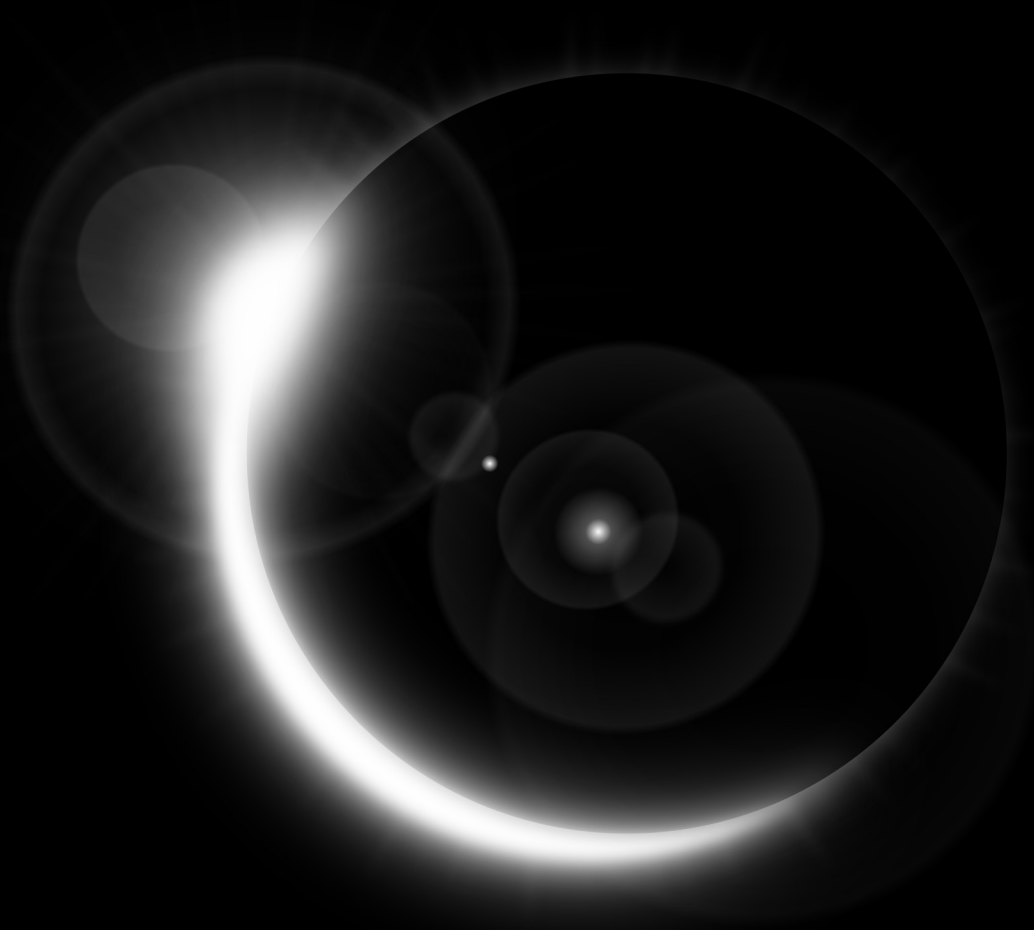


THE ASTROLOGER CLASS



Harness the Power of the Stars

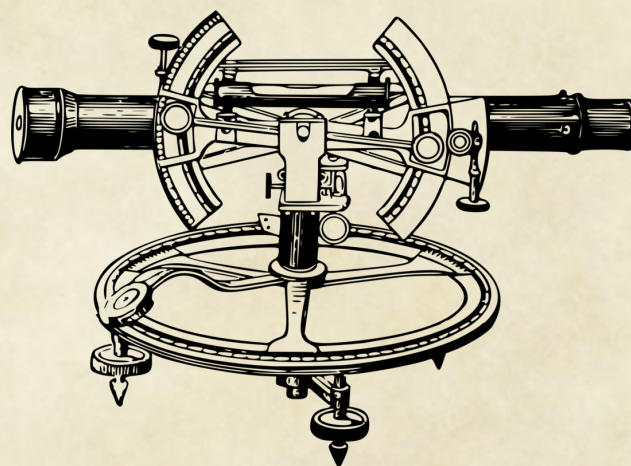


THE ASTROLOGER

Welcome to this Dungeon Masters Guild supplement for the 5th edition of the world's greatest roleplaying game! Within, you'll find the Astrologer, a new character class for players to use in their games. The bulk of this document covers the description and class features of the astrologer, including an original spell list. This will give you everything you need to play this class in one of your games.

