

STAR SIGNS

CHILDREN OF THE STARS

THE EREN CHRONICLES

Discover the secrets of the cosmos through a supplementary rule system
for the world's greatest role-playing game.



STAR SIGNS

CHILDREN OF THE STARS



THE EREN CHRONICLES

WRITTEN BY
NICOS OSTAS

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AUTHOR'S NOTE

Dear reader,

First of all, I would like to personally thank you for purchasing this book! It means the world to me, especially in times troubled such as the ones we are currently dealing with, when art creators can use as much support as they can possibly get from their communities, in order to continue existing.

This book represents my first published attempt to write for the lore of Dungeons & Dragons. It is my way of contributing back to the community of role-playing and fantasy literature, which has been a constant stimulant for my imagination since a very young age. To me, this community has been a faithful companion and for that I am truly grateful.

Though I have personally invested myself in every aspect of this book, it would have never been made possible without the help of my dearest friends who were supportive, patient and have bared with me along every step of the way, no matter how hard it was for them. I would also like to thank all the wonderful artists and illustrators who have allowed the inclusion of their incredible artworks, in a manner approachable for an indie creator such as me. Working with them has been truly a pleasure. Should you take notice of an artwork that inspires you while perusing this book, feel free to return to the credits paragraph found on this page, in order to discover the artistic hand behind it.

Lastly, I would like to mention that this book's contents derive from a larger scale world-building effort of mine, called The Eren Chronicles. My aim is to continue releasing parts of it in the form of various different publications in the near future. My hope is that, steadily and through your support, I will manage to share with you the world that lives in my mind and paint a bigger picture of it, while at the same time allowing all content to be compatible with any Dungeons & Dragons setting that might suit your interest.

Thank you for taking your time to read this note, and I sincerely hope that you enjoy every single page that follows it.

With regard,
Nicos

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FOREWORD

Welcome to the first chapter of the Eren Chronicles. In this book, you will delve deep into the mysterious forces of the cosmos, as well as how they are being expressed through the Star Signs, the constellations that illuminate the darkness of the night sky. Those born under the light of the Star Signs are inclined to be in attunement with their cosmic essence, perpetually altering the course of their lives ever since the moment of their birth. You will also learn of how the planes of existence influence our world, in conjunction with the lore about the cosmic phenomena that occur because of this influence. Lastly, you will become adept in the art of cartomancy, capable of auguring the future, past and present through the use of the mystifying Deck of Fates.

OVERVIEW

All the information found in this book is tied to a unique calendar system of four seasons and sixteen months. You may adopt the use of this system as a whole, or single out the aspects that better suit your interests. The system is inspired by the Great Wheel Cosmology of Dungeons & Dragons and built in accordance to it, but may as easily be implemented in any world or setting.

While the content of this book is meant to be experienced as a whole, you are not bound to integrate its entirety into your stories. For instance, you might want to include the concept of the Star Signs in your campaign, but not the calendar system itself. Even though they are designed in tandem, you may rearrange the Star Signs in a way you deem more appropriate to your setting. As a general guideline, you may use this content as a foundation and then customize it according to your own needs.

HOW TO USE THIS BOOK

As your campaign progresses, make sure to keep track of the calendar by writing down the dates during each of your sessions. As a DM, use the description and general theme provided for the sixteen different months and their significance in order to better shape the nature and the behaviour of its creatures. You may draw inspiration to create minor quests for your party members based upon the individual needs or contingencies that the various societies of your world might be facing during each month.

Characters attuned to the power of the Star Signs are meant to be a rare happenstance. Encountering one of them should feel like a special occasion or even a privilege to those who study the lore of the stars. A party of attuned characters adventuring together would be either an incredible coincidence or a fated union, while a guild consisted entirely of such would require a great deal of time and effort in order to assemble. Keep in mind that any player or non-player character could potentially have a Star Sign attunement, regardless of their race, class or background.

You can select a Star Sign for your character by determining the date of their birth upon character creation. You will then be able to unlock your Star Sign's talents upon character levels 4 and every 4 levels thereafter (e.g. level 8, 12, 16, 20), at the cost of selecting a feat or an ability score increase. Note that by selecting a Star Sign you are not obliged to ever invest in its progress. Should you choose to gain a new feat or an ability score increase instead of an awareness level increase, your Star Sign's powers will be laying dormant or simply not progress any further until you choose to actively invest in them.

As a player, the Star Signs' talents will enable further character customization for your games. Furthermore, they will allow the DM to draw inspiration from their unique concepts in order to create interesting plots and questlines relevant to them. As a DM, you may use the Star Signs to create gifted individuals that will serve your plot's development as non-player characters to aid or oppose your players.

In this book, you will also find three unique character backgrounds that were designed to be in relevance with the concept of the Star Signs, though you are not obliged to select one of those in the creation of an attuned character.

Whether you choose to use the cosmic phenomena described in this book, exclude some, or create your own according to the guidelines provided, keeping track of the calendar will allow you to be prepared for a phenomenon's general imminence. You may then design interesting plots and campaign developments based on their occurrences, as well as the temporary correlations of the material world with the other planes of existence.

If you prefer using an alternative calendar system, whether it is one of your own making or an official like the Calendar of Harptos (detailed in the Dungeon Master's Guide), you should still be able to use both the concepts of Star Signs and Planar Correlations in your stories. You may do so by choosing the Star Signs of your preference and reassigning each of them to the months of your own calendar system. In the same manner, you may redefine the occurrence of the various cosmic phenomena, whether annual or epochal, according to the dates and timespans that better suit your setting's lore.

As you journey through the pages of this book, return to this chapter in order to review the advice provided and resolve any potential questions.

Some say that when a soul departs from the world, it transmutes into a bright star and shines its watchful light upon us. Others, believe the stars to be gateways that lead into realms beyond the boundaries of our mind's comprehension. Vast as the sea, they can show the way to even the most remote corners of the cosmos. Far more primal than the most ancient of civilizations; their essence echoes through eternity. Should they deem to bestow their blessings upon a newborn child, they choose among lord and scoundrel alike, paying no heed to mortal laws.
-Page IV of Chronicler Aldemyr's manuscript, the Children of the Stars and the Origins of the Pentarchy.



CHAPTER I
THE EREN CALENDAR



THE EREN CALENDAR

THE SEASONS

According to the Eren Calendar, each annual cycle is consisted of four seasons, which resemble those of the Earth in temperature and natural behaviour.

Ardor's Peak

Comparable to Earth's spring, the Ardor's Peak signifies the beginning of every new annual cycle. Nature flourishes and life springs anew after the ordeal of the Frostwake.

Sun's Reign

The Sun's Reign is the warmest period of the annual cycle, and is comparable to Earth's summer. It is characterized by a sense of abundance, the lack of rainfalls and the period of harvesting. For many regions, this is also the period of the monsoon.

Rain's Crest

During Rain's Crest, nature begins to wither and turn colder. Leaves fall from their trees and rains become more frequent. This season is comparable to Earth's autumn.

Frostwake

The Frostwake is the coldest season of the annual cycle. Much like during Earth's winter season, most cultures make preparations for its coming many months prior to its imminence. In some regions, travelling becomes increasingly difficult due to the snow and howling winds, while in others, the unyielding frost spares no form of life in its wake.

THE MONTHS

Once the Eren created their calendar, they based it on the interpretation of nature's behaviour as well as a theory that revolves around how this behaviour affects its creatures. Throughout every season, each of the four months holds a particular meaning that repeats in a sequence, as the seasons change from one to another.

Adaptation. As the world changes and turns itself into something new, so must its creatures. Every first month of a season stands as the adaptation period from one condition to another.

Influence. The second month of a season stands for influence. One must take in the stimuli that are offered by nature and gather all available information in order to interact with what is yet to come.

Contemplation. The third month of each season is the month of contemplation. One must set oneself upon a course of action and devise a plan, based upon the information collected during the period of influence.

Implementation. The fourth and final month stands for implementation. The ideas previously formed are being shaped out, becoming actions and yielding results. This is when the season's particular traits usually reach their pinnacle. Then, the cycle continues onwards into the next season.

THE ANNUAL CYCLE

Each annual cycle consists of sixteen months, which are equal in duration. Every month lasts for thirty six days, divided into four weeks of nine days each. Below, you can find them in accordance to their relevant Star Signs and the respective, core meanings that each of them represents.

ARDOR'S PEAK

Month Name	Star Sign	Meaning
Wyr	The Wheel	Regrowth
Lorastir	The Kindreds	Connection
Horros	The Lantern	Passion
Camriel	The Wanderer	Journey

SUN'S REIGN

Month Name	Star Sign	Meaning
Vardath	The Beast	Thirst
Veles	The Lute	Joy
Pyriel	The Chalice	Purpose
Fane	The Harvester	Memory

RAIN'S CREST

Month Name	Star Sign	Meaning
Brennas	The Widow	Lamentation
Aoden	The Gate	Choice
Tirinthal	The Imp	Deviation
Lod	The Anvil	Decision

FROSTWAKE

Month Name	Star Sign	Meaning
Orenmir	The Beggar	Humility
Soran	The Rook	Obscurity
Mirthal	The Pack	Unity
Farragan	The Giant	Inevitability

THE CONSTELLATIONS

In accordance to the months of the annual cycle, the constellations are sixteen in number, and are called the Star Signs. Each Star Sign holds its own meaning for the people, always tied to the essence and particular elements that define the month of its appearance.

It is commonly assumed that people born under the same Star Sign share common characteristics, in terms of personality and behavioural traits. Whether that is true or false, we yet do not know. What we do know is that, in rare occasions and yet unspecified conditions, newborn children are blessed with certain, supernatural gifts, in attunement to the cosmic power that their relevant Star Sign represents.



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	Brennas	Aoden	Tirinthal	Lod	Orenmir	Soran	Mirthal	Farragan
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CHAPTER II
THE STAR SIGNS



THE STAR SIGNS

CHILDREN OF THE STARS

There are sixteen different Star Signs, according to the dominant constellation of the night sky during each respective month of the annual cycle. Based on their date of birth, all characters are propable to be in sync with the cosmic force that their relevant Star Sign represents, regardless of their race, class or background. This supernatural influence is called an attunement, and it allows a character to gain access to a unique set of talents that advance along with their awareness of them.

Much resembling the concept of a zodiac sign, a character's attunement to a Star Sign may influence their behavioural characteristics and general personality. In some occasions, this attunement is strong enough to infuse a character with its extraplanar essence, thus bestowing certain traits upon them.

An attunement may occur more often than what is commonly believed, due to the fact that most attuned characters never get to realise and become aware of their innate talents. In some cases, those talents lay dormant throughout one's entire lifetime, while in others, they might fully manifest during adolescence. As there is no particular pattern, the dominant theory is that the more one resorts to their inner strength in order to overcome difficult ordeals, the more propable it is that their attunement will eventually awaken. The life of an adventurer along with the hardships it comes with, acts beneficially towards this awakening.

CHARACTER AWARENESS

Below follows a brief summary of the terms used in the interpretation of the sixteen different Star Signs.

ATTUNEMENT

A character's attunement to a Star Sign indicates that they were influenced by its cosmic force, being in sync with it since their birth. Not every character is bound to have a particular attunement, while no character can be born with attunement to more than one Star Sign.

AWARENESS

As a character progresses in levels, they eventually become capable of heightening the awareness of their attunement, delving deeper into its potential. Every attunement's powers are represented by three awareness levels that evolve in succession.

AWARENESS LEVEL INCREASE

A character's awareness level can be increased upon character levels 4 and every 4 levels thereafter (e.g. level 8, 12, 16, 20), at the expense of selecting an ability score increase or a feat.

TALENT

Each time a character chooses to increase the awareness level of their attunement, they gain a new ability called a talent. Talents vary in their characteristics, as some yield passive benefits while others may be performed as actions.

CREATING AN ATTUNED CHARACTER

Though such a thing may be considered as either a boon or a curse, you are among the few individuals in the entire world who are gifted with these unique talents. By becoming stronger, you can increase your awareness and therefore become able to discover and unlock your true potential.

As a player, it is advised to decide if you want your character to be attuned to a Star Sign during the early stage of character creation. Even though it will not be perceivable before you reach at least level 4, you will be able to better assimilate it to their background and role-play as a future development. It is also recommended to keep your attunement secret from the other players, until its time comes to unravel during your campaign.

If you enjoy premeditating the development of your character, it is important to plan ahead any choices regarding ability score increases, awareness level increases and feats, in order to receive the preferred results. If you prefer your character's development to be spontaneous, entirely tied with your campaign's plot instead, remember that selecting an attunement during the character creation stage doesn't oblige you to ever actively invest in it. Unless you decide to increase your character's awareness level, according to the rules previously described in this chapter, it will merely lay dormant until you choose to do so.

*The Wheel turns, and as life returns
the Kindreds embrace one another.
The Lantern's light guides them in their way,
as their journey has yet but just begun.
They tread into the lair of the Beast,
its ferocity soothed only by the Lute's music.
Then, within a sea of blessed crops,
they drink life out of the Chalice,
as the Harvester tells them a secret.
They speak of this secret to a Widow
to see comfort in her sorrow,
but of their fated union envious she shall be.
She leads them to a Gate
that lies before a forked path.
There hides a vile Imp, a teller of untruths,
which shall lie if asked which path is proper.
Considering the way forward,
they forge a choice upon the Anvil.
There, humbled by the darkened cold,
such as Beggars in the night,
they see a lonely Rook
nested solemnly upon a crooked branch.
"Welcome" the Rook says.
"This is the place where hopes cometh to die".
The howling of the Pack soon follows
the fading cawing of the Rook.
A primal testament of sacred unity to one another.
The Pack is now their all.
For nothing else shall truly matter
as the Giant stares them down,
for as long as he may, until he deems it proper
to walk over to the Wheel
and spin it once anew.*

SUMMARY

Below, follows a brief summary of the talents granted by the sixteen Star Signs and the way being attuned to them affects your character. You may determine your character's star sign by selecting one at your preference after consulting with your DM. Alternatively, you may select it by rolling randomly upon the following table. Random selection is advised in the case that you prefer your character's date of birth to be a choice beyond your control.

I *Sign of the Wheel - The Speaker*

You are able to sense the True Names of others, and wield this power over them.

II *Sign of the Kindreds - The Kindred*

You share a supernatural connection with another character who was born at the same time as you, somewhere in the world.

III *Sign of the Lantern - The Witness*

You possess a supernatural eyesight, keen memory and a rare intuition of what is true and what is false.

