

Star Chart

2nd-level School of Astrology feature

As an astrologer you can create a star chart to help you find constellations and to guide your travels. It's a tiny object and a spellcasting focus for your wizard spells. While holding the chart, you gain the following benefits by using these three constellations:

The Altar. You know the *Guidance* cantrip and at 3rd level you learn the *Augury* spell, which count as wizard spells for you and don't count against the number of spells you know.

The Compass. You always know which way the four cardinal directions are, the time of day, and the faces of the moon(s).

The Sails. While traveling, either on foot, mounted, or on a vehicle, your travel pace and up to ten of your companions is double.

Constellation Alignment

2nd-level School of Astrology feature

With your star chart in hand you can use arcane formulae to align yourself with a constellation. This alignment allows you to harness magical energies to alter fundamental properties of spells. As a reaction you choose which constellation to align to. You have a total number of alignments equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you align yourself with a constellation, you gain the benefits from one of the following constellations of your choice:

The Furnace. The constellation of the Furnace allows you to infuse magic with the radiance of the stars. When you cast a wizard spell, you can temporarily replace its damage type to radiant damage.

The Telescope. The constellation of the telescope allows you to extend the range of your spells. When you cast a wizard spell that doesn't have a range of self, you can double its range.

The Twins. The constellation of the twins allows you to duplicate magical effects. When you cast a wizard spell that targets one creature and doesn't have a range of self, you can target a second creature in range of the same spell.

The Scales. The constellation of the scales allows you to tip fate towards your favor. When a creature is about to roll a saving throw with advantage against a wizard spell you cast. You can negate the advantage cause it roll once instead of twice.

The Shield. The constellation of the shield protects you from misfortunate. Whenever you fail a saving throw you can cast the shield spell, if you know it, but alter its protection to give you a +5 bonus to your saving throw instead of the AC bonus.

Cosmic Conjunction

6th-level School of Astrology feature

At 6th level, through the use of conjunction you've learned how to create luminous physical manifestations of a multitude of constellations.

As an action, you can summon a constellation in an unoccupied space of your choice within 30 feet of you. The constellation is friendly to you and your companion and obeys your mental commands. In combat, the constellation shares your initiative, but takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the constellation can take any action of its own choice, not just Dodge.

Once you use this feature you can't use it again until you finish a long rest. The constellation is summoned until it is killed or until you use this feature to summon another constellation.

When you use your action to summon a constellation you have a choice from the list below.

The Bear. Summon a cosmic bear that uses the statistics of a [Polar Bear](#).

The Eagle. Summon a cosmic eagle that uses the statistics of a [Giant Eagle](#).

The Crab. Summon a cosmic crab that uses the statistics of a [Giant Crab](#).

The Centaur. This constellation allows you to summon a cosmic centaur that uses the statistics of a [Centaur](#).

The Lion. Summon a cosmic lion that uses the statistics of a [Lion](#).

The Serpent. Summon a cosmic serpent that uses the statistics of a [Giant Constrictor Snake](#).

The Scorpion. Summon a cosmic scorpion that uses the statistics of a [Giant Scorpion](#).

The Wolf. Summon a cosmic wolf that uses the statistics of a [Dire Wolf](#).

The Whale. Summon a cosmic whale that uses the statistics of a [Killer Whale](#).

Radiant Rejuvenation

10th-level School of Astrology feature

Beginning at 10th level, through your study of the stars and celestial bodies you are now able to briefly channel the rejuvenating energy of the phoenix constellation. When you cast a wizard spell that deals radiant damage the target or creatures of your choice within the area of the spell can regain a number of hit points equal to the damage rolled. You can use this feature once per long rest.

Breaker of Fate

14th-level School of Astrology feature

Starting at 14th level, you've become a master astrologer. Your knowledge of the stars and the power they hold over the fates of many no longer applies to you. You have broken the strings of fate that were bound to you. Allowing you to have true free will and a brief glimpses into the future. You gain a bonus to your saving throws equal to your Intelligence modifier (minimum bonus of +1). You must be conscious to have this bonus. Additionally, you learn the *Foresight* spell if you don't already know it and it doesn't count towards your number of known spells.