At the end of this document, you will also find an assortment of brand-new spells. These spells appear on the astrologer spell list and serve to help reinforce its themes, but feel free to use them with your other spellcasting characters as well—with your Dungeon Master's permission, of course!

I hope you enjoy the astrologer class; if so, then please consider leaving a review so that other players can find it as well! Thanks for reading, and best of luck in your adventure!



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ASTROLOGER

An elf quietly looks upward while listening to her companions discuss their tactics for approaching a dungeon in the morning. "That won't work," she says abruptly, halting the conversation. She turns her gaze back down to those around her. "There's a secret entrance that will be a much safer bet."

A haughty mage stands before a wall of fire and shouts "Enough!" He bellows a dispelling incantation and waves a hand dramatically, but nothing happens. The gnome on the other side smirks and says, "I'm sorry, was that supposed to do something?"

A human steps over the sizzling corpse of a demon and into a short passageway. She peers into the first room and scoffs at the dusty books before proceeding to the next room. There, she can't help but smile as she beholds the massive model of the solar system. She pulls out her notebook and searches eagerly for the mechanism's controls.

All of these people are astrologers: spellcasters who study the positions and movements of celestial bodies. Astrologers examine the flow of magical energies through the universe and how that flow is affected by the alignment of planets and stars. Mastery of this esoteric knowledge is rewarded with tremendous magical power.

KNOWERS OF THE UNKNOWABLE

Magic is vast, mysterious, and multi-faceted. Some spellcasters are gifted with magical power, whether from a deity, otherworldly patron, or the lineage of an uncanny ancestor. Others learn to tap into the magic around them, such as by attuning to the power present in nature, studying how to set the threads of the Weave into resonance, or developing a knack for mimicking the echoes of the Words of Creation. The magic of astrologers is derived from a deep understanding of how the world fits into the larger cosmos, and what impact this broad, celestial context has on the flow of magical energies through the world.

The power of an astrologer rests with their ascendant knowledge of the cosmos. Not only do astrologers know how to translate that knowledge into spellcasting ability, but they have a deeply ingrained habit of looking at the bigger picture in any situation. This opens their understanding to hidden truths both great and small, making them valuable assets to any group of adventurers.

SEEKERS OF UNDERSTANDING

Much to the chagrin of true astrologers, innumerable charlatans and fortune-tellers adopt the label of this discipline in an attempt to sell their tricks to gullible laypeople for some easy coin. Real astrologers rarely have any interest in such petty endeavors; the nature of their craft requires an ever-expanding knowledge of the parameters of reality, which they cannot attain at a carnival table. Instead, astrologers often find themselves traveling across land and sea in search of the next piece of whatever puzzle of the multiverse they seek to solve.

Astrologers solve their riddles by broadening their understanding. For the biggest riddles, that means searching the world for hidden information in secret vaults or ancient ruins. Astrologers are as interested in forgotten insights that might be overlooked by contemporary scholars as they are in age-old star charts which prove the movement of a distant planet or star.

CREATING AN ASTROLOGER

As you make your astrologer character, think about your character's investment in this branch of arcane study and what that means for their life. What first got them interested in the stars? What motivates them to take on the dangerous life of an adventurer in pursuit of that interest? Did their studies begin in an observatory, under a tutor, or perhaps all on their own? Is there a particular cosmic question they someday hope to answer?

Also consider what your astrologer character's choice of profession means for their relationships with others. Did you leave behind loved ones when you began your adventuring career? If you have (or had) living family members, did they support your study of astrology, or find it strange or off-putting? Do your studies help you meet people and impress new friends, or does your focus on work leave you isolated?

THE ASTROLOGER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Astral Understanding	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Cosmic Discipline	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Otherworldly Magic, Discipline Feature	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	4	11	4	3	3	3	1	—	—	—	—
10th	+4	Seer of Truth	5	12	4	3	3	3	2	—	—	—	—
11th	+4	—	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	13	4	3	3	3	2	1	—	—	—
13th	+5	—	5	14	4	3	3	3	2	1	1	—	—
14th	+5	Discipline Feature	5	14	4	3	3	3	2	1	1	—	—
15th	+5	—	5	15	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	15	4	3	3	3	2	1	1	1	—
17th	+6	—	5	16	4	3	3	3	2	1	1	1	1
18th	+6	Spacial Twisting	5	16	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	17	4	3	3	3	3	2	1	1	1
20th	+6	Grand Alignment	5	17	4	3	3	3	3	2	2	1	1

QUICK BUILD

You can make an astrologer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background. Third, choose the *dancing lights*, *firebolt*, and *minor illusion* cantrips, along with the following 1st-level spells: *comprehend languages*, *magic missile*, and *sleep*.

CLASS FEATURES

As an astrologer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per astrologer level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Navigator's tools

Saving Throws: Intelligence, Wisdom

Skills: Arcana. Also, choose two from History, Insight, Investigation, Medicine, Nature, and Religion.

EQUIPMENT

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

- (a) a sickle or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

SPELLCASTING

You have learned to tap into arcane cosmic powers as they flow past and through the world around you, and use that power to reshape your own little corner of the multiverse. Your spells are the primary expression of this mastery, allowing you to warp reality as needed. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the astrologer spell list.

CANTRIPS

You know three cantrips of your choice from the astrologer spell list. You learn additional astrologer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Astrologer table.

SPELL SLOTS

The Astrologer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the astrologer spell list.

The Spells Known column of the Astrologer table shows when you learn more astrologer spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the astrologer spells you know and replace it with another spell from the astrologer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your astrologer spells. You owe your magical abilities to your deep understanding of the arcane structures of the cosmos. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an astrologer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You can cast any astrologer spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, "Equipment," in the *Player's Handbook*) as a spellcasting focus for your astrologer spells.

ASTRAL UNDERSTANDING

Thanks to your studies of how the world's magic is part of the greater whole of the cosmos, you understand magic on a deeper level than most. Whenever you make an Intelligence check with which you are proficient, if that check relates to magic in some way, your proficiency bonus is doubled for that check.

COSMIC DISCIPLINE

Upon reaching 2nd level, you focus your studies into a particular sub-field of astrology, gaining added expertise relating to either the stars or the moon. The choice to follow the Astral Discipline or the Lunar Discipline grants you features at 2nd level and again at 6th level and 14th level.

ABILITY SCORE IMPROVEMENT

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



OTHERWORLDLY MAGIC

By 6th level, your esoteric studies have led you to craft your spells differently than other spellcasters, which in turn causes your magic to be difficult to understand or dismantle. If your spell or magical effect would be affected by *dispel magic*, *counterspell*, or a similar effect, the dispelling caster must make an ability check as described in *dispel magic*, regardless of the level of your spell. If your targeted spell is of a high enough level that the dispelling effect would already require an ability check, then that check is made with disadvantage.

SEER OF TRUTH

Starting at 10th level, your pursuit of magical understanding can be focused into something much more acute. As an action, you can focus your awareness to gain truesight out to a range of 90 feet for 1 minute. You can use this ability a number of times equal to your Intelligence modifier (minimum 1 time). You regain all expended uses when you finish a long rest.

SPATIAL TWISTING

Beginning at 18th level, you can walk the astral paths that others do not see. You can cast *dimension door* without using a spell slot or having *dimension door* among your spells known. You can use this ability a number of times equal to your Intelligence modifier. You regain expended uses when you finish a long rest.

GRAND ALIGNMENT

By 20th level, your knowledge of the paths and powers of celestial bodies is so great that you can predict the aligning of stars and worlds, and use that astral arrangement to fuel powerful magic. Whenever you finish a long rest, you gain an extra spell slot in addition to what's listed for your level in the Astrologer table. If you have not used this extra slot by the next dawn, it is lost.

Each time you gain this spell slot, roll a d20. On a roll of 1–8, the extra slot is 6th level. On a roll of 9–14, the extra slot is 7th level. A roll of 15–18 produces an 8th-level slot and a roll of 19–20 produces a 9th-level slot.



COSMIC DISCIPLINES

While all astrologers learn of the celestial bodies which populate the night sky, those who grow in power eventually choose to give extra focus to either the moon or the stars. This focus manifests in additional magical abilities beyond the celestial wonders available to all astrologers.

ASTRAL DISCIPLINE

Astrologers of the Astral Discipline are the nugget of truth behind the charades of cheap fortune-tellers who call themselves astrologers. By learning the secrets of the stars, an Astral Disciple can discern truths both immediate and distant.

COSMIC REVELATIONS

When you choose this discipline at 2nd level, divining the nature of the magic around you becomes trivial. You can cast *detect magic* and *identify* without spending a spell slot. You need not have either spell among your spells known.

ASTRAL MAGIC

Your specialization in astral magic manifests in the spells you learn. At 2nd level, you learn the *star rain* cantrip. It does not count against your number of cantrips known as listed in the Astrologer table.

Additionally, you learn certain spells as you gain levels in this class. These spells do not count against your number of spells known as listed in the Astrologer table. You learn these spells at the levels listed in the chart below.

Astrologer Level	Spells
3rd	<i>darkness</i>
5th	<i>astral alignment</i>
7th	<i>divination</i>
9th	<i>starfall</i>

ASTRAL PORTENT

Starting at 6th level, you can read the future in the stars. By spending 1 minute observing clearly visible stars, you can gain information similar to the result of an *augury* spell, except that the subject's time window is extended to the next 8 hours instead of the next 30 minutes, and there is no risk of the effect failing due to multiple castings. This ability is nonmagical and therefore requires no components, but at least a portion of the night sky must be visible—you could use this ability while looking through a window, but not if the sky is completely overcast.

When you reach 10th level, you may use this ability to instead gain information as with the *divination* spell, but still without components or a chance of failure. Once you use this advanced function, you cannot do so again until you finish a long rest, although you may still continue to use the *augury* version.

ASTRAL AWARENESS

By 14th level, your attunement to cosmic arrangements and the information contained therein has reached such a degree that you have a supernatural understanding of your surroundings. You permanently gain blindsight out to a range of 60 feet.

LUNAR DISCIPLINE

Astrologers who choose the Lunar Discipline invest in a greater understanding of the mysteries of the moon. They see its power over the tides and connection to shapechangers, and learn to tap into that power themselves.

DETECT SHIFTERS

When you choose this discipline at 2nd level, the strong ties between the moon and shapeshifting magic like lycanthropy filters into your own perception of your surroundings, granting you an awareness of transformed creatures.



As an action, you can focus your awareness to detect shapechangers and creatures transformed by magic. Until the end of your next turn, you know the location of any such creature within 60 feet of you that is not behind total cover. You know whether each creature you sense is a shapechanger or has been transformed by other magic (such as a *polymorph* spell or a druid's wild shape), but do not identify a creature's alternate form(s).

You can use this feature a number of times per day equal to 1 + your Intelligence modifier. You regain all expended uses when you finish a long rest.

LUNAR TIDE

By 6th level, you have learned to channel a portion of the moon's influence over the sea. As an action, you can manipulate freestanding water in an area up to 100 feet on a side within a range of 300 feet. This manipulation functions as your choice of the "flood", "part water", or "redirect flow" aspects of the *control water* spell. These effects do not require concentration or have a specific duration, but they end as soon as you fail to spend an action to keep them going.

MOONGLOW

Also at 6th level, your affinity for moonlight grants you greater ease in bringing forth its power. You can cast *lunar halo* without spending a spell slot. You need not have it among your spells known.

MOONLIGHT MIRAGE

Starting at 14th level, you can surround yourself with a veil of moonlight to protect you from harm. You can cast *blur* without spending a spell slot. You need not have it among your spells known.

NEW SPELLS

The esoteric secrets learned in the study of astrology unlock new spells with which to smite your enemies and aid your allies. The spells below all appear on the astrologer spell list. Talk with your DM about whether they might also be suitable for your other spellcasting characters.

ASTRAL ALIGNMENT

3rd-level divination

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You extend your awareness to sense the alignment of celestial bodies, granting you a measure of insight into—and control over—the immediate future.

When you cast this spell, roll four d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When the spell ends, you lose any unused foretelling rolls. The spell ends early if you use all of the foretelling rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, roll and record one additional d20 for each slot level above 3rd.

LUNAR HALO

2nd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You surround yourself with an aura of cold, silvery moonlight, shedding dim light within a 60-foot radius. Whenever a shapechanger starts its turn within the area, it must make a Constitution saving throw. On a failure, that creature is poisoned until the start of its next turn.

Additionally, whenever a creature within the area takes cold damage from a spell you cast, that cold damage is increased by an amount equal to your spellcasting ability modifier.

STAR RAIN

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Two star-like motes of light appear in your open palm, then streak toward a creature within range. You can direct the motes at the same target or different ones. Make a ranged spell attack for each mote. On a hit, the target takes 1d4 radiant damage.