IV *Sign of the Wanderer - The Dreamwalker*

While you are asleep, your consciousness is capable of venturing out your body and traversing freely into the world.

V *Sign of the Beast - The Veiled One*

A terrifying monster of unknown nature lives within you, clawing to be let loose. You occasionally allow it to come out and strike fear to the hearts of your foes.

VI *Sign of the Lute - The Mesmerist*

Your unique talents in the arts of performance allow you to sooth the most ferocious of beasts, as well as tempt the desires of others.

VII *Sign of the Chalice - The Advocate*

Your faith in yourself as well as what destiny has in store for you, grants you the resolve to overcome any obstacle.

VIII *Sign of the Harvester - The Conduit*

You are an intermediate between the worlds of the living and the dead, capable of perceiving and interacting with ghosts who long for deliverance.

IX *Sign of the Widow - The Harrower*

You are capable of imposing your negative feelings upon other creatures, wearing them down or causing them to suffer the consequences for their wrongdoings.

X *Sign of the Gate - The Oracle*

You can discern the fates, through visions that reveal things that have are, have been, or are yet to come.

XI *Sign of the Imp - The Fabler*

You have an inclination towards deception, and are capable of conjuring illusions in order to mislead your foes.

XII *Sign of the Anvil - The Wondermaker*

You are a prodigious artisan, capable of creating wondrous items, legendary in the field of your craftsmanship.

XIII *Sign of the Beggar - The Martyr*

You are capable of alleviating the suffering of others, by channeling it upon yourself.

XIV *Sign of the Rook - The Shadoweaver*

You can manipulate the shadows to your advantage, and even traverse through them.

XV *Sign of the Pack - The Wilder*

You share a special affinity with a particular species of wild beast, which feels like a second nature to you.

XVI *Sign of the Giant - The Chaosborne*

Your mind is constantly threatened by madness, but you have discovered that even insanity can become a gift.





SIGN OF THE WHEEL

Being in attunement with the power of the Wheel means being blessed by a rare connection to the very essence of Creation. Such characters experience the world with heightened empathy, interpreting all its creatures as parts of a greater whole, while also distinguishing them for what they truly are as individual units. This understanding may even allow them to spontaneously divulge a creature's True Name and give voice to it. These characters are known as Speakers.

TRUE SPEECH

It is beyond the boundaries of mortal comprehension to fully understand the potential of a True Name, even as one speaks it. They were the language of the Gods, ancient as The Creation itself. The mortal mind cannot grasp such a meaning for any more than but a fleeting moment, which is what the Speakers hone their skills for. To everyone else, the utterance of a True Name sounds less like a language and more like the incomprehensible howling of wind, the crackling of fire, the roar of a river or a landslide. Still, it is capable of altering the very fabric of reality. Be warned that sometimes, extraplanar beings capable of sensing disturbances in the balance of the cosmos might take interest in such activity.

ESSENCE OF THE WHEEL

You have come to realise that everything is connected, bound by the essence of creation. Another creature is merely another manifestation of the same world that created you. This realisation allows you to receive a

supernatural intuition regarding the creature, which sources out of deep understanding rather than tutored knowledge.

Whenever you make an Arcana, History, Nature or Religion check for the purpose of determining the lore and traits of a creature that you can see, you may perform this roll with advantage.

UTTERANCE

One's True Name is bound with their entire being. It defines their place in the world, and amounts to their imprint upon it.

Once per long rest and as an action, you may attempt to discover the True Name of a creature that you can see within 60 feet of you. The creature is forced to roll a Charisma saving throw of DC 8 + your Proficiency bonus + your Charisma modifier. Upon success, the creature's nature is too complex for you to divulge. Upon failure, you discover the creature's True Name and immediately utter it, causing a certain effect to it.

Having succeeded an Arcana, History, Nature or Religion check for the purpose of determining the lore and traits of the creature prior to using Utterance against it, forces it to roll this saving throw with disadvantage. Upon uttering the creature's True Name, you can choose to cause one of the following effects.

Banish the creature, as if casting the Banishment spell.

Anchor the creature, rendering it incapable of teleporting or travelling to another plane of existence for the duration of a minute.

As soon as you utter a creature's True Name, your mind can no longer maintain grasp of it. You become unable to recall it in any way, other than by successfully using your Utterance against it again.

WORDS OF CREATION

To know one's True Name means to wield power over one's entire being. Power, capable of recreating the base principles of their own substance.

You grow a deeper understanding of your Utterance, discovering new ways to use it against your foes. By uttering a creature's True Name, you may now alter the base elements of their very nature.

Your Utterance talent gains the following additional options, the effects of which last for the duration of a minute.

Alter a creature's nature, removing its resistance to a type of damage.

Lessen a creature's potential, removing its immunity to a condition.

Halt a creature, causing it to become stunned for the duration of a minute. The creature may repeat the saving throw at the end of its every turn in order to end this effect.



SIGN OF THE KINDREDS

The Kindreds represent a single soul, residing in two bodies. From the moment of a Kindred's birth, they are connected to another Kindred that is born at the exact same time somewhere within the vast world. They are forever bound together by the tethers of fate, destined to achieve completion only by finding one another. Once discovered, this bond allows the Kindreds to evolve faster and grow stronger together, as two parts of a greater whole.

NOTE TO THE DM

A character's Kindred could be any humanoid creature that lives in the world. The identity and characteristics of the character attuned to this Star Sign don't necessarily have to be relevant to their Kindred's in any way. Their Kindred could literally be anyone, from a Tiefling slave to an Elven heiress of a kingdom, as long as they were both born at the same time under the same Star Sign.

Do not reveal the Kindred's identity until they are discovered by the attuned character through their story's progression. You may draw inspiration to design their Kindred by rolling randomly on the following tables. Feel free to add characteristics that better suit the setting of your campaign, or customize the tables according to the needs of the story you want to tell.

Gender

- | | |
|---|--------|
| 1 | Male |
| 2 | Female |
| 3 | Other |

Race

D10

- | | |
|----|------------|
| 1 | Dragonborn |
| 2 | Dwarf |
| 3 | Elf |
| 4 | Gnome |
| 5 | Half-Elf |
| 6 | Halfling |
| 7 | Half Orc |
| 8 | Human |
| 9 | Tabaxi |
| 10 | Tiefling |

Background

D12

- | | |
|----|---------------|
| 1 | Acolyte |
| 2 | Charlatan |
| 3 | Criminal |
| 4 | Entertainer |
| 5 | Folk Hero |
| 6 | Guild Artisan |
| 7 | Outlander |
| 8 | Noble |
| 9 | Sage |
| 10 | Sailor |
| 11 | Soldier |
| 12 | Urchin |

Alignment

D10

- | | |
|----|-----------------|
| 1 | Lawful Good |
| 2 | Neutral Good |
| 3 | Chaotic Good |
| 4 | Lawful Neutral |
| 5 | Neutral |
| 6 | Chaotic Neutral |
| 7 | Lawful Evil |
| 8 | Neutral Evil |
| 9 | Chaotic Evil |
| 10 | Unaligned |

INTERLINKAGE

You begin to notice traces of another entity's presence within your own consciousness, usually in the form of hearing their voice in random moments. You experience sudden mood changes that cannot be always reasoned by you, which are actually caused by the fact that you and your Kindred share a common sentimental state with each other.

You gain the following benefits.

- You gain advantage on saving throws made against all charm and frightening spells and effects, as your Kindred reacts to them simultaneously as you do.
- Both you and your Kindred increase your Wisdom by 1, to a maximum of 20.

MUTUAL GROWTH

The connection between you and your Kindred grows stronger, as you begin experiencing visions from the perspective of each other's eyes. This brings you a step closer to achieving your shared potential by getting a better understanding of one another. You suddenly become knowledgeable on certain subjects that nobody has ever taught you about.

You gain the following benefits.

- As an action, you and your Kindred are able to telepathically see from each others eyes at will, regardless of the distance between you. All information perceived through use of this effect is received immediately.
- You gain one extra language, that is already known to your Kindred.
- Once per day, you can add your Proficiency bonus to a skill or mental saving throw that you are not proficient with, but your Kindred is.

TWO OF A KIND

Upon finally meeting your Kindred physically, you realise that you were living only as a fragmentary version of yourself, until that very moment. The sense of completion which you achieve is fueled by the intense feeling that you and your Kindred are somehow cut from the same cloth.

You gain the following benefits.

- Your Kindred may be treated as a most trusted ally, who would never betray you under any circumstances. From now on, you share a bond even stronger than family. Your well being is a priority to your Kindred, no matter the life they lead or how far it may take them from your side.
- Both you and your Kindred increase your Wisdom by 1, to a maximum of 20.
- As an action, you and your Kindred are now capable of telepathically communicating with each other at will, regardless of the distance between you.





SIGN OF THE LANTERN

Graced by the Lantern's light, your sight can pierce through the darkest of nights, revealing the truth behind any lie. No tricks are capable of obscuring your watchful gaze. Your memory is the true memory of the world. Everything that you have seen with your own eyes has been forever recorded in your mind, ready to be unearthed within an instant. Characters such as you are usually driven by a lust for knowledge and discovery, often chasing after forlorn mysteries and the ancient lore. They are known as Witnesses.

BEHAVIOURAL INSIGHT

Upon locking your gaze on a creature, studying its behaviour and facial expressions, you are capable of discerning the minor behavioral patterns that betray a lie or a general attempt to conceal the truth.

You gain the following benefits.

- As of now, you can recall anything that you have seen, like the paths that you have travelled or the faces of those you have met.
- Once per long rest, after closely observing a creature for at least 1 minute, you gain advantage on all Insight, Persuasion and Intimidation checks made against it within the next 24 hours.
- Your Wisdom increases by 1, to a maximum of 20.

REVELATOR

Nothing escapes your vigilant watch. When you focus on the details, no matter how crucial, woe befalls any who attempt to mislead you.

You gain the following benefits.

- Advantage on all Investigation and Perception checks that rely on sight, such as for detecting a trap, a hidden door, a disguise, a forgery, or a deliberately concealed clue.
- Whenever an ambush is laid within the vicinity of your vision, the DM will allow you a contested Perception check versus the stealth of the ambushers, rather than having to rely upon your Passive Perception as you normally would.
- Your Wisdom increases by 1, to a maximum of 20.

LANTERN'S LIGHT

You are capable of revealing the truth behind any effort made to conceal it. Your supernatural vision is honed to pierce through the veil of lies, shedding light to any darkness.

You gain the following benefit.

- Once per long rest, you are able to cast the True Seeing spell, without requiring any components.





SIGN OF THE WANDERER

Characters born under the Sign of the Wanderer are said to tread upon the realm of the mortal subconscious and freely venture into the domain of dreams. Rather than falling asleep they truly awaken, as their spirit becomes unbound, free to wander and experience their world. Minds liberated by the physical restrictions of their bodies, these spiritual travellers are known as Dreamwalkers.

INWARD EYE

As your eyes close, you allow sleep to take over your body. Then, your inward eye opens.

You receive the following benefits.

- While you are asleep during a long rest, you may allow your spirit to separate from your body and linger within 5 feet above it. You can therefore remain aware of any surrounding activity through means of vision and hearing, as if you were awake.

Your spirit resembles an incorporeal form of yourself and is imperceptible by any means other than the True Seeing spell.

- While in the state of the Inward Eye, you become immune to all spells and effects that require you to be asleep, such as those of the Dream spell.

DREAMWALK

You have grown to understand that one's physical body can be their own prison. Your mind now allows you to travel faster and further than your legs ever would.

While you are asleep and in the state of the Inward Eye, your spirit becomes capable of venturing away from your body and freely wander into the world.

It can move with a flying speed of 60 feet, pass through solid objects and perceive its surroundings through vision and hearing, but cannot affect them in any way.

You must succeed a Concentration check for every 600 feet that your spirit wanders away from your sleeping body in this way. The initial DC of this check is 10, and increases by 2 for every additional 600 feet of distance covered.

Losing such a concentration check, entering an Antimagic Field, suffering the effects of a Dispel Magic spell or traversing into another plane of existence end this talent's effects immediately, causing your spirit to return to your body and you to forcefully wake up. Waking up in such a manner renders you incapable of Dreamwalking again for the following 1D6 days.

MORTAL VESSEL

A body is but a frail vessel for the soul. It may eventually succumb to a fatal wound or give in to a mortal disease and die. But the soul of a Wanderer may yet not be ready for the afterlife.

If you ever die by a cause other than old age, your soul automatically escapes your body, rapidly travelling across the world towards the location of a random humanoid creature who is also for any reason other than natural causes, upon the brink of death. Your soul then takes control of the creature's body slightly after their own soul vacates it.

You open your eyes moments later, as the body of the creature is now your own.

Your soul's energy has averted the cause of the new body's death though just barely. It is currently left with 1 remaining hit point. You otherwise have the same available spells and abilities you had at your disposal before you died.

You retain your background, class, character levels and mental ability scores, but assume your new body's physical ability scores. You lose any bloodline powers, as well as traits that were directly related to your previous physical body. All elements such as your race, gender, age, current condition and location of your new body fall under the DM's discretion.

Once this talent has been used once, it cannot be ever used again. A second death will be permanent, at least in regard of this talent's benefits.

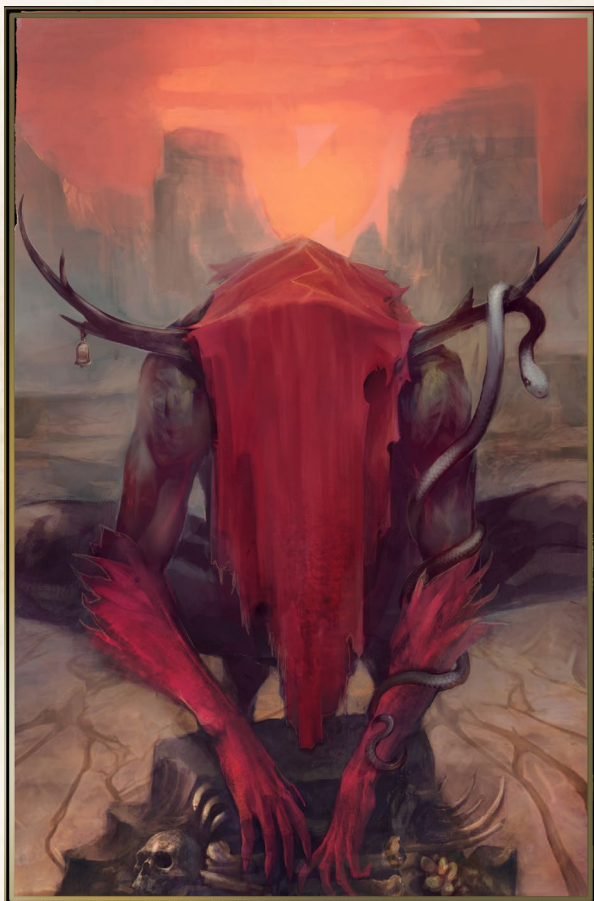
NOTE TO THE DM:

As a DM, you may draw inspiration from the following table to determine the unfortunate events that led to the death of the body's previous owner, or design your own background for it. It is advised to keep any details secret from the player character, allowing them to discover them on their own. This serves in creating a more interesting atmosphere around the scene, as well as potential plot hooks that you might have in store for this player character.

Background

- 1 A noble house's last surviving heir has been found and killed by usurpers. The body is on the back of a thug's horse, on its way to be shown as proof of the deed to those who ordered the killing.
- 2 An actor or actress has met tragic death while on stage, due to the scenery's collapse. The audience was unknowingly in for one hell of a show.
- 3 The priest of a small village has died from a terminal disease. His grieving family is shocked when he suddenly wakes up, cured of all its symptoms. They assume to have witnessed nothing less than a divine miracle.
- 4 A soldier has succumbed to their fatal wounds after taking part in a great battle. The conflict seems to be raging on, since the unlucky soldier's army has been laying siege upon a castle for the better part of a month now. He wakes up in the infirmary tent, right when the generals issue another charge against its walls.
- 5 A group of devil worshipping cultists has offered a sacrifice to their fiendish lord. They are quite astonished to see that their victim is alive against any common sense and assume that, for some unknown reason, their offer has been denied by their dark master.
- 6 A barfight has accidentally escalated to a fatal blow. When the victim suddenly wakes up, their killer is relieved to see that they did not actually kill them and offers to buy them a drink.
- 7 A slave managed to escape their captors and then flee into a desert. After wandering there for many days, they eventually gave in to the heat and dehydration. The slavedrivers, who are still on the trail, are slowly beginning to catch up.
- 8 A burglar who attempted to break into a noble's manor was discovered and fell from a balcony to their death. The character must now escape the scene before the local guard arrives, and they must do so with a limping leg.
- 9 A wizard's apprentice has been killed during one of their mentor's dangerous experiments. The wizard is an obviously cruel individual, but is also indulged with the lore of the stars well enough to understand what has transpired. The character may try to gain the wizard's aid or avenge the unfortunate apprentice.
- 10 A rider has been killed in a hunting accident, by the stray arrow of a hunter. The hunter approaches, shocked by what happened to offer their help. The body belonged to a messenger, sent by a queen to carry an important letter. If that letter is safely delivered to its destination, it could avert a war.





SIGN OF THE BEAST

A ferocious aspect of unknown nature resides within those attuned to the Sign of the Beast. Impossible to discern its origins, it is interpreted as an imposing, menacing monster. It growls from within, demanding to be let loose, longing to hunt. When they allow it to come out, the presence of an apex predator instills fear to the hearts of their foes, declaring their impending doom. These characters are known as the Veiled Ones.

BLOODHUNT

Once the predator is onto its scent, they prey has nowhere left to hide.

You gain advantage on Wisdom (Perception) checks that rely on hearing or smell. Upon succeeding the check, you know the exact location of any creature within 30 feet of you.

BEAST WITHIN

You have adapted into a life of coexistence with the mysterious presence that resides within you. Sometimes, you allow this veiled monster to bare its fangs through you, making its presence known to your foes.

Once per day and as a bonus action, you can activate a frightening aura in a radius of 20 feet around you, that lasts for up to 10 minutes and can be ended as a bonus action.

Every time a creature that is hostile to you begins its turn within your aura's effect, it must succeed a Wisdom saving throw of DC 8 + your Proficiency bonus + your Charisma modifier.

On a failed save, the creature becomes frightened of you until the end of its next turn, or until you become incapacitated. A successful save indicates that the creature is immune to this effect for the next 24 hours.

LAIR OF THE BEAST

An area that the Veiled One has dwelled in and deemed as its lair, reeks with its presence. It is a sign to all those who would dare trespass into it, that they are walking into the territory of the beast.

Upon completing a long rest in an area that has either no more than two clear entryways or provides you with total cover from creatures that attempt to enter it, you can choose to make it into your lair. This area cannot be wider in size than a 60 feet radius.

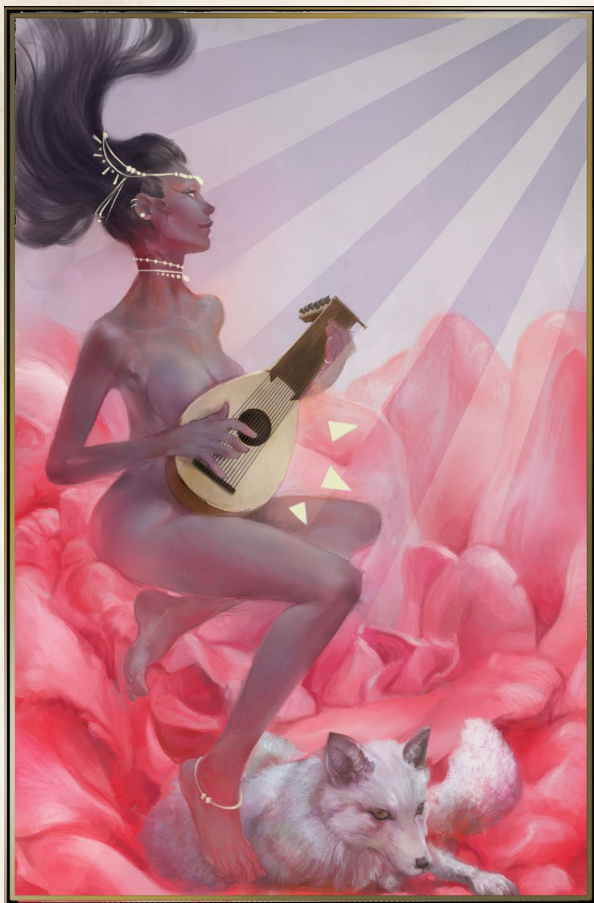
Your Lair emits your fear aura constantly. This effect still applies if you are asleep, incapacitated or currently not present in it. A successful Wisdom saving throw against your lair's frightening effect causes a creature to become immune to it, as well as your Beast Within talent's effects, for the next 24 hours.

While you are in your lair, you gain the following benefits.

- Tremorsense, up to the the confines of your lair.
- Advantage on Stealth and Initiative checks.

Only a single area can be designated as your lair at any given time. Designating a new lair immediately ends all effects from the previous one.

Your lair could be anywhere, from within a building or a cavern, to a mountaintop, or even in a forest clearing that is surrounded by trees that would obscure the vision of an intruder. It cannot be in the middle of a desert, a town square, a flatland or generally in an area you would be considered exposed at or out in the open.



SIGN OF THE LUTE

Legends speak of seductive performers and charming melodists, charismatic fortune seekers whose elegance could make a monarch give up their crown, and even appease the anger of dragons. Those blessed by the Sign of the Lute usually have a radiant personality that causes others to adore and at the same time fear them for it. For they are capable of manipulating others through use of their own desires. For this, such characters are known as Mesmerists.

BEGUILER

Be it kings or beggars, art will always find a way to win the peoples' hearts.

You gain the following benefits.

- You gain Proficiency on Performance checks that involve the art of either music or dance.
- Once per long rest, you gain advantage on a single performance check made to entertain an audience of one or more willing creatures in the form of a show that lasts at least 5 minutes. The DC of this check is determined by the DM, according to your audience's expectations. If you succeed, you gain advantage on all Persuasion and Deception checks made against any creature that was part of your audience for the following 24 hours.
- Your Charisma increases by 1, to a maximum of 20.

MESMERISE

Your tranquil performance soothes the instincts of even the most savage of creatures.

You gain the following benefits.

- Once per long rest and as an action, you may begin performing your art with the intent of mesmerising all creatures that can hear or see you. Any such creatures with an Intelligence score of 7 or lower must make a Wisdom saving throw. This saving throw is equal to DC 8 + your Proficiency bonus + your Charisma modifier. Upon failure, they become incapacitated by you and remain so for as long as you continue your performance uninterrupted.

Continuing this performance doesn't require further checks, but your movement speed is halved and you must spend an action for every consecutive turn you choose to do so. You can also spend a bonus action to cause a mesmerised creature to use its full movement in order to follow you. Should a mesmerised creature receive any damage, the effect on it ends immediately. Should a mesmerised creature perceive that following you puts its life in danger, it gains a new saving throw against this effect. This talent has no effect when used upon undead creatures and constructs.

- Your Charisma increases by 1, to a maximum of 20.

AUDIENCE OF ONE

People yearn for the arts, for through them, they can banish away their fears and sorrows. Art lives in a fleeting moment, yet it is timeless. As you perform, you can captivate your audience in that moment, forever.

Upon using your Beguiler talent, you can now choose to focus upon a single creature in your audience. This creature is forced to succeed a Wisdom saving throw, equal to DC 8 + your Proficiency bonus + your Charisma modifier.

Upon a successful saving throw, the creature remains unaffected by this talent's effect, though without realising that you tried to cast a spell on it. Upon a failed saving throw, it becomes charmed by you. You can then ask a favor of the creature which it will try to see granted at the best of its ability.

The creature is immensely fascinated by you and wants to make you happy, but as its mind is still its own, it would not agree into doing something that is clearly beyond its power. Should the creature realise that the process of granting you this favor will be putting its own life at risk, it may complain, find excuses or request that you ask another favor of it.

Even after the favor has been granted, the creature remains charmed by you. This charm effect lasts indefinitely, though it ends as soon as the creature suffers any consequence due to the favor it has granted you. It also ends as soon as you choose to use this talent to charm another creature. The creature then knows it has been charmed by you.

Only one creature can be charmed by you at any given time through the use of this talent.



SIGN OF THE CHALICE

Some say that the most graceful stars align when an Advocate is born. Those infused with the power of the Chalice are said to be blessed by divine influence. Grace follows their every step. Since a very young age, these individuals could feel that their existence held deeper meaning and would ultimately serve a greater purpose, no matter how high or low their upbringing was. They were not born to be soon forgotten, nor die before their true destiny is finally unraveled before them. These destiny seekers whose faith in their own potential is unparalleled, are known as Advocates.

NOT LIKE THIS

Your greatest fear is not death itself, but seeing your sole opportunity to achieve greatness vanish prematurely. You are determined to overcome any obstacle that gets in your way, until you have finally achieve your aspiration.

You gain the following benefits.

- You gain Advantage on Death saving throws.
- An ability score of your choice increases by 1, to a maximum of 20.

SELF INSPIRED

The fates are bound and set upon you, as you continue on your path. You can feel it in the air you breathe, the steps that guide you. Whatever the future has in store for you you are going to meet it, and may the Gods bear witness.

You gain the following benefits.

- Every new dawn, you gain an Inspiration point that expires if not used until the next dawn.
- An ability score of your choice increases by 1, to a maximum of 20.

CHOSEN BY THE STARS

Every joy, every grief, every treacherous friend, every forbearing lover and every vicious foe you've met and overcome along the way have led you to this moment. The marks upon your body as well as your soul stand as a testament that you have earned your destiny. With your fate finally within your grasp, you can feel it; it cannot have been all for naught.

Your faith in yourself and your sheer force of will is represented by a number of Destiny points. The Destiny points you gain upon unlocking this talent are equal to half your current character level.

You may expend a Destiny point in order to receive one of the following benefits.

- Should you fail a saving throw, you may choose to use your reaction and expend a Destiny point in order to succeed it instead.
- You can expend a Destiny point to maximize the damage caused by a successful attack made by you.
- When you are about to receive damage, you may use your reaction and expend a Destiny point to gain resistance against the attack's particular type of damage. This resistance applies until you have completed a short or long rest.
- Should you be reduced to 0 hit points but not killed outright, you may use your reaction and expend a Destiny point to gain temporary hit points equal to twice your character level + your Constitution modifier. These temporary hit points last until you have completed a short or long rest and cannot exceed your hit point maximum.

You can use each of the above benefits no more than once per long rest.

Once a Destiny point has been expended, it cannot be regained by any means. For every two character levels you gain after having unlocked this talent, you receive a new Destiny point.





SIGN OF THE HARVESTER

Not all who pass on from this life reach the afterlife. Some yet persist, bound by a sense of necessity that was proven stronger than death, left to forever dwell upon the thin line between the worlds of the dead and the living. It is said that there are men and women who can hear their voices and sense their presence. People who are no strangers to their anguish. Like soul-shepherds to the lost, they are the ones who can right the wrongs that led them to this state and show them the path towards their rightful place. They are known as Conduits.

NOTE TO THE DM:

Not all ghosts have to be malevolent or actively vengeful. Some might be simply lost or confused with their current state of being. A ghost may even be secretly watching over a living creature that is dear to them, without causing any impact to the world of the living.

Usually, when an adventurer encounters a ghost, it is due to the impact it causes, a place or a person it actively haunts. Having a Conduit as player character in your party would mean that this character can see behind the veil and notice any and all of the ghosts that roam between the two worlds. Thus, they can also see and interact with ghosts of various other temperaments that simply exist, otherwise unnoticed by the living. Apart from encounters, you can treat these ghosts as quest givers for the Conduit. The purpose of such a quest would be to satisfy the ghost's desires, therefore putting its soul to rest, and the reward would be a Conduit point for the character.

You may design each Ghost on your own, or draw inspiration for their stories and backgrounds by rolling upon the following tables.

Temperament

- 1 Timid
- 2 Paranoid
- 3 Grumpy
- 4 Angry
- 5 Humorous
- 6 Majestic
- 7 Tranquil
- 8 Self Righteous
- 9 Fearful
- 10 Kind

Background

- 1 A cleric who lost their faith.
- 2 A noble who fell from status.
- 3 A wizard who meddled with the dark arts.
- 4 A warrior who fell in battle.
- 5 A sailor who drowned in a violent storm.
- 6 A bard who never completed their masterpiece.
- 7 A paladin who questions their life choices.
- 8 A druid who failed to protect a sacred grove or creature.
- 9 A hermit who never liked the company of others.
- 10 An ancestor of one of the characters.

Desire

- 1 The recovery of an item or heirloom important to them.
- 2 Vengeance upon those who have wronged them.
- 3 The performance of proper burial rights upon their remains.
- 4 The aid of a creature yet alive and dear to them during their past lifetime.
- 5 The provision of evidence of their innocence to those who have unjustly condemned them.
- 6 The completion of a study or endeavour left undone by them.
- 7 A truthful answer to a question.
- 8 The description of something or someone famous they never managed to see with their own eyes.
- 9 The undertaking of a difficult task, for the sole purpose of proving your determination.
- 10 Simply to aid you in the path you've chosen to follow, because they deem it worthy.

BETWEEN TWO WORLDS

You are well aware that there are many worlds other than the one upon which we all tread. And every world, has its own dwellers.

You become capable of sensing the presence of a ghost in your close vicinity, though you are not made aware of its accurate location. You are also capable of speaking and understanding creatures denizen to the Ethereal Plane, as long as they can speak at least one language.

Once per short rest and as an action, you are capable of seeing up to 60 feet into the Ethereal Plane while you are on the Material Plane and vice versa, for the following 10 minutes.

CONDUIT OF THE DAMNED

Few things can be considered more vain and futile than the tormented existence of a ghost. Torn between two worlds, mind twisted by a fragmentary experience of the afterlife. Impossible to stay and unable to move on, bound by their previous life's unfinished business to wander aimlessly into eternity.

Satisfying a ghost's desires is the only way to permanently put its soul to rest. Each ghost that you successfully put to rest grants you a portion of its otherworldly essence in the form of a Conduit point. Conduit points can be gained retroactively upon unlocking this talent for every ghost that you have successfully put to rest until now.

Once per turn, you can expend a Conduit point as a bonus action to activate one of the following effects.

Ghostly Resistance

You gain resistance to Cold or Necrotic damage until the beginning of your next turn.

Withering Touch

Add a bonus 1D8 Necrotic damage to a successful melee or ranged attack made by you.

Conduit points are recharged after completing a long rest. The total number of your Conduit points may be up to half your character level.

ECHOES OF THE DAMNED

Helping restless souls find their way to the afterlife has taken its toll on you. Their pain and anguish has left a mark upon your soul when you became their Conduit. You keep their memory safely locked within you, though ready to be called upon in a time of need.

As a bonus action, you can spend 2 Conduit points to conjure a ghostly apparition which appears in a space that you can see within 20 feet of you. It has the appearance of either of the ghosts you have successfully put to rest in the past.

The apparition remains summoned until the beginning of your next turn and then dissipates. It acts immediately after you in the initiative count and is controlled by you.

Its statistics and traits are that of a Ghost, which can be found in the Monster Manual (pg. 147), though the ghostly apparition that you conjure doesn't have the Possess trait.





SIGN OF THE WIDOW

Some succumb under the weight of grief. Others, grow stronger by it. Those born under the Sign of the Widow understand well that no sentiment is truly an enemy. There is a lesson to be learned from all of them, for they who are willing to accept it. So, they wear their sorrow like an armor. They use their negative feelings of pain and anguish, channeling them into the minds of their foes. They make known to those who dare challenge them that any harm they might inflict, shall cost dearly in return. Being often the cause behind various superstitions and local folklore, characters such as them inspire fear to those who know better than crossing them. They are known as Harrowers.

JINX

As your malevolent gaze meets with your foe's, their will to keep fighting wavers. With every blow they deal to you, they feel their vigor being slowly siphoned away.

Whenever a creature that you can see within 30 feet of you causes you damage, you may use your reaction to force them to roll a Charisma saving throw. The DC of this saving throw equals to 8 + your Proficiency bonus + your Charisma modifier.

Upon failure, they gain an exhaustion point.

You may use this talent as many times as your Charisma modifier before completing a long rest. All exhaustion points inflicted through use of this talent are lost by the afflicted creature when it completes a long rest.

WICKED EYE

Many are those who inflict pain upon others without sense or prudence. They do this, because they assume themselves to be superior. Prove them wrong. Show them the error of their ways. Let them share in your pain and reap what they have sown.

You gain the following benefits.

- Once per short rest, should a creature that you can see and within 60 feet of you score a critical hit against you or another creature, you can use your reaction to force it to roll a Charisma saving throw. The DC of this saving throw equals to 8 + your Proficiency bonus + your Charisma modifier.

Upon failure, the creature suffers the exact amount of damage it has caused as points of Psychic damage, and half upon success.

- The radius of your Jinx talent increases to 60 feet.

CURSE OF WITHERING

You fuel your sentiments of hatred towards a creature that you believe has wronged you greatly. You curse them to slowly wither away, unless they manage to atone themselves towards you.

Once per long rest, through a ritual that takes 10 minutes to complete, you can force a creature to make a Charisma saving throw. The DC of this saving throw equals to 8 + your Proficiency bonus + your Charisma modifier. Upon failure, the creature becomes cursed by you. Upon success, it becomes immune to this curse's effects for the following 2D6 days.

The creature can be anywhere in the world, as long as it is in the same plane of existence as yourself. You must have met it in the past and consider it to have wronged you unforgivably in some way. Using organic material that belonged to the creature as part of this ritual, such as a tuft of its hair, a nail or a heritage ring, causes the creature to roll with Disadvantage against this saving throw.

While Cursed in this manner, the creature regains only half the normal amount of hit points by spending hit die and no hit points by completing a long rest. Also, every time the creature completes a long rest, it is forced to roll a Charisma DC 10 saving throw or gain an Exhaustion point (maximum 3).

Any exhaustion points gained through this curse's effects cannot be removed by resting, but may be removed by other magical spells and effects.

This curse lasts indefinitely. It ends if you die, if you willingly end it by spending an action to forgive the creature you have cursed, or if you curse another.

Only one creature can be cursed by you at any given time through the use of this talent.



SIGN OF THE GATE

Rnowing what the fates hold, without the ability to alter it. This is the burden those born under the Gate are made to bear. They see glimpses of the past, future and present, often spending their entire lives in hopes of deciphering their meaning. They are known as Oracles.

OMEN

Your internal compass guides your steps through mysterious messages, which you experience as omens of what is yet to come. These visions are always relevant to a situation that revolves around you currently, such as an individual's disposition towards you, a decision you are about to make or a venture you are going to undertake in the near future.

Once per long rest, you can focus on receiving an Omen regarding a specified course of action you are about to take. By doing so, the DM reveals to you the potential threats or benefits it may pose, by selecting two of the following Fortune levels.

Fortune Table

Wonderful

Fortunate

Unclear

Unfortunate

Terrible

An Omen with a wide range between its two Fortune levels means that it is vague, thus could be dramatically changed by your choices. A more narrow range, would suggest that it is probably beyond your power to affect the outcome, for better or for worse.

As an example, let's assume that you want to journey into a mountain, ask for an Omen about it and succeed your required Wisdom check. If a dragon has made its lair upon that mountain, ferociously attacking any who dare to approach, the Fortunes of this Omen range from Unfortunate to Terrible. If the Dragon can be persuaded to share information that is crucial to you though, the Fortunes range from Fortunate to Terrible instead. Keep in mind that any Omen is always open for interpretation.

FOREWARNING

Merely by laying your eyes upon a creature, you can discern the manner in which the fates have touched it, as well as discover details about its past.

Once per long rest, you can force a creature that you can see to make a wisdom saving throw. The DC of this saving throw equal to 8 + your Proficiency bonus + your Wisdom modifier. Upon failure, you are able of divining one of the creature's following characteristics. Upon success, you gain no knowledge of the creature, but it also remains unaware of your intentions.

The creature's given name.

The creature's intentions towards you.

The creature's purpose for being where it is.

The creature's ability or inability to cast spells.

The properties of a magical item in the creature's possession.

Details regarding the creature's recent activity, such as what is inside its pocket or what it had for dinner.

Should you make an Arcana, History, Nature or Religion check to recall the lore and traits of a creature that you have already successfully used the Forewarning talent upon, you gain advantage on your check.

SECOND SIGHT

A vision of the near future suddenly unravels before you. Having foreseen the result of your intended choices, you are able to discern a better way to deal with the matter at hand.

Once per long rest, at the end of your turn, you may choose to revert back to your turn's beginning. You are considered to have witnessed a glimpse of the future, regarding how the results of the actions you take will unfold. Everything that occurred during your turn is negated as if it never happened.

You may then take your turn again, choosing a different course of action.

If you choose to repeat the same choices, such as casting the same spell again, the results are considered to remain the same without having to roll for them a second time.



SIGN OF THE IMP

Deception and trickery. Those are the weapons in the armory of those born under the Sign of the Imp. Natural born storytellers, their knack in weaving fables out of ordinary stories is uncanny. But their silver tongue is not the reason they are feared for. Through means of illusion magic, they are capable of misleading the senses, twisting the appearances in order to create the perfect lie. They breath life into their stories, concealing the truth or implying the existence of another that feels propable and real. When in their presence, one cannot ever be certain whether they are dealing with the truth or just another falsehood. Those born with such talents, are called Fblers.



FALSIFY

It is easy to manipulate the minds of others, once you have control over the setting.

You gain the following benefits.

- You are able to cast Minor Illusion as a cantrip.
- While an illusion of yours is active, you gain advantage on Deception checks that involve yourself, your illusion and any creature that can perceive it.

TRICKSTER'S MANTLE

You are aware that appearances can be deceptive. Through use of your talents, not only you are able of mislead others, but also of hindering the effects of divination magic.

You gain the following benefits.

- You are now able to cast the Disguise Self and Major Image spells, once each per long rest.
- You can expend the use of either the Disguise Self or Major Image spells in order to cause you and all creatures and items within 20 feet of you to become impossible to locate by means of Divination spells and effects, except by See Invisibility and True Seeing. This effect lasts until you complete a long rest.

TRICKSTER'S PLOY

The perfect lie is not achieved by denying the truth, but by twisting it into another equally, probable scenario. Rarely does one doubt the reality of what they want to see, once it is laid out before their eyes. You have become able of discerning the desires of others and then using them as a tool of manipulation.

You gain the following benefits.

- You are able to cast the Seeming spell, once per long rest.
- Once per short rest, you can force a creature that you can see to make a wisdom saving throw. This saving throw equals to DC 8 + your Proficiency bonus + your Charisma modifier. Upon failure, you gain a supernatural sense of their inner desires and current expectations. This translates as accurate information of what the creature anticipates or wants to happen to it in the immediate future. This information is provided to you by the DM.

You can then use this information to weave your illusions within a context that feels more appealing, believable and therefore effective to this particular creature. Since the context of this illusion is derived from the creature's pre-existent thoughts, it is difficult for it to deny its existence.

The creature will not investigate such an illusion, unless given a reason to do so by another creature or circumstantial factor. Even if it does so, it has disadvantage on any Investigation checks made to determine whether the illusion is real or not.



SIGN OF THE ANVIL

Many are those who have tried to interpret wild magic and its curious surges. One of its rare manifestations occurs when an artisan absent of knowledge regarding the arts of the arcane, somehow manages to create something wondrous. These artisans pledge their heart and soul into their craft. Their devotion is so deep and honest that it melds into their creations. Blessed by the power of the Anvil, they unknowingly command wild magics to bestow wondrous properties upon them. As a testament to their ability, those artisans have come to be known as Wondermakers.

Select a craft, with the artisan's tools of which you are already Proficient through your race, class or background, to be your mastercraft. You must be proficient with your mastercraft's appropriate artisan's tools prior to selecting this Star Sign for your character.

COALESCENCE

Your profound inclination in the field of your craft was undeniable, ever since you were still an apprentice.

The time required to complete a creation while using the artisan's tools of your mastercraft is now halved.

The crafting time requirement varies per item, depending on the item's type and cost. According to the system described in the Dungeon Master's Guide, the time required for you now equals to 8 hours of work per 10 gold pieces of the item's cost.

Before you begin crafting an item, you may declare that you want this item to have magical properties. Select a magical item of your choice that is no rarer than uncommon. It must be possible to craft the selected item's type by using the artisan's tools of your mastercraft. For example, a magical longsword cannot be crafted using weaver's tools, but a ring may be crafted with either a jeweler's or a woodcarver's tools.

After the crafting period is finished, roll 1D100.

1 - 50 The item turns out masterwork, non-magical.
51 - 100 The item turns out magical.

A non-magical, yet masterwork item is worth double its normal price due to its exquisite craftsmanship. All magical items created in this manner require attunement, regardless of their description. Your creations are magical only while attuned with you. They lose all of their magical properties as soon as you end your attunement with them. Regardless of their intended rarity, the crafting time is always calculated as if the items were common, non-magical.

GREATER COALESCENCE

The pledge grows deeper, as your work yet continues.

Your Coalescence becomes stronger, now allowing you the creation of rare magical items.

From now on, before beginning the creation of an uncommon magical item, you may declare that you want it to be in attunement with a character other than yourself. If this character chooses to end their attunement with such an item, the item loses all of its magical properties as it would with you.

AN ARTISAN'S LEGACY

Your expertise places you among the most accomplished masters of all time. Like every other artisan of such spectacular skill, you long for the creation that will make your name echo through the ages.

Your Coalescence is now absolute. It allows you the creation of very rare magical items, while the rare magical items that you create can now be in attunement with other characters, as described in the talent above.

In addition, you may now create your unique, Legacy item. The chance probability does not apply upon the single crafting attempt made in order to create it. If the item is a weapon, a shield or an armor, it will turn out as magical, +3 by default.

Choose a type for your Legacy item and then select two minor beneficial properties that it will feature, by choosing among the artifact properties table described in the Dungeon Master's Guide. In regards to this selection, all relevant choices are determined by you rather than the DM. Additionally, you may choose to grant one major beneficial property to the item, in which case the DM will also apply two minor detrimental properties of their choice.

Once your Legacy item has been created, you are therefore unable to ever create another of such rarity.



SIGN OF THE BEGGAR

Being attuned to the Sign of the Beggar means being able to tolerate any amount of pain, bear through any affliction. They are living beacons of fortitude, willingly burdening themselves with the pain of others because they can endure it. With their touch, they can alleviate the suffering of others and siphon it upon themselves. Those individuals stoically walk among us, hardly ever recognised. We shall call them Martyrs.

FORBEARANCE

The stars of your birthsign have blessed you with miraculous vigor. You may walk the path of hardship, and yet remain unscathed. You can tread through the desert with no need for respite, quench your thirst with unclean water and live amongst the plague-stricken without ever falling sick.

You gain the following benefits.

- You gain advantage on Constitution Saving throws made against Diseases, Poisons and effects that cause Exhaustion.
- Your Constitution increases by 1, to a maximum of 20.

PANACEA

Throughout your life, you have grown a heightened understanding towards the pain of others, as well as an empathy for the less fortunate souls. You are able to ease them from their burdens by taking them upon yourself.

You gain the following benefits.

- Once per long rest and as an action, you may alleviate a creature you touch from a Disease, Poison or Exhaustion effect that ails them by taking it upon yourself.

The creature becomes immediately cured of the effect and all its symptoms, while you are forced to roll a saving throw using your statistics against the initial DC of the effect they were suffering from.

- Your Constitution increases by 1, to a maximum of 20.

MARTYRDOM

The absolute form of self-sacrifice, for one to offer their own life in order to save someone else's. There is no nobler cause, nothing more glorious than laying down all that you are, just to abide by a simple ideal; we will either get through this together, or neither of us will.

Once per long rest and as an action, you can touch another creature and heal it for the total amount of their missing hit points. You immediately receive half of the healed hit points as points of Necrotic damage upon yourself. Resistance or immunity to Necrotic damage do not apply to the damage caused by this talent's effect.

Using this talent on the corpse of a creature that has died within the past 24 hours acts as if casting the Raise Dead spell without need of material components, but by offering to sacrifice your own life in the process.

By doing so, you immediately drop to 0 Hit Points and begin rolling Death Saving throws. These rolls cannot be affected by any means that would normally improve your chances of succeeding on a Death Saving throw, with the exception of using an inspiration point. You become immune to all forms of healing and stabilization until you have completed rolling your Death Saving throws.



SIGN OF THE ROOK

Common folk have always been afraid of the dark. They think of it as an ill omen, because they fear the unknown that lurks within it. As the shadows grow longer and the element of the unknown becomes more dominant, they shut themselves inside their homes, staying close to the candlelight. This is the time of the Rook. Those blessed by its Sign are so exhilarated by the eerie darkness that it feels as their natural habitat. They embrace it unafraid, and are embraced by it in return. As they step through the shadows and weave them at their will, it is as if they can be nowhere and everywhere at the same time. Characters gifted with these talents are known as Shadoweavers.

VEIL OF SHADOWS

Your eyes have grown so accustomed to the dark of night, that it now feels homely. The shadows keep no secrets from you. Even as the dawn breaks, your own shadow remains by your side as a faithful companion.

You gain the following benefits.

- You gain superior vision in dark and dim light conditions. If you don't already have darkvision, you gain darkvision to a range of 30 feet. If you already have darkvision, its range is increased by 60 feet.
- Once per short rest, you can now use the Veil of Shadows. As a reaction to an attack roll that is targeting you, you can cause your shadow to blend with your visage, hindering the perception of your foe and forcing them to roll their attack with disadvantage. You can only use the Veil of Shadows towards an attack that you can see or are aware of.

SHADOW EMANATION

Some say that the shadows have eyes; and they are not wrong. Darkness is your domain. Anything that happens within it, you will know.

Once per short rest and as an action, you can cause your shadow to detach from your side. It can therefore move through dim light or darkness to a distance of up to 300 feet away from you. Its movement speed rate is 60 feet.

You control your shadow while mentally receiving visual information from it. The shadow can perceive things through darkvision in up to 30 feet away, but has no other sense. While you control your shadow through use of this talent, you are considered blinded, deafened, and in a state of trance.

While in the darkness, your shadow is considered invisible. While in dim light, it can actively stealth using your own statistics, but with advantage on its checks. If your Shadow Emanation becomes suddenly focused by a source of bright light it disperses, immediately returning to your side, ending this talent's effect.

DANCE OF SHADOWS

When the night comes, you are unbound. You can tread where others cannot, become one with the shadows. In the darkness, you are truly free.

Once per short rest, when you are in dim light or darkness, you can use your bonus action to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Using the Shadow Dance while your Shadow Emanation is active causes you to teleport to your Shadow Emanation's current location, regardless of whether you can see it or not.



SIGN OF THE PACK

For some, the boundaries of civilization can feel like a confine. The wilderness calls them in a way they cannot deny. It is an inherent part of them, another kind of society they are equally akin to. They feel it in their very bones, a sensation that is often difficult to resist. Just as a snake sheds its skin, they assume a nature far more primal and instinctive when they are in nature's embrace. Born under the Sign of the Pack, they are known as Wilders.

SECOND NATURE

Choose a beast from the Bestiary to be bound in connection with. The aspect of this beast is considered as your Second Nature. This Star Sign's talents apply in accordance to the beast of your Second Nature and its species, which treat you as one of their own kind. Other beasts may deem you as a prey or a predator to theirs, according to the natural food chain.

FERAL ASPECT

Some have lived among walls made of stone for so long, they now feel natural to them. But not to you. You can often hear the wilderness calling you, to howl among the wolves under the full moon or run alongside the elks.

You gain the following benefits.

- Beasts that belong to the species of your Second Nature are never hostile towards you and would not harm you, unless in self defence.

- You gain Advantage on all Wisdom (Survival) checks and a bonus 5 feet to your movement speed while in a terrain that can be considered as natural environment to your Second Nature.
- According to the highest physical ability score of your Second Nature, your Strength, Dexterity or Constitution increases by 1, to a maximum of 20.

PHEROMONES

There is a form of simplicity in the way beasts communicate with each other. Rather by instinct than reason, their methods are part of you as well.

You are now capable of communicating with any beast through the emittance of Pheromones. As an action, you can choose to emit a Pheromone of your choice within a 60 feet radius of you. This emittance lasts for up to 8 hours per long rest. You must spend an action to change into a another one and a bonus action to end the effect.

Any beast that begins its turn within your Pheromone's radius must succeed a Wisdom saving throw equal to 8 + your Proficiency bonus + your Wisdom modifier, or act according to its effect under the DM's control.

The Pheromones you can emit and the effects they cause, are the following.

Befriend. The character is interpreted as the same species by the beast, receiving friendlier behavior.

Cub. The character is interpreted as the beast's offspring and is guarded by it against all threats.

Hunt. The character designates another creature as the beast's prey, causing the beast to attack it.

Territory. The character urges a beast to back away from the area, causing it to become frightened of them.

Befriending beasts through the use of Pheromones differs from having an animal companion, as the affected creature remains feral and untamed. For instance, entering a town in the company of a bear that considers you its Cub, is bound to cause mayhem.

CALL OF THE WILDS

You have managed to find completion through realising the better parts that define both of your two natures.

You gain the following benefits.

- According to the highest physical ability score of your Second Nature, your Strength, Dexterity or Constitution increases by 1, to a maximum of 20.
- Once per long rest and as an action, you may assume the most defining traits of your Second Nature for the duration of a minute.

According to the highest physical ability score of your Second Nature, your Strength, Dexterity or Constitution increases by 4, while you gain advantage on ability checks and saving throws based on the appropriate ability.



SIGN OF THE GIANT

The barriers between the worlds grow thinner during this final month of the year. Those attuned to the Sign of the Giant experience their sanity being under constant threat, twisted by otherworldly voices ever since they can remember themselves. Voices that declare that reason is merely a veil one must remove in order to see things for what they truly are. Whether tormented figures or simply insane, one knows better than to challenge those who have survived their own madness. These individuals are known as the Chaosborne.

BORNE OF CHAOS

The voices in your head torment you. There is no respite to be found in sleep, nowhere to hide from them. They speak of the futility of it all.

The following effects are applied to you.

- You gain an indefinite madness flaw that cannot be cured in any way, other than by magical means. Curing it, will cause you to permanently lose all of this Star Sign's benefits.
- You gain Resistance to Psychic damage.

GIFT OF MADNESS

Whoever dares enter into your mind's domain, will receive a glimpse of it in return. Few are those who survive such an experience and remain intact.

Whenever a creature targets you with a mind affecting spell or effect that causes you to become charmed or frightened, they receive a taste of the chaos that lurks within the darkest corners of your mind.

The creature must make an Intelligence saving throw. This saving throw is equal to DC 8 + your Proficiency bonus + your Intelligence modifier. Upon failure, the creature falls under a short-term madness effect until the end of its next turn.

To determine the madness effect applied, roll randomly upon the following table.

1D100

- | | |
|--------|--|
| 01-20 | The creature retreats into its mind and becomes paralyzed. The effect ends if the creature takes any damage. |
| 21-30 | The creature becomes incapacitated and spends the duration screaming, laughing, or weeping. |
| 31-40 | The creature becomes frightened of you. |
| 41-50 | The creature begins babbling and is incapable of normal speech or spellcasting. |
| 51-60 | The creature must use their action to attack the nearest creature. |
| 61-70 | The creature experiences vivid hallucinations and has disadvantage on ability checks. |
| 71-75 | The creature does whatever anyone tells it to do that isn't obviously self-destructive. |
| 76-80 | The creature experiences an overpowering urge to eat something strange such as dirt, slime, or offal. |
| 81-90 | The creature is stunned. |
| 91-100 | The creature falls unconscious. |

The initial spell or effect cast against you is applied normally, unless it requires the creature to maintain concentration. In that case, it fails by default. Creatures that cannot be frightened or charmed are immune to this talent's effects.

CHAOS DEALER

Keeping at bay the echoing laughters that howl and tear within your mind is not an easy task. Letting them loose feels almost like redemption.

Once per long rest and as an action, you can choose to let go of the mental barriers that restrict and keep you sane for the duration of a minute. During this minute, the following effects are applied to you.

- You lose your resistance to Psychic damage.
- Your melee and ranged attacks, as well as spells that deal Psychic or Force damage, deal bonus Psychic damage equal to half your character level + your Intelligence modifier. Half of this damage is received by you as well.
- Whenever a creature causes you damage by a targeted spell or attack, you may use your Reaction to cause it to suffer points of Psychic damage equal to half your character level + your Intelligence modifier.

CHARACTER BACKGROUNDS

PREJUDICE AND ENDORSEMENT

Most societies are unaware of the talents granted by the Star Signs and the existence of those attuned to them. Others, simply accept them for what they are. In rare occasions, that have their roots in ancient tradition, some cultures may treat such children with either great superstition or deep respect. Like two sides of the same coin, some believe that a seventh child born of a seventh child of a heritage will use its star-given powers to somehow bring peril upon their kin or the world. Others look for omens, when the stars are aligned during a child's birth, in hopes that the newborn child will be blessed by the stars. Should the omens declare it so, they raise this child with utmost care, providing for its every need, teaching it that one day it will accomplish great things, or perform important deeds. Those who dedicate their lives to the lore of the stars and the arcane mysteries they might hold, are called Astromancers. They delve deep into the study of the cosmic secrets, aspiring to emerge with answers to questions that remain, yet, obscure to the world.

SEVENTH CHILD

You were born as the seventh child of the seventh child in your family line, a fact that some cultures treat with fear and superstition. It is believed that a child such as you is accursed by the stars, bound to eventually bring misfortune upon the world. This fear has led your family to discard you, casting you out or leaving you to die in the wilds while you were still an infant. Luckily, someone found and raised you as their own, teaching you not only that your attunement to the stars can be a blessing, but also of how to keep it hidden from those who would mean you harm because of it.

Skill Proficiencies: Survival, Deception.

Tool Proficiencies: You are proficient with a gaming set or artisan's tools of your choice.

Languages: One of your choice.

Equipment: A dagger, the gaming set or artisan's tools of choice, a small keepsake that reminds you of your homeland or your savior, a set of traveler's clothes, and a belt pouch containing 5 gp.

FEATURE: SECRET KEEPER

Being constantly careful of not carelessly revealing your true potential to others, you have grown used to it. It has become a part of you, as much as your attunement itself. This allows you to recognise the same trait in others. You receive an insightful feeling whenever a character feels like they keep a dirty secret or holds back an aspect of themselves that their society might not easily accept. It is up to your DM to describe of how and when you receive this feeling, but not what it is that they hide.

SAVIOR

Your savior is the creature that saved and took you in as a child, effectively raising you as the only family you ever got to know. They also taught you about the nature of your gifts, as well as the necessity to keep them hidden from superstitious folk that would see them as a curse, like your biological family did. Choose a background for your savior in order to determine the way you grew up beside them and design them as a character.

SUGGESTED CHARACTERISTICS

Due to being cast aside so harshly, most seventh children are slow to trust when it comes to people. Once their loyalty is earned though, it is unwavering. Deep inside, they usually yearn to find a somewhere or someone to accept and make them feel like they belong, or a way of proving their worth to the world.

Personality Trait

D8

- 1 I am a person of few words, and I choose them carefully.
- 2 I sometimes have sudden mood changes, that are difficult for others to anticipate or keep track of.
- 3 I become outraged by hasty or bitter criticism, even when I am not its target.
- 4 My savior was also my mentor. I talk about them and their teachings a lot.
- 5 I've buried my past and rarely speak of it, as I am now carving a better future.
- 6 When I receive an insult, I do not react on an impulse. I remember it instead, waiting for a good opportunity to get even.
- 7 I might invent all kinds of improbable lies to get out of an awkward situation.
- 8 A part of me is afraid that they could have been correct all along and that I might actually bring some great peril upon the world.

Ideal

D6

- 1 **Idealism.** I wish to change how the people of my homeland think of their seventh children, so that no one else shall have to face a fate like mine ever again. (Good)
- 2 **Opportunism.** Someone like me must do all they can to survive against the odds. I never let a chance to make good profit pass me by. (Chaotic)
- 3 **Awareness.** Now that I have realised my attunement as a rare gift, I aim to show the world what I am capable of. (Any)
- 4 **Devotion.** My savior means the world to me. I aspire to become like them, a guardian to those in need. (Good)
- 5 **Vengeance.** They cast me aside for what I could become, so I will become what they most fear. (Evil)
- 6 **Cynicism.** Everything is circumstantial. We all do but what we can in order to fend for ourselves. (Neutral)

Bond

D6

- 1 My savior was a magical creature, who has protected and treated me with affection. I think of it as my guardian and seek to prove to it the worth of my kind.
- 2 I aim to find my biological family and demand answers to my questions.
- 3 My savior was murdered because my identity was discovered. I shall bear this guilt, while I long for vengeance against the ones who did it.
- 4 My saviours were a group of travelling troubadours and minstrels. I have decided to seek my own path, but I will always care for the well-being of their troupe.
- 5 My savior has raised me to use my attunement powers for their own gain. I feel like I owe them my life, so I have been doing their bidding.
- 6 I've discovered that my biological family is high in the hierarchy of a realm and that my mere existence could pose a threat to their status.

Flaw

D6

- 1 I am afraid of making mistakes, because I feel people will not forgive them.
- 2 I am paranoid of the wrong people discovering my attunement powers.
- 3 I do not easily place my trust in people.
- 4 If I want anything done right, I feel I have to do it myself.
- 5 I like to see myself as a survivor and I sometimes get in trouble merely to prove it so.
- 6 When I feel that someone has wronged me, I can hold a grudge forever.

STARBOUND

You were born amidst a society that held the power of the stars in deep respect and a family that, for some reason, believed that you were born with an attunement to it. Maybe you were even adopted by a local noble which allowed you to elevate in social status, due the promising conditions of your birth and the belief that you are destined for greatness. During your childhood, you have always been treated as a chosen one, a rare and precious child with the potential to eventually accomplish great and important deeds worthy of a legend.

Skill Proficiencies: Persuasion, History.

Tool Proficiencies: You are proficient with a musical instrument of your choice.

Languages: One of your choice.

Equipment: A longsword, a small family heirloom, a musical instrument, a set of traveler's clothes, and a belt pouch containing 10 gp.

FEATURE: CENTER OF ATTENTION

Due to the burden of other people's expectations that has been laid upon you, you have become quite capable of sensing what others desire from you. You can use this intuition as a leverage, or to better navigate through your interactions with them. In such an occasion, your DM might notify you of minor behavioural patterns or signs of body language that signify an individual's particular intent towards you.

SUGGESTED CHARACTERISTICS

Starbound characters are often fighting an internal conflict of constantly becoming better than they are. They are generally purpose-driven, which might occasionally lead them to overlooking the needs of others. Most of them find it hard to connect with characters that come from rougher backgrounds.

Personality Trait

D8

- 1 I idolize a legendary hero. I often quote their words and aspire to resemble or even surpass them in terms of fame and glory.
- 2 I never show fear in front of others, even when I'm panicked.
- 3 I feel I have a knack for leadership, as well as the potential to deal with the responsibilities that come with it.
- 4 I always seek to have witnesses present when I perform a difficult task.
- 5 I challenge my limits casually, for the sake of self improvement.
- 6 I'm fed up with people and their expectations of me. I enjoy solitude, as well as any time of peace and quiet I can get.
- 7 I often interpret casual events in life as signs that I am on the right path towards my destiny.
- 8 I yearn for people who will accept me for who I am, rather than who I might potentially become.



Ideal

D6

- 1 **Excellence.** I cannot allow myself to let down all those who have placed their faith in me. (Lawful)
- 2 **Fabrication.** I could use any means necessary to achieve a legacy worthy of remembering, even if that means to sometimes bend the truth towards that purpose. (Chaotic)
- 3 **Scepticism.** I doubt that I'm chosen by fate to do something important. I wish to live long enough to discover if such a theory can be true. (Neutral)
- 4 **Companionship.** No one has ever achieved greatness on their own. I seek companions to share my journey with, as I aim to better the world through my actions. (Good)
- 5 **Selfishness.** If such a power exists in me, I don't see why I should use it to benefit anyone other than myself. (Evil)
- 6 **Dominance.** Woe shall befall those who stand in my way, for there is nothing that I cannot do. (Any)

Bond

D6

- 1 I aspire to become the person my lover thinks of me as.
- 2 A prophecy dictates that my destiny is intertwined with the fall of a cruel tyrant. I should be careful though, for I might as easily become one myself.
- 3 I seek a monster that I have only heard of in myths and legends. By vanquishing it, I am going to earn a place among the great heroes of old.
- 4 I feel that my destiny is connected to the high seas and I seek a ship to sail them in order to find it.
- 5 I seek guidance in my path and I believe I shall find it in the lost tomb of a legendary hero, who was a Starbound like me.
- 6 I was raised in a temple and I believe I am bound to become the hand of its faith.

D6

- 1 It is hard for me to openly admit my mistakes.
- 2 I sometimes find it difficult to connect with people who have lived rougher lives than me.
- 3 Failure is not an option. Whenever I fixate upon a purpose, nothing else matters to me.
- 4 I am sentimentally depended upon other peoples' view of me.
- 5 I become very antagonising, very easily.
- 6 Sometimes I forget that there are joys in life, other than self accomplishment.

ASTROMANCER

You are a well-educated scholar of the stars, their lore and the cosmic phenomena that occur during the annual cycle of the earth. Through your studies, you have become capable of interpreting nature's behaviour during each season, determining if a phenomenon is of natural or arcane cause, as well as recognising an individual's attunement to the cosmic power of the stars. People often come to you for advice, seeking counsel on when is the best period to sow a field or when the roads are safe for travel, while others treat you with superstition as if you were but a mere fortune teller.

Skill Proficiencies: Nature, Arcana.

Tool Proficiencies: You are proficient with the Navigation Tools.

Languages: One of your choice.

Equipment: A staff, a calendar, an abacus, a set of traveler's clothes, and a belt pouch containing 10 gp.

FEATURE: LORE OF THE STARS

By studying the night sky, the behavior of the various creatures and plants, as well as by keeping track of the calendar, you can anticipate and accurately predict the date and duration of the most imminent, known cosmic phenomenon. You can then use this knowledge to your advantage, sharing it with others or arranging your own course of action in the most appropriate manner. Furthermore, whenever you witness a character perform a talent granted to them by their attunement to a Star Sign, you instantly recognise it for what it is.

SUGGESTED CHARACTERISTICS

To be an astromancer is to pledge yourself into the research of subjects so vast and unknown as the cosmos itself. Most astromancers hardly ever receive the recognition they deserve, while some among them do not even expect any. They are exhilarated by the opportunity to study the powers of the Star Signs and the cosmic phenomena of the universe, create new, innovative theories about them and forward their field's knowledge.



Personality Trait

D8

- 1 When someone treats my arcane practices like some charlatan's trade, I toy with them by playing along.
- 2 I am usually interested in learning new information and when I'm not, I pretend to be.
- 3 When I talk about a topic of discussion that greatly interests me, I get easily carried away.
- 4 When someone asks for my counsel, I act grumpy but I am secretly flattered.
- 5 I refuse to help anyone who argues about the reality of my knowledge.
- 6 I sometimes degrade myself into acting as a fortune teller, for the sole purpose of making some coin.
- 7 I do not believe that anything happens by chance. In my mind everything is connected in a higher plan, be it fate or divine will.
- 8 I enjoy an argument so much that I can keep it going for days.

Ideal

D6

- 1 **Mentor.** I feel compassion for those attuned to the power of the Star Signs and the fact that few among them realise their true nature. I wish to educate the world about them. (Good)
- 2 **Tyrant.** I know of the great power that lies within those blessed by the stars and I aim to find a way to extract and seize it for myself. (Evil)
- 3 **Researcher.** We may understand some of the cosmic phenomena that occur in our world, but there is yet so many that remain a total mystery. I wish to closely observe and further my knowledge regarding them. (Lawful)
- 4 **Pious.** I believe that the Gods are trying to communicate with us through the Star Signs, and that it is our responsibility to accurately comprehend their message. (Lawful)
- 5 **Analyst.** What we call "supernatural" is merely what we are yet incapable of explaining. (Lawful)
- 6 **Revolutionary.** The deep knowledge of the world and the arcane arts should not be kept in check in the hands of the few, but serve the needs of the many. I detest the term "forbidden arts". (Chaotic)

Bond

D6

- 1 I've learned that centuries ago, the stars were aligned in a unique phenomenon that has never occurred ever since. I wish to discover more about it and the effect it had upon the world.
- 2 I wish to meet gifted individuals, one attuned to each of the sixteen Star Signs and witness their powers from up close.
- 3 I aspire to create a covenant or an academy where the astromancers of the world can further their knowledge, study the stars and exchange theories.
- 4 I am convinced that an ancient civilization held lost lore regarding the stars, which I hope to recover.
- 5 I aim to use my knowledge of the stars to become a ship's navigator, explore the high seas and find something important to me.
- 6 I feel that my future is tied with the Lodestar, a solemn star in the sky that points to the north. Whenever I'm in doubt in life, I let myself follow in its direction.

Flaw

D6

- 1 When I'm lost in my thoughts, I unwillingly speak them out loud.
- 2 I am a bit abstract and I sometimes forget things that do not interest me.
- 3 When I interpret an event as a sign or an omen, I cannot disregard it.
- 4 I become obnoxious when someone messes with my notes and scripts.
- 5 I get impatient and impulsive when I feel I'm close to discovering something important.
- 6 I sincerely believe I'm smarter than anyone I've met.





CHAPTER III
PLANNAR CORRELATIONS



PLANAR CORRELATIONS

DEEPER INTO THE COSMOS

To be attuned to a Star Sign is to be influenced by its cosmic essence. But where does this essence derive from?

During each month of the annual cycle, the material world becomes affected by the inner or outer planes of existence. The duration of such a phenomenon is unforeseen each time it occurs. Some of its effects are subtle and pass unnoticed, but several others can be quite impactful. The astromancers refer to this conjunction between worlds as a planar correlation.

The correlated plane projects its predominant force upon the material world, temporarily infusing it with its essence. This infusion often causes newborn children to be born blessed with rare traits and abilities. Therefore, what most people refer to as *the power of the stars* is actually the extraplanar influence of the various planes of existence, commonly affiliated with the constellation of the night sky that is dominant throughout the duration of the respective month of a correlation. This is also why some children are born with an attunement while others, born during the same month, are not.

The correlations between the sixteen Star Signs and the planes of existence they are affiliated with, are as follows.

The Wheel: Peaceable Kingdoms of Arcadia
The Kindreds: Twin Paradises of Bytopia
The Lantern: Seven Heavens of Mount Celestia
The Wanderer: Astral Plane
The Beast: Infinite Layers of Abyss
The Lute: Feywild
The Chalice: Heroic Domains of Ysgard
The Harvester: Ethereal Plane
The Widow: Gray Waste of Hades
The Gate: Outlands
The Imp: Tarterian Depths of Carceri
The Anvil: Ever-Changing Chaos of Limbo
The Beggar: Blessed Fields of Elysium
The Raven: Shadowfell
The Pack: Wilderness of the Beastlands
The Giant: Windswept Depths of Pandemonium

Though they occur every month, it takes a knowledgeable scholar of the stars to decipher the appropriate signs and to accurately predict when a planar correlation is going to take place, or for how long it is going to last. For one who wields such knowledge, it is possible not only to realise a newborn child's attunement, but also to perceive the factors that indicate other imminent cosmic phenomena about to occur in the world.

ASTRAL PATHWAYS

The study of the stars has led the scholars to discover that, when aligned in the appropriate order, they allow the material world to become susceptible to the influence of the various planes of existence. This alignment is known to them as an astral pathway.

An astral pathway effectively acts as a link between a plane and the material world, allowing a portion of the plane's predominant force to temporarily blend with the material, imposing certain effects upon it for the duration of the stars' alignment. The attunement of a newborn child is such an effect, and is called a cosmic phenomenon.

COSMIC PHENOMENA

The cause behind every cosmic phenomenon is the material world's correlation with an inner or outer plane of existence. Once an astral pathway links a plane with the material, it allows the plane's essence to affect the world to an extent of even disrupting its natural laws.

The attunement of a newborn child is not the only cosmic phenomenon that can occur during a planar correlation. Furthermore, the material world may on occasion become correlated with planes other than those related to the Star Signs. Instead of annually, a particular planar correlation may be occurring once every ten, a hundred or even thousands of years. Throughout history, many important events have been prophesied by individuals who were capable of foreseeing a cosmic phenomenon that would occur beyond the boundaries of their own lifespan. Thus, the cosmic phenomena are being divided into annual and epochal, based on the pattern of their re-occurrence.

Their annual cosmic phenomena occur within a specified period and in a standard frequency throughout the annual cycle. Most of them have been recorded by the scholars and lore-keepers, while some cultures even have traditions revolving around them. Though one may be able to predict their general imminence (as of whether they are going to take place sometime in the following month or season) it is difficult to accurately pinpoint their exact dates.

Our knowledge regarding the epochal cosmic phenomena is mostly based upon the recorded history of the world. Since these phenomena re-occur in longer time spans, as well as dissimilar patterns with one another, it is difficult to keep track of them. Their occurrence is usually much more impactful to the world than the annual phenomena. They have been often tied to religious beliefs, ancient lore and world-ending prophesies, as their occurrence may even signify the changing of an era for the world and its people.

Several druids, wizards and researchers of different backgrounds dedicate their lives to their study, as well as the interpretation of various events that could prove to be new phenomena which have not been discovered or distinguished, yet, as such.

SUMMARY

Astral Pathway. The stars align, forming a link between the material world and an inner or outer plane of existence. This link allows a planar correlation to occur.

Planar Correlation. While an astral pathway is active, the correlated plane of existence imposes its predominant forces upon the material world, causing certain effects upon its nature and creatures. Those effects are referred to as cosmic phenomena.

Cosmic Phenomenon. A cosmic phenomenon may manifest in various forms. One of them, is infusing a newborn child with an attunement. Others, involve unnatural weather conditions, unusual creature behaviours or otherwise inexplicable events. The cosmic phenomena are being divided in two major categories: the annual and the epochal.

Annual Cosmic Phenomena. These phenomena occur once in every particular month or season of the annual cycle, according to their description. Most of their effects are not severe and may pass unnoticed, or mistakenly identified as something natural.

Epochal Cosmic Phenomena. These phenomena occur in longer time spans. It could take decades, centuries or even millenia before they re-occur. Their effects are usually severe and undeniable by all who witness them.

FOLLOWING AN ASTRAL PATHWAY

Casting the Plane Shift spell during a cosmic phenomenon's occurrence with the intention of travelling to the particular plane that is currently correlated to the material by an astral pathway, doesn't require any material components.

ANNUAL COSMIC PHENOMENA

Bellow follows information and general description regarding the various cosmic phenomena that occur annually, in accordance to their month of occurrence and correlated plane of existence.

DARNOTH, THE ENDARKENING

Duration	One day
Occurance	First of Orenmir
Planar Influence	Shadowfell

The moon completely eclipses the sun for a whole day, allowing the plane of Shadowfell to influence the material plane, leading to a phenomenon of thirty six straight hours of dim light and darkness.

Creatures of the night often take advantage of these favorable conditions, using them as an opportunity to hunt or forward their plans.

Any creature vulnerable to sunlight or more effecient in the darkness, may become more active for the duration of this phenomenon. Additionally, shadow mists and shadow crossings to the plane of Shadowfell are more likely occur.

SHEVAR'NA, THE SILENCE

Duration	One day and night
Occurance	During Camriel
Planar Influence	Astral Plane

Due to a mysterious disturbance in the Astral plane, all magical links to the material world are temporarily severed. Any efforts to call upon magical powers or perform spellcasting fail by default for the duration of 24 hours.

Magic users are most vulnerable during the Shevarna. Those who know they have foes who might seize this advantage against them take precautions or spend out this phenomenon's time in a place where they won't be as easily found. On the other hand, for those who seek to see them in peril, the Shevar'na is a precious opportunity to make their move.

Casting magical incantations, spells and abilities is impossible. All magical creatures and characters with inherent magic through their bloodline, such as Sorcerers, receive 4 points of Exhaustion that cannot be lost until the Shevar'na is over.

VORAHIR, THE PRIMAL HOWLING

Duration	2D6 days
Occurance	During Mirthal
Planar Influence	Wilderness of the Beastlands

The alignment of the stars allows the plane of the Beastlands to influence the material plane. Predatory monstrosities and beasts of the wild adapt an unnatural behavior, becoming excessively aggressive, hunting down prey out of sport or bloodthirst rather than preservation. Sightings include packs of wolves attacking villages or owlbears migrating in order to seek quarry.

Traveling through the wilderness and town outskirts becomes limited and more cautious, while there is more demand for caravan guards and mercenary escorts.

The encounter chance of beasts and monstrosities is increased by 25% in the wilderness.



VALLADROTH, HUNGER OF THE ABYSS

Duration	2D4 days and nights
Occurance	During Vardath
Planar Influence	Infinite Layers of Abyss

The Abyss expands, forming a new layer of itself in the multiverse. Sometimes, another layer is being consumed and destroyed during this process.

The darkness feels more ominous throughout the duration of this phenomenon. Some cultures have embraced the belief that the Abyss will eventually swallow the entire cosmos through the rate of its infinite expansion. Others hold ceremonial traditions of prayer to their Gods for straight days and nights in areas illuminated by plenty of torches and candlelight, asking for the darkness to be kept at bay.

Generally, most creatures receive a vague feeling of safety when a source of light is nearby, as well as an eerie sense of discomfort while left in the dark, which drives them to succumb to their inner demons. The shadows creep and whisper into people's minds, pushing them towards overstepping their moral boundaries and committing wicked acts. While in dim light or darkness, humanoid creatures are more susceptible to act on violent and treacherous behaviours than they would normally be.

Whenever an occasion to act in such a manner comes up in your story, the DM might propose a course of action that is evil in nature, to a particular character. This course of action must be in a general accordance with the character's vices and cannot come into open contradiction with the core values that define them. The character must then succeed a Wisdom DC 12 saving throw, or be forced to act according to the DM's proposal, as the shadows whisper so in their subconscious mind.

After the act is committed, the character might feel as they have overdone it, lost their restraints, or experience feelings of guilt and remorse about what they did. They rationalize their behaviour, but do not feel at all as if a supernatural influence has momentarily affected them. Examples for such actions are killing a foe instead of leaving them unconscious as intended, or stealing a long desired possession from another companion in an opportunity that it was randomly found lying around somewhere. While in areas with bright or dim light, all creatures are immune to the effects of this phenomenon.

ELLE'VANTIR, WELLS OF LIFE

Duration	1D10 days and nights
Occurance	During Wyr
Planar Influence	Blessed Fields of Elysium

The waters of Elysium invigorate the world with their life-giving energy, rejuvenating the land and its creatures. Sometimes, in remote places where nature flourishes the most, bodies of sweet water such as streams, waterfalls, ponds or lakes have been noted to attain certain healing properties for the duration of this phenomenon. These waters are referred to as the Elle'vantir, or Wells of Life.

Usually, a Well of Life might occur in the waters of a region under the protection of a druidic circle or similar guardian, who ensures that they remain untainted. The Wells' annual infusion with the essence of Life stands as a sign to these guardians that their efforts throughout the year have been successful, while the opposite would indicate that some form of evil has managed to permeate their region, thus defiling the sanctity of the Well.

Drinking water from a Well of Life offers the effects of a Supreme Potion of Healing, while bathing in it causes the effects of a Greater Restoration spell. Apart from their distinctive purity, their waters are completely mundane at all times other than during this cosmic phenomenon.

NIGHT OF THE DEAD

Duration	One night
Occurance	The last night of Fane
Planar Influence	Ethereal Plane

During this particular night, the barriers between the Material plane and the Border Ethereal grow thinner. It is said that then, the spirits of the dead tread freely into the world of the living, visiting their living relatives or trying to communicate with them through strange messages.

Ghosts become temporarily untethered by their place of haunting, becoming also free to traverse the world. They may attempt to enact their vengeance upon those who have wronged them, dooming their spirits to the eternal anguish they're now at.

It has become customary for people of various cultures to pay their respects to the dead in different ways, trying to show them their continuous affection or sooth their anger through offerings or prayer. The sightings and activity of ghosts and spirits is increased, as supernatural events often take place because of them.

THE RED MOON

Duration	One night
Occurance	During Tirinthal
Planar Influence	Tarterian Depths of Carceri

The full moon of Tirinthal is painted blood red in colour by the devilish light of the plane of Carceri. While under its light, creatures are permeated by a looming sense of restlessness. In some cases they find their concerns or hesitations more easily alleviated than usual, while in others, they sentimentally experience the external stimuli more intensively. In general, creatures are more susceptible to act recklessly, based on their impulses and the fulfillment of their base desires.

During the night of the red moon, all creatures exposed to the moonlight suffer disadvantage on Wisdom saving throws versus charm and frightening spells and effects.

AURITH NORN, NORTHERN LIGHTS

Duration	1D4 consecutive nights, per occurrence
Occurance	25% per night, during Farragan. Only occurs in a select few regions with extremely low temperatures
Planar Influence	Howling Winds of Pandemonium

The Aurith Norn is a mysterious phenomenon of unique beauty that resembles the northern lights, only is brighter and more vivid. It occurs during the winter season, in regions with naturally low temperatures. Rays of light of various colours paint the night sky, like a mesmerising, semi-transparent veil.

Some northern cultures revere the Aurith Norn believing that it is a reflection of the braziers in feast halls of Ysgard, though in reality, it is a phenomenon caused by the Howling Winds of Pandemonium. Witnessing these lights has been the cause of many adventurers, though it can prove a dangerous task. Prolonged exposure to the beauty of the Aurith Norn may cause a creature to experience hallucinatory effects, projected by their own minds.

A knowledgeable individual can seek signs of an imminent Aurith Norn during the day, prior to the night of its appearance. Seeking shelter in a place concealed from the night sky by at least 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood protects a creature from all effects caused by the phenomenon.

Upon completing a long rest while exposed to the light of the Aurith Norn, a creature is forced to succeed a Wisdom DC 12 saving throw. Upon failure, it suffers a randomly determined madness effect, which begins affecting them as soon as it completes its long rest and lasts for the following 1D12 hours. Roll upon the Long-Term Madness table, which can be found in page 259 of the Dungeon Master's Guide, to determine the type of madness that affects the creature.

ASHAVIR, THE COSMIC TEMPEST

Duration	2D4 days and nights
Occurance	During Lod
Planar Influence	Ever-Changing Chaos of Limbo

The alignment of the stars allows the essence of the plane of Limbo to affect the weave of magic in the material plane. The surge of magic increases, temporarily altering the base laws upon which it can be controlled. Incantations and attempts to cast spells often turn out in unprecedented ways, due to the fact that the spellcasters cannot effectively control the unsteady flow of magic.

Wild magic phenomena may occur globally, as magic turns temporarily unpredictable and not as easily contained. Creatures that rely upon spellcasting become more mindful of using their powers during the period of this phenomenon, in order to avoid causing unprecedented effects.

Whenever a creature attempts to cast a spell, it gains an extra 10% chance per level of the intended spell to unwillingly cause a wild magic surge. To determine the type of this outcome, roll as a Wild Magic Sorcerer upon the Wild Magic Surge table, which can be found in the Player's Handbook.



EPOCHAL COSMIC PHENOMENA

Various scholars have attempted to accurately study and record the occurrences of the epochal cosmic phenomena. Alas, this is a difficult task, since they are much more unstable than the annual phenomena and therefore much harder to keep track of.

Their imminence is mostly foretold through ancient myths and prophetic scriptures rather than the tutored knowledge of the astromancers. As of their occurrence, it may often signify the changing of an era for the world and all its creatures.

As a DM, you may use an epochal cosmic phenomenon to even weave an entire campaign revolving around it.

THE ARISEN

Duration	Indefinite
Occurance	Every 77 years
Planar Influence	Infinite Battlefield of Acheron

As the power of Acheron infuses with the world, it calls upon the spirits of fallen warriors who have found no solace in the afterlife, to rise again and continue upon their path.

During the night of the Arisen, four determined heroes, villains or adventurers who have perished before seeing their purposes in life fulfilled, arise as undead Revenants. The souls of these four characters must be already lingering upon the world as ghosts, forever anchored in a vain existence, doomed to ponder upon their unfinished businesses. Each of them receives a second chance in finding completion and therefore, deliverance.

The magnitude of the impact caused by the Arisens' return upon the world differs, based on the particular desires of those four Revenants. Their backgrounds might be relevant, or irrelevant with one another. Often, their goals are of small scale, such as exacting vengeance from someone or seeing a personal mission through, but in other cases, they might desire something as grand as the fall of an empire. Overall, the nature of such a Revenant's intentions may vary as much as any other's. Nevertheless, in order to arise in such a manner, all four must be particularly powerful individuals with great aspirations and a strong will to see them fulfilled.

Ancient texts speak of long-gone kings, who have returned to life once again to save their kingdoms from impending doom. Others, speak of tyrants who have fallen in battle before completing their conquests, which might have otherwise changed the world as we know it. There is also a prophecy regarding four warlords, locked in a bloody conflict with each other that ultimately claimed all of their lives. Such was their mutual hatred that, upon such a night, they may arise to continue their war.

Other passion driven characters, obsessed pioneers whom death itself wouldn't completely claim, may walk the world once again upon the night of the Arisen, as the four champions of Acheron.

THE STARFALL

Duration	One night
Occurance	Every one thousand years
Planar Influence	Far Realm (speculated)

Once in a thousand years, the night sky presents a breathtaking spectacle. Like cosmic rain, hundreds of falling stars illuminate the darkness in a phenomenon not easily forgotten by those who experience it. As beautiful a sight as it might be though, the Starfall also bears an ominous threat to the world, as it signifies the imminent appearance of dragons.

Many of those falling stars crash unto the surface of the earth as comets. The dragons are said to be drawn to those comets in search of a particular something. What it is exactly that they're looking for or towards what end, it remains a total mystery. Whether to protect or destroy it though, the dragons are exceptionally vigorous in collecting and investigating such a comet. In that process, they do not hesitate to cause the destruction of all that stand in their way.

The sole theory regarding this phenomenon derives from an ancient codice, found in a temple of the old times. The codice dictates that, thousands of years ago, one of those comets carried the first aberration into the material world. The lore keepers of today speculate that, ever since the primordial times, the dragons seek those comets in order to destroy a new, potential threat to their dominion from the Far Realm.

AWAKENING OF THE TARRASQUE

Duration	4D4 days and nights
Occurance	Every 2D4 hundreds of years
Planar Influence	Falx (speculated)

There are few known creatures that embody the fury and the destructive menace that is the Tarrasque. Deep in slumber within the bowlers of the earth's core, it awakens to consume and wreath havoc in its wake. Its gargantuan size and ferocious nature has caused the obliteration of entire civilizations, the people of which were unfortunate enough to find themselves in its path.

Since few ever witness the Tarrasque and live to tell the tale, not much is known about it. No one can be truly certain about its origins either. Knowledgeable scholars speculate that it has somehow found its way to the material world from a world known as Falx, and it therefore responds to an annual cycle in accordance to it, much resembling a form of hibernation.

Fortunately, the Tarrasque's rampage doesn't last long enough for it to consume the entire world; a task which could very much prove within its capabilities. One to two weeks after its awakening, it burrows deep under the earth's surface to resume its slumber once again, eventually becoming forgotten. There it remains solemnly as the aeons pass, until a new planar correlation with the world of Falx forces it into awakening.

THE DAY THAT WAS PROMISED

Duration	10D6 days and nights
Occurance	Every 1D4 thousands of years
Planar Influence	Seven Heavens of Mount Celestia, Nine Hells of Baator

In a world that is so vast and diverse, creatures have assumed various political systems, as well as placed their faith in many religions, which have dictated their everyday lives in the past. Sovereign kingdoms, nomadic tribes, righteous dominions, tyrannical monarchies and hallowed theocracies, some of them have operated throughout the ages in prosperity while others endured through fear. The creatures have either thrived in those systems, struggled to get by or even suffered under their yoke.

The prosperity and suffering of the world's creatures are two conflicting forces. They are generated through the massively felt emotions of entire generations, attributing the world they live in with a generally positive or negative energy. Though not commonly felt, this energy defines the world, as the cosmic forces are drawn to react to it accordingly.

Once every thousands of years, the veil between the planes tears as an extradimensional Rift forms itself. The aspects of this gate are similar to the effects caused by the casting of a Gate spell, only larger in magnitude and longer in duration. According to the dominant positive or negative energy that has been generated by the creatures who have lived and died throughout the passing of the aeons, the nature of the Rift is determined into either of two, different scenarios.

Should the dominant energy of the world be positivity by the time this phenomenon takes place, the Rift opens upon a realm where the creatures have lived just, virtuous lives and have been the happiest throughout the ages. In that case, it links the realm with the Seven Heavens of Mount Celestia. The particular realm where it has opened is therefore considered blessed by the Heavens as a true utopia.

If the dominant energy is negativity though, an infernal Rift to the Nine Hells of Baator opens. It does so in a place where the creatures have been torn apart by great pain and suffering. Fiends and hellspawns crawl out of the Rift, wreaking terror upon the land and those that inhabit it. The realm is therefore doomed to damnation. In the case that its twisted leaders pay homage to the devilish powers, a pact may be stricken to even allow them to rise in power. The realm therefore becomes a dominion that operates under the laws of Hell.

In either of the above scenarios the Rift remains open for days and nights, allowing creatures to traverse through it, in and out of the material world. By the time it closes, the predominant forces of its relevant plane of existence will have greatly affected the general vicinity, altering the region's nature in various ways, leaving its creatures forever changed by it.



DESIGNING A NEW PHENOMENON

As stated previously, there can be various other cosmic phenomena affecting your world which remain a total mystery. Some may have not been interpreted as such, while others may have not even been encountered yet.

You may create your own phenomena, based on the needs of your setting and the story you want to tell. As a DM, upon designing your own cosmic phenomenon in the manner presented in this book, you will need to ask yourself the following questions.

General Impact. How important do you want this phenomenon to be, in terms of its impact upon the world? Is it going to have global effect? Is it going to be regional instead, maybe taking place in a particular few realms of your world? These are often factors that differentiate an annual from an epochal cosmic phenomenon.

Duration. How long does this phenomenon last, whenever it occurs?

Occurance. How often does this phenomenon occur, and when exactly?

Planar Correlation. According to its nature, predominant forces and base principles, which plane of existence is causing the effects of this phenomenon?

Description. How does one perceive this phenomenon? What do they see, feel or experience during its occurrence?

Adaptation. How do the living creatures behave and react towards this phenomenon? In what manner do their lives become affected by its occurrence?

Effect. Does this effect mechanically affect a character or their environment, or not? Some phenomena can be defined statistically, while others can serve as explanations towards plot developments, being kept at the DM's discretion.

OVERVIEW

A new cosmic phenomenon can practically be anything you want, in order to better suit the needs of your setting. If your campaign is not using the calendar system described in this book, feel free to assimilate a phenomenon's occurrence in any manner you deem appropriate. Be mindful to treat your cosmic phenomena with reason, to preserve the balanced structure of your world's setting. Should their general impact be grand, their occurrence should be rare and its details obscure, otherwise it will have altered the world and its people to great and undeniable extents.

A cosmic phenomenon may have been a constant parameter to the development of an entire culture, or a crucial factor that has historically led them to where they are today. Alternatively, it could be something commonly treated as a natural event, due to the fact that nobody has ever invested enough in its study to discover the true cause behind it. In some cases, a cosmic phenomenon can become a major factor throughout an entire campaign's development.





THE IMP

THE GIANT

THE HARVESTER

GATE

CHAPTER IV
DECK OF FATES



DECK OF FATES

THE ART OF CARTOMANCY

Ever since the beginning of time, divining what the future holds has been the grand aspiration for many men and women. Oracles, clerics and fortune tellers in the past have assumed different methods to do so, whether by placing their faith in their Gods or by studying the mysteries of the arcane arts. Another such method, is auguring the fates through the art of cartomancy.

Throughout history, the nobility as well as the common folk of several cultures have been resorting to cartomancy in order to find their true calling or discern the way out of a tight crucible in life. It is an obscure and ancient art, usually practiced by arcanists, peddlers, nomads, witches, astromancers and on occasion, even charlatans who aim to take advantage of the people's trust for their own gain. Those who practice it, stand as either respectable or despicable figures depending on the social background of each particular region they are at. In either case, they are being confronted with caution, for fear of the possibility that there is no fraud involved in what they do and that they are truly capable of unravelling the weaves of fate.

THE FATES UNRAVELLED

Potentially, there are many ways for one to learn and perform fortune telling through means of cartomancy. The one portrayed in this chapter is known as the Deck of Fates. Below, follow the basic principles one needs to be aware of in order to perform an augury through use of the Fate Cards.

Firstly one needs to provide a question for the augury. This question can be either about a particular individual or a situation. For instance, one can ask for an augury about themselves, about somebody else, about the development of a condition, or about the results yielded by an action one means to commit.

Begin by making sure that all the Fate cards are faced upright normally. Shuffle the deck, with the card back looking up. Next, split the deck in two halves. Rotate one of them so that those cards are now upside down. Put the two halves together and shuffle the deck again. If someone other than you presents the question for this augury, ask them to rotate the deck just once. Then, you can spread the cards, choosing the spread which you deem most proper, according to the answer you wish to receive.

Remember; though there is an arcane element involved in the art of cartomancy, the Fate Cards are not magical themselves. Their reading can often appear difficult, as the weaves of fate are sometimes complex and intertwined. An augury is always depended upon the reader's ability to discern and accurately interpret the meaning of the cards. As a reader, let yourself become further inspired by the general aesthetic of each of the star signs that have been previously described in this book, and are in relevance to the Fate Cards.

FATE CARD MEANINGS

Below follows the general meaning that each Fate Card represents, whether it appears in an upright or upside down position during your spread.

The Wheel

Upright. Balance, Harmony, Composure
Upside down. Turmoil, Dissonance, Blight

The Kindreds

Upright. Companionship, Connection, Trust
Upside down. Severance, Heartbreak, Betrayal

The Lantern

Upright. Truth, Discovery, Knowledge
Upside down. Obscurity, Ignorance, Lethe

The Wanderer

Upright. Experience, Freedom, Journey
Upside down. Disorientation, Confinement, Captivity

The Beast

Upright. Foe, Fear, Menace
Upside down. Overcoming, Courage, Triumph

The Lute

Upright. Tranquility, Inspiration, Joy
Upside down. Frustration, Risk, Folly

The Chalice

Upright. Aspiration, Ambition, Determination
Upside down. Vanity, Indifference, Ambivalence

The Harvester

Upright. Peace, Memory, Wisdom
Upside down. Restlessness, Grudge, Vengeance

The Widow

Upright. Anger, Loss, Sorrow
Upside down. Consolation, Redemption, Solace

The Gate

Upright. Path, Insight, Choice
Upside down. Obstacle, Negation, Denial

The Imp

Upright. Deviation, Perversion, Missdirection
Upside down. Intuition, Perception, Discernment

The Anvil

Upright. Decision, Endeavor, Creation
Upside down. Hesitation, Sloth, Destruction

The Beggar

Upright. Humility, Tolerance, Generosity
Upside down. Authority, Arrogance, Greed

The Raven

Upright. Secrecy, Caution, Surprise
Upside down. Transparency, Malevolence, Dread

The Pack

Upright. Unity, Solidarity, Community
Upside down. Betrayal, Dissent, Solitude

The Giant

Upright. Chaos, Imminence, Threat
Upside down. Adaptability, Endurance, Survival

THE SPREADS

There are various different methods according to which you may spread the Deck of Fates, depending on the augury you wish to receive. Some are quicker, while others go more in depth and thus provide a more detailed answer.

SINGLE CARD SPREAD

Concentrate on a question and draw a single card out of the deck, in order to receive a quick answer regarding it. If you want, you may then draw a second card in order to clarify the meaning of the first.

This method is mostly used for receiving quick impressions regarding people, ongoing situations or how your day is going to go.

THREE CARDS SPREAD

For a better overview on a question or issue, you may use the three cards spread. Lay the cards in a row from left to right, while concentrating on your question. The first card represents the past. The second, the present and the third, the future. The spread of the cards is as shown below.

1 2 3

NINE CARDS SPREAD

To receive a more in-depth answer to a question, use the nine cards spread. Lay the cards in three rows and columns, starting from top left to right. The top row represents the past. The middle row, the present and the bottom, the future. The spreading order of the cards is as shown below.

1 2 3
4 5 6
7 8 9

MAGIC SQUARE

This spread is used in understanding oneself and realising their true calling. Begin by drawing a card that will represent the questioner. The rest of the augury will revolve around this card. If a questioner is someone other than the reader, they must draw this card instead.

Place it down and begin spreading the cards from top left to right, just as in the nine cards spread. The questioner's card must already be placed in position number 5, as shown below.

1 2 3
4 5 6
7 8 9

The rest of the cards in this spread are meant to represent the following, particular symbolisms regarding the questioner.

- | | | |
|---|---------------|---|
| 1 | Individuality | The questioner's true nature. |
| 2 | Duality | The questioner's relationship with others. |
| 3 | Stability | What remains constant in the questioner's life. |
| 4 | Tenacity | What the questioner will not compromise with. |
| 5 | Potential | The questioner's potential, as of what they can become. |
| 6 | Opportunity | What the questioner needs, in order to develop. |
| 7 | Spirituality | The questioner's spiritual calling or connection with the divine. |
| 8 | Negativity | The most negative aspect of the questioner. |
| 9 | Positivity | The most positive aspect of the questioner. |

HORSESHOE OF FATE

This spread is used in divining the most proper way to deal with an ongoing situation, pursue a goal or solve an issue.

If the questioner is someone other than the reader, they must draw seven cards from the deck and hand them to the reader. The reader then places them face up, in the order that they were drawn by the questioner and the spread below.

1 7
2 6
3 5
4

The significant meaning of each of the cards in this spread is the following.

- | | |
|---|---|
| 1 | Past influences, affecting the present situation. |
| 2 | Choices or alternatives. |
| 3 | Stability or instability of the situation. |
| 4 | Challenges presented. |
| 5 | Help or hindrances. |
| 6 | Friend or foe, in regard to the situation. |
| 7 | Final outcome. |

PREDOMINANT ELEMENT

Some fortune tellers employ additional methods in order to make sense of especially complicated auguries. One such, is to tie the augury with a particular definition, according to the dominant, seasonal element that has appeared in majority during a spread. As described previously, the meaning of the Fate Cards is tied to both the concepts of the Star Signs, as well as the meaning of the months and seasons of the annual cycle.

This method can be used if a particular season's respected Fate Cards appear in majority during a spread, and the reader deems appropriate to append additional information to the augury's conclusion.

In addition to the conclusions yielded by the spread you chose, you may also define an augury with the one of the following meanings.

ARDOR'S PEAK

The general notion of the omen is hope. All frost eventually melts away, the bitter winds subside and life springs anew once again. Life is a consecutive cycle of seemingly contradicting conditions. Just as everything else, despair will not last forever. Joy, as well as the urge for creation shall take its place, when the time is right.

SUN'S REIGN

The general notion of the omen is abundance. Abundance in feelings, needs and wants, good and bad emotions alike. Extremity rather than moderation, as well as the pursuit of new achievements upon the path of self-accomplishment.

RAIN'S CREST

The general notion of the omen is austerity. Something crucial is missing and the void it left behind calls for immediate action. It is unwise to leave this void unattended, for in the end, it might consume all. One has to become better than oneself, in order to overcome that which tomorrow brings.

FROSTWAKE

The general notion of the omen is inevitability. An ominous feeling of threat is looming over. In the endeavour of overcoming it, every aspect of oneself shall have to be put to the test. Fear may seek to find root in one's heart, but a steel determination is key in order to face the difficult ordeals that are about to come.

PRINTING YOUR OWN DECK

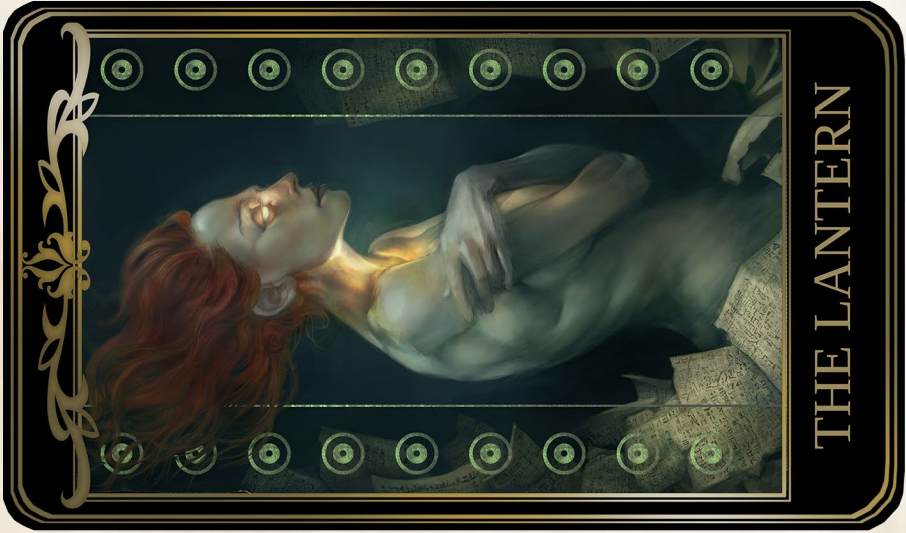
In the following, final pages of the book, you will find the printable versions of the sixteen Fate Cards along with their card back. For their printing, it is advised to use thick cardstock paper of size A4, but feel free to improvise at your best convenience.

Begin by printing page 48. Then, flip the paper around and put it back into the printer. Now, print page 52 on the back of the paper. Repeat the same sequence, with pages 49, 50 and 51. Cut the Fate Cards with a pair of scissors, and your Deck of Fates will be ready to speak of forlorn tales and willful omens.





THE WANDERER



THE LANTERN



THE KINDRED



THE WHEEL



THE HARVESTER



THE CHALICE



THE LUTE



THE BEAST



THE ANVIL



THE IMP



THE GATE



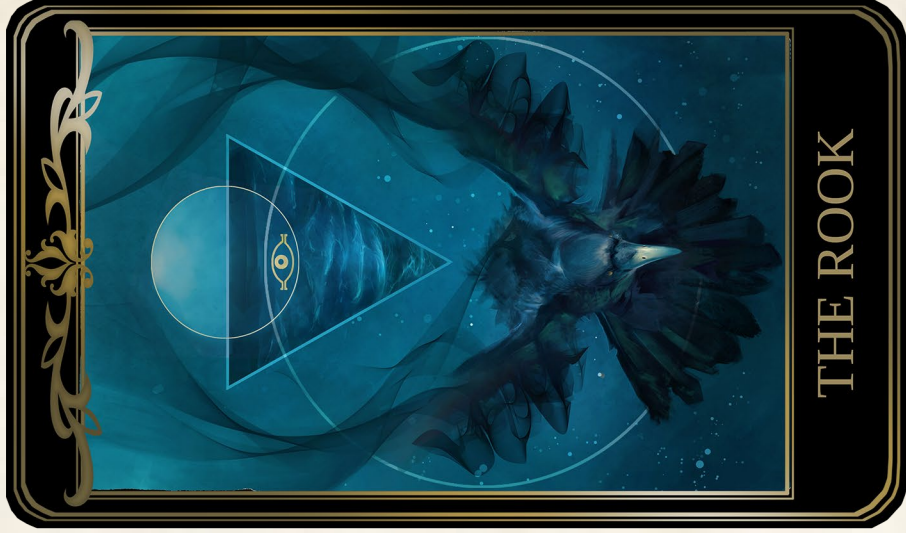
THE WIDOW



THE GIANT



THE PACK



THE ROOK



THE BEGGAR

