6th level or higher, the bonus increases to +3.

CELESTIAL BLAST

1st-level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a ray of radiant energy and fire it at a target within range. On a hit, the target takes 2d8 radiant damage.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you create one additional ray for each slot level above 1st. Make a ranged spell attack for each ray.

CHAIN OF HEARTS

2nd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of silver chain)

Duration: Concentration, 1 minute

You point your finger at a target within range. The target must succeed on a Strength saving throw or take 2d6 force damage and be restrained for the duration as magical chains shaped like silver hearts ensnare the target.

At the beginning of your turn, you can choose to use your action to continue the spell on the affected target, maintaining the restrained condition and doing further damage.

The target can choose to re-roll the save at the end of its turn. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range, if it has total cover from you, or if the chain would be severed somehow, like being fully engulfed in a *Resilient Sphere*, or having a *Wall of Stone* placed in between you and the target.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

EARTH REND

7th-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of soil)

Duration: Instantaneous

You Raise your hands above your head and then quickly push them out in front of you, causing a ball of energy to rush forward on the ground in a line in front of you 30 ft long, 5 ft high, and 10 ft wide. Every creature within the area of effect must make a Dexterity saving throw or take 10d6 bludgeoning damage. In addition to the damage, all creatures that fail the save will be pushed to the nearest space outside of the spell's effect and made to fall prone.

Any creature that successfully saves against the spell takes half damage, is not pushed, and does not go prone.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d6 for each slot level above 7th.

FLASH FREEZE

5th-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small stone, painted white)

Duration: Concentration, 1 Minute

You point toward a creature within range, and they must make a Constitution saving throw, or take 4d8 cold damage and become frozen within a thin layer of celestial ice for the duration. On a successful save, the target takes half damage and is not frozen. During this time, the creature is paralyzed, blind, deafened, and cannot breathe. Taking damage shatters the ice and ends the spell. The affected target must make another Constitution save at the end of its turn. On every additional failed save, the target takes another 2d8 of cold damage.

MANDALA OF EMBERS

4th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a charred piece of wood from an extinguished camp fire)

Duration: Concentration, 1 Minute

You call upon the celestial fires that burn in the Eternal Braziers of Monut Celestia and conjure a crown of nine burning embers that slowly circle above your head for the duration of the spell. During this time, you shed bright light in a 15ft radius and dim light for an additional 15ft. As a bonus action, you can send up to four of the embers toward a target within range. Make a ranged spell attack for each ember. On a hit, the embers deal 2d4 fire damage. If you take melee damage from a creature while concentrating on this spell, before rolling a concentration check, you can choose to expend all remaining embers as a reaction, automatically dealing 1d4 damage per ember remaining. Losing concentration on this spell does not cause this effect.

SILVERBLADE

2nd-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (the hilt of a broken sword)

Duration: 8 hours

You conjure a silver short sword made of pure Celestian magic. Until the spell ends, you have equipped a short sword with a +1 bonus to attack and damage rolls and the silvered property with which you are proficient. When you use this sword, you may choose to use your Charisma modifier for attacks and damage. On hit, the target takes 1d6 slashing damage. If this sword leaves your person, the spell ends.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you cast this spell using a spell slot of 6th level or higher, the bonus increases to +3.

SONIC CRY

1st-Level Evocation

Casting Time: 1 action

Range: Self, 15 feet

Components: V

Duration: Instantaneous

You channel your anger, fear, and anxiety until you can no longer hold it in, releasing it all at once in an emotional outburst of tears and wailing. Your high-pitched cries exude waves of magical damage. All creatures within a 15 ft radius must make a constitution saving throw. On a fail, a creature takes 2d8 thunder damage and is deafened until the end of their next turn. On a success, a creature takes half damage and is not deafened.

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.

SUGARHEART

Evocation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (your brooch)

Duration: Instantaneous

A burst of heart-shaped energy repeatedly bludgeons a target within range. On hit, the target takes 1 force damage and becomes hostile toward you. A creature prone to violence may attack you. Another creature might seek retribution in other ways.

THUNDER DRAGON

6th-Level Conjuration

Casting Time: 1 action

Range: Self, 60 feet

Components: V, S, M (a small wooden effigy of a dragon)

Duration: Instantaneous

You close your eyes and extend your arms, calling upon the powers of Celestial Thunderstorms and channeling them into the horrifying visage of a dragon made of electricity all around you. Every beat of the wings sounds like the crack of thunder.

All creatures of your choice within range must make a Constitution saving throw or take 9d6 thunder damage and become frightened, or half as much damage on a successful save, and resist the frightened condition. Any creature that successfully saves is immune to the frightened condition from this spell for 24 hours.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

ZEPHYR OF PETALS

3rd-Level Conjuration

Casting Time: 1 action

Range: Self, 10 feet

Components: V, S, M (a fallen leaf from a tree)

Duration: Concentration, 1 minute

You summon a whirlwind of leaves that whip around you at high speeds. All creatures that enter the whirlwind on their turn, or that begin their turn within it, must make a Dexterity saving throw or take 2d8 slashing damage, half as much on a save. In addition to this, you are heavily obscured by whipping leaves, gaining half cover.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CREDITS

Written by @PapaBirdJake on Twitter, the DM for Charisma Saves, the internet's 2nd best D&D stream! Every episode of Charisma Saves is available at

<https://www.youtube.com/watch?v=bOwXR3Jsf0Y&list=PLBcze8AOgwrflENXcgq3XYB5jONC>

Charisma Saves can be watched LIVE at

<http://www.Twitch.tv/ActualJake>.

Magic Moon Sorcerer art by the supremely talented Sarah, aka @legndofphoenix on Twitter. You can watch her on Charisma Saves Campaign 1 as Elenya, and Charisma Saves campaign 2 as Isabella!

Sarah streams World of Warcraft, Destiny 2, Art Commission, and more at

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