This spell creates additional motes of light when you reach higher levels: four motes at 5th level, six motes at 11th level, and eight motes at 17th level.

STARFALL

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small pebble)

Duration: Instantaneous

You conjure a glowing meteorite which streaks down from the heavens to strike your foes. This falling star appears 100 feet above you and crashes down in a 10-foot-wide, straight line toward a point you specify within range. The spell fails if there is no space for the star to appear (such as if you are deep underground and the ceiling is less than 100 feet high). The star falls until it hits the ground.

Each creature in the falling star's path must make a Dexterity saving throw, taking 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the impact of the falling star onto the ground creates a concussive blast. Each creature within 15 feet of the point of impact must make a Constitution saving throw. On a failed save, a creature takes 4d6 thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and does not fall prone. The ground within this area becomes difficult terrain until cleared.

If the star strikes a structure—such as a roof or the deck of a ship—before reaching the ground, that structure takes this spell's bludgeoning damage. If that damage is enough to punch a hole through the structure, then the star keeps falling. Otherwise, the spell impacts on the structure, just as it would have against the ground. If a Huge or larger creature fails its save against this spell's bludgeoning damage, then the spell impacts against the creature instead of continuing its fall toward the ground.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, for each slot level above 5th, the bludgeoning damage increases by 1d8 and the thunder damage increases by 1d6.



ASTROLOGER SPELL LIST

Below is the astrologer spell list. While the bulk of the spells on this list are drawn from the *Player's Handbook*, this list also includes content from *Xanathar's Guide to Everything* as well as the spells detailed above. Spells from *Xanathar's Guide* are italicized, while spells from this document are both italicized and bolded.

CANTRIPS (0 LEVEL)

Blade Ward
Chill Touch
Dancing Lights
Friends
Guidance
Light
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shocking Grasp
True Strike
Frostbite
Star Rain

1ST LEVEL

Alarm
Armor of Agathys
Bane
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Evil and Good
Detect Magic
Disguise Self
Feather Fall
Hex
Identify
Mage Armor
Magic Missile
Protection from Evil and Good
Ray of Sickness
Silent Image
Sleep
Tenser's Floating Disk
Witch Bolt
Absorb Elements
Catapult

2ND LEVEL

Alter Self
Arcane Lock
Augury
Blindness/Deafness
Blur
Continual Flame
Crown of Madness
Darkness

Darkvision
Detect Thoughts
Find Traps
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Weapon
Mirror Image
Misty Step
Moonbeam
Nystul's Magic Aura
Phantasmal Force
Ray of Enfeeblement
See Invisibility
Shatter
Silence
Suggestion
Zone of Truth
Lunar Halo

3RD LEVEL

Bestow Curse
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Feign Death
Fly
Glyph of Warding
Haste
Hunger of Hadar
Hypnotic Pattern
Lightning Bolt
Magic Circle
Major Image
Nondetection
Protection from Energy
Remove Curse
Sending
Slow
Tongues
Vampiric Touch
Water Breathing
Water Walk
Enemies Abound
Melf's Minute Meteors
Tidal Wave
Astral Alignment

4TH LEVEL

Arcane Eye
Banishment
Confusion
Conjure Minor Elementals
Control Water
Dimension Door
Divination
Evard's Black Tentacles
Fabricate
Greater Invisibility
Hallucinatory Terrain
Leomund's Secret Chest
Locate Creature
Mordenkainen's Faithful Hound
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Wall of Fire

5TH LEVEL

Animate Objects
Bigby's Hand
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Dominate Person
Dream
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Planar Binding
Rary's Telepathic Bond
Scrying
Seeming
Telekinesis
Teleportation Circle
Wall of Force
Enervation
Far Step
Starfall

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Eyebite

Find the Path
Forbiddance
Globe of Invulnerability
Guards and Wards
Mass Suggestion
Otiluke's Freezing Sphere
Planar Ally
Programmed Illusion
True Seeing
Wall of Ice

7TH LEVEL

Etherealness
Forcecage
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Symbol
Teleport
Crown of Stars

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Demiplane
Dominate Monster
Feeblemind
Maze
Mind Blank
Power Word Stun
Telepathy
Tsunami
Maddening Darkness

9TH LEVEL

Astral Projection
Foresight
Gate
Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Weird
Wish
Mass Polymorph