

## WIZARD ASTROLOGER

Astrologers study the stars, tracking their movements, listening to their voices, and heeding their advice. These magi tend to use divination magic, but they are far more (and less) than divination wizards: these are students of the stars and the moon, empowered at night as they search the heavens for answers to the day's questions.

While divination wizards get portents and enhanced divination magic, the astrologer goes in a radically different direction, gaining access to specific spells that are tied to hidden knowledge and the power of the night, using the instruction of the night sky to guide their actions. So there is far more emphasis on the effects of astral guidance on initiative rolls, reflexes, movement, and language than you tend to see from a divination wizard.

Add to this a chart at 6th level and onwards that gives you added magical benefits when you harness the light of the moon, and you've got a recipe for a very unique wizard.

### STUDY THE NIGHT SKY

When you select this subclass at 2nd level, you automatically add the following spells to your spellbook when you reach the appropriate Wizard level listed below without having to spend gold pieces to add the spells to your spellbook. They count as Wizard spells:

#### NEW WIZARD SPELLS

Class Level	Spells
2nd	<i>Guidance, Hunter's Mark</i>
3rd	<i>Augury, Moonbeam</i>
5th	<i>Divine Aid, Tongues</i>
7th	<i>Divination, Lucky Stars</i>
9th	<i>Augur's Call, Scrying</i>

### SEARCH THE STARS

Starting at 2nd level, when rolling for a spell attack after dark (dusk to dawn), you may treat any die roll of a 2-8 as an 8. If you are on a plane of existence where it is always night (like some dread domains of the Shadowfell), you always benefit from this ability. If you are on a plane of existence that never has night (like some domains of the Feywild), you never gain this benefit.

### ARCANE RECOVERY

Starting at 2nd level, you can regain some of your magical energy by looking to the heavens. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

### MAGICAL MOONLIGHT

Starting at 6th level, you draw magical power and insight from the moon along with the stars. If you can see the moon and it is shining light, you may gather some of the moonlight on your finger and consume it to give you added magical power.

Consult the chart below and select one of the following benefits until the next sunset based on how full the moon is (or you or your dungeon master may choose to roll for it, giving you a random result):

### MOONLIGHT CHART

Selection	Waxing Moon	Full Moon	Waning Moon	New Moon
1: Portending	You may reroll one die from a divination spell	Divination spells that roll a die go up one size ( <i>Guidance</i> adds a d6, <i>Hunter's Mark</i> adds a d8, etc.)	Divination spells that roll a die add +1 to the value	No effect, as the moon is not shining
2: Provision	The range on your Divination spells is doubled (Self becomes Touch)	Divination spells that target 1 creature target 2 creatures instead	Ritual divination spells don't cost material components	No effect, as the moon is not shining
3: Perception	You gain a Tremorsense out to 60ft (or add 30ft to your Tremorsense)	You gain Blindsight out to 60ft (or add 30ft to your Blindsight)	You gain Darkvision out to 60ft (or add 30ft to your Darkvision)	No effect, as the moon is not shining
4: Peace	You gain immunity to the <i>Frightened</i> condition	You gain immunity to the <i>Charmed</i> and <i>Frightened</i> condition	You gain immunity to the <i>Charmed</i> condition	No effect, as the moon is not shining
5: Persuasion	You add +1 to your Persuasion and Deception rolls	You gain advantage on Charisma skill checks	You add +1 to your Intimidation and Performance rolls	No effect, as the moon is not shining
6: Protection	You add +1 to all your saving throws	You add +1 to your Armor Class and your saving throws	You add +1 to your Armor Class	No effect, as the moon is not shining
7: Potency	You add +1 to your spell save DC	You add +1 to your spell save DC and spell attack rolls	You add +1 to all spell attack rolls	No effect, as the moon is not shining
8: Power	You add a 2nd Level spell slot to your list of slots	You may use your <i>Arcane Recovery</i> feature twice per long rest	You add a 1st Level spell slot to your list of slots	No effect, as the moon is not shining

In addition you learn the Astral language, and when using the *Augury* spell, you may ask about an event or activity within an hour (instead of 30 minutes).

### **SEARCH THE HEAVENS**

Starting at 10th level, you use your knowledge of the heavens and the fates written there to predict actions in the moment. You gain one additional use of divination spells each day before you roll for a random result. In addition, you gain proficiency with Dexterity saving throws, and when an attack is performed against you that you can see, your Armor Class increases by 2.

In addition, you may pick (or randomly receive) two benefits from the moonlight chart instead of one.

### **SONG OF THE STARS**

Starting at 14th level, you use your knowledge of the stars and the fates of creatures around you to your advantage. Your movement speed increases by 10 feet (as you move in conjunction with the spheres), and you may reroll saving throws, attack rolls, or ability checks a number of times up to your Intelligence modifier each day. Your uses of this ability are replenished upon completing a long rest.

In addition, you may pick (or randomly receive) three benefits from the moonlight chart instead of